

QUESTION ONE (30 MARKS)

- a) Define the term Human Computer Interaction and explain the importance of 'affordance' in the field of Human Computer Interaction. (4 Marks)
- b) Describe any three things to bear in mind When designing a menu system. (6 Marks)
- c) Highlight any five things to be done when Designing forms for data entry to make it easy for the person who is keying in data. (5 Marks)
- d) Explain any five characteristics of User centered design. (5 Marks)
- e) State any five characteristics of direct manipulation. (5 Marks)
- f) Define 'Navigation' and state the three activities involved in navigation. (5 Marks)

QUESTION TWO (20 MARKS)

- a) Discuss any five Psychological factors affecting human-computer interaction. (10 Marks)
- b) Explain any five things that can be done when designing an interface to improve it for the eventual user. (10 Marks)

QUESTION THREE (20 MARKS)

- a) There are a number of factors that make software easy to learn. Explain any five of such factors. (10 Marks)
- b) Explain any five features to consider when providing a sophisticated human/computer interface. (10 Marks)

QUESTION FOUR (20 MARKS)

- a) Explain the meaning of the 'flexibility principle' as one of the usability principles and discuss four features that make up the flexibility principle. (10 Marks)
- b) What is the meaning of 'User-Centered Design'? Explain any four characteristics of User-Centered Design. (10 Marks)

QUESTION FIVE (20 MARKS)

- a) Well-designed direct manipulation interfaces may engender enthusiasm and elicit enjoyment from the users. Give any five facts to support this statement. (10 Marks)
- b) Define the term 'information spaces' and explain any four characteristics of information spaces. (10 Marks)