



**JARAMOGI OGINGA ODINGA UNIVERSITY OF SCIENCE AND TECHNOLOGY
SCHOOL OF INFORMATICS AND INNOVATIVE SYSTEMS
UNIVERSITY EXAMINATION FOR THE DEGREE OF BACHELOR OF BUSINESS
ADMINISTRATION WITH IT
4TH YEAR 2ND SEMESTER 2016/2017 ACADEMIC YEAR
KISII CAMPUS-PART TIME**

COURSE CODE: SCS 416

COURSE TITLE: HUMAN COMPUTER INTERACTION

EXAM VENUE: STREAM: (BBA-IT)

DATE: EXAM SESSION:

TIME: 2 HOURS

Instructions:

- 1. Answer Question ONE (COMPULSORY) and ANY other 2 questions**
- 2. Candidates are advised not to write on the question paper.**
- 3. Candidates must hand in their answer booklets to the invigilator while in the examination room.**

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)