

QUESTION ONE (30 MARKS)

- a) Explain the following terms as used in Human Computer Interaction: (4 Marks)
 - i. Technophobia
 - ii. Customizing
- b) Describe the concept of ‘affordance’ as applied in the field of Human Computer Interaction. (4 Marks)
- c) Briefly explain the applications of Human computer interaction in On-line Meetings and Distance Learning. (5 Marks)
- d) When designing a menu system there are a number of things to bear in mind. Explain any three. (6 Marks)
- e) What do you understand by ‘User Centered Design’? Bring out the characteristics of a User Centered Design. (6 Marks)
- f) The term “direct manipulation” is an interactive technique that was coined by Ben Shneiderman. Bring out its characteristics. (5 Marks)

QUESTION TWO (20 MARKS)

- a) Describe the features of a sophisticated user interface that makes it easy for a novice to use. (10 Marks)
- b) Describe the features of a sophisticated user interface that makes it quick for an experienced user. (10 Marks)

QUESTION THREE (20 MARKS)

- a) There are various Usability principles that guide the design of user friendly systems. In view of this, describe the flexibility principle. (10 Marks)
- b) Describe the various Usability Heuristics as advanced by Jacob Nielsen’s. (10 Marks)

QUESTION FOUR (20 MARKS)

- a) Explain how Well-designed direct manipulation interfaces may engender enthusiasm and elicit enjoyment from the users. (10 Marks)
- b) What do you understand by ‘Information Spaces?’ Discuss the characteristics of information spaces. (10 Marks)

QUESTION FIVE (20 MARKS)

- a) What is a ‘Prototype’? Discuss the requirements for prototyping tools. (10 Marks)

- b) In ensuring that any interface is use friendly, it is important to test it in order to refine it. The usage of prototypes helps in this testing process. Describe the various tools that can be used for prototyping. (10 Marks)