

Total No. of Questions : 10]

SEAT No. :

P2352

[Total No. of Pages : 2

**[5254]-685**  
**B.E. (I.T.)**  
**USABILITY ENGINEERING**  
**(2012 Pattern) (Elective - I) (Semester - I)**

*Time : 2½ Hours]*

*[Max. Marks : 70*

*Instructions to the candidates:*

- 1) Answer Q1 or Q2, Q3 or Q4, Q5 or Q6, Q7 or Q8, Q9 or Q10.*
- 2) Figures to the right indicate full marks.*
- 3) Assume Suitable data if necessary*
- 4) Neat diagrams must be drawn wherever necessary.*

- Q1)** a) Explain the importance of human factors in design. [4]  
b) What is importance of "Feedback" in usability testing? [6]

OR

- Q2)** a) List and explain significance of usability Heuristic. [4]  
b) List and explain with example various stages of information design. [6]

- Q3)** a) Discuss the goals of user interface design. [4]  
b) Explain the importance of "know the user" in usability process. [6]

OR

- Q4)** a) Explain "Tree Model" of system acceptability. [4]  
b) Why is it important to perform an analysis of the financial impact of the usability on the system. [6]

- Q5)** a) Explain various usability inspection methods with example. [8]  
b) What are various stages of usability testing? List and explain in detail. [10]

**P.T.O.**

OR

- Q6)** a) What are the attributes of usability performance measurement? [8]  
b) Usability Laboratories is important part of usability testing. Explain with diagram. [10]

- Q7)** a) Explain need of 'Test goals and test plans in usability testing. [8]  
b) What are the benefits from 'consistency and standards' to users and vendors? [8]

OR

- Q8)** a) How Interactive tutorials are useful to understand user interface? [8]  
b) What is difference between national and international user interface? [8]

- Q9)** a) Explain in detail intelligent user interfaces. [8]  
b) Write a short note on (Any 2) [8]  
i) CAUSE Tools  
ii) User Interface Management Systems.  
iii) Ethics of Usability.

OR

- Q10)** a) Explain the role of user interface designer & developer. [8]  
b) Write a short note on (Any 2) [8]  
i) GOMS model.  
ii) Organizational role and structure in usability.  
iii) International graphical Interface.

