

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.

