

Total No. of Questions : 6]

SEAT No. :

P104

[Total No. of Pages : 2

**Oct.-16/BE/Insem.- 162**

**B.E. (Information Technology)**

**USABILITY ENGINEERING**

**(2012 Pattern) (Elective - I(b)) (Semester - I)**

*Time : 1 Hour]*

*[Max. Marks : 30*

*Instructions to the candidates:*

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

- Q1)** a) How will you measure the usability of MS - WINDOWS Icons with respect to traditionally associated usability attributes. **[6]**
- b) Why we require short cut keys in user interface. **[4]**

OR

- Q2)** a) What are categories of users? Explain them with example. **[6]**
- b) List and explain in short any four disciplines contributing to HCI. **[4]**

- Q3)** Write short note on Consistency, feedback, clearly marked exits, shortcuts and good error messages. **[10]**

OR

- Q4)** a) How to set simple and natural dialogue? **[6]**
- b) List various issues related to interaction design. Explain in short with example. **[4]**

**P.T.O.**

- Q5)** a) List and explain goals of User Interaction Design. [6]  
b) What care will you take while designing the interface for the blind person? [4]

OR

- Q6)** a) Write a short note on: Storyboarding and Wireframes. [6]  
b) Explain executing an action sequence. [4]

