

(3 Hours)

[ Total Marks : 80

- N.B. : (1) Question no 1 is compulsory  
(2) Attempt any three questions from Q2 to Q6  
(3) Assume data if required

1. (a) Give example of an interface you have come across which is 20  
(i) Useful, usable and used  
(ii) Which is useful but difficult to use?  
(iii) Useful but not usable hence not used.  
(b) Explain National, International and Vender Standards  
(c) Design a device with two buttons {B1, B2} to map 6 functionalities {F1, F2, F3, F4, FS, F6} Design can be theoretical or graphical.  
(d) Comment on the statement "Usability aspect is equally important as technical aspect of the application".
2. (a) How usability approach can be adapted in system development. 10  
(b) How you will know your user in the process of usability process 10
3. (a) On which dimensions user experience differs. 10  
(b) What process you follow while shopping for your clothes use this process in 10
4. (a) list usability heuristics? Explain any two heuristics in detail. 10  
(b) Explain Usability attributes. 10
5. (a) Explain focus group usability assessment method 10  
(b) What is iterative design? Is it suitable for GUI design? 10
6. (a) What are the challenges In designing international graphical Interface? 10  
(b) Design unique code for every citizen of India with minimum memory load to remember. 10