



MANICALAND STATE UNIVERSITY OF APPLIED SCIENCES

FACULTY OF APPLIED SCIENCES AND TECHNOLOGY

DEPARTMENT: COMPUTER SCIENCE AND INFORMATION SYSTEMS

MODULE: HUMAN COMPUTER INTERACTION

CODE: INSY411

SESSIONAL EXAMINATIONS

OCTOBER 2023

DURATION: 3 HOURS

EXAMINER: MR S. MARIME

INSTRUCTIONS

1. Answer *All* in Section A
2. Answer *three* questions in Section B.
3. Start a new question on a fresh page
4. Total marks 100

Additional material(s): None

SECTION A

QUESTION 1

Choose an existing interactive product and evaluate it based on the principles of usability, accessibility, and user-centered design. Discuss the strengths and weaknesses of the product in terms of these principles, and suggest ways to improve the design. (25)

SECTION B

Answer any three questions from this section

QUESTION 2

- a. Describe Schneiderman's "Eight Golden Rules of Interface Design" and explain how they contribute to good interaction design. (16)
- b. Discuss how the design principles of visibility, feedback and consistency contribute to the usability and user experience of interfaces. (9)

QUESTION 3

- a. There are four basic activities of Interaction Design (ID). Explain the process of ID. (12)
- b. Explain the features of good and poor ID. (13)

QUESTION 4

- a. Explain the different data gathering techniques used in interaction design, including questionnaires, interviews, naturalistic observations, and studying documentation. Discuss how to choose the right technique for a given situation. (25)

QUESTION 5

- a. Why is user involvement important in interaction design? (6)
- b. Discuss the different degrees of user involvement and explain the need for a user-centered approach. (9)
- c. Discuss the principles of Gould and Lewis on user-centered approach. (10)

END OF EXAMINATION