NATIONAL OPEN UNIVERSITY OF NIGERIA
PLOT 91 CADASTRAL ZONE, NNAMDI AZIKWE EXPRESSWAY, JABI, ABUJA
FACULTY OF SCIENCES
DEPARTMET OF COMPUTER SCIENCE
OCTOBER, 2019 EXAMINATIONS

COURSE CODE: CIT353
COURSE TITLE: HUMAN COMPUTER INTERACTION
CREDIT: 2 UNITS
TIME ALLOWED: 2 HOURS
INSTRUCTION: ANSWER QUESTION ONE (1) AND ANY OTHER THREE (3) QUESTIONS

1a) Describe five (5) ways in which interactions between users and computers can be improved.
(5 marks)

b) Define *mental models**(2 marks)*

c) Enumerate the characteristics of *mental models*. *(4 marks)*

d) Outline the measures to be taken by a system designer to minimise the memory load of the user *(2 marks)*

e) Enumerate factors governing the choice of an appropriate evaluation method for different interactive systems? *(5 marks)*

f) Discuss the execution and evaluation loop stating the loop's usefulness in the user's participation in interactive systems design. *(7 marks)*

[25 marks]

2) Write short notes on the following interaction styles:
   a)   WIMP   *(8 marks)*
   b)   Three-dimensional interfaces   *(7 marks)*

[15 marks]

3a) Extensively discuss Context Analysis. *(5 marks)*

b) Briefly describe the following cognitive models
   i) Parallel design   *(5 marks)*
   ii) Human processor   *(3 marks)*

c) What is meant by 'User Interface technique'? *(2 marks)*

[15 marks]

4a) Enumerate the basic components of Human Computer Interaction   *(4 marks)*

b)   State the stages involved in the *Donald Normans model*   *(4 marks)*

c) With the aid of illustrative diagram, explain the process involved in the design lifecycle of a typical design pattern   *(7 marks)*

[15 marks]

5. Briefly describe the principles to be considered while designing a user system interface. Give relevant examples.

[15 marks]