

(3 hrs.)

Maximum Marks = 80

NB:

1. Question No. 1 is compulsory and solve any **THREE** questions from the remaining questions
2. Assume suitable data if necessary
3. Draw clean and neat diagrams.

Q1. Attempt **any four**.

[20 Marks]

- a. Multimedia
- b. Explain Ergonomics.
- c. Screen navigation and flow
- d. Describe Paradigms
- e. Elaborate HMI in the software process
- f. Explain goal directed design process

Q2. a. Discuss Windows presentation styles with examples.

[10 Marks]

- b. Design a user interface for the 'Save Nature' campaign.

Assume appropriate data is required for it.

[10 Marks]

Q 3. a. Discuss different types of Mobile Applications.

[10 Marks]

- b. Design a user interface of an 'Online Grocery shop'. Assume suitable data and draw interfaces neatly.

[10 Marks]

Q 4. a. Differentiate between direct and indirect manipulation.

[10 Marks]

- b. Explain seven stages of action with each phase in detail.

[10 Marks]

Q 5. a. Differentiate between Graphical User Interface and Web User Interface.

[10 Marks]

- b. Draw and explain the Mobile Ecosystem.

[10 Marks]

Q .6. Write short notes on **any four**

[20 Marks]

- a. Explain the principles of Mobile 2.0
- b. Colors
- c. Types of windows
- d. Deductive Reasoning
- e. Types of statistical graphs
- f. Icons
