

(3 Hours)

Total Marks: 80

- Note:** i) Question no. 1 is compulsory
ii) Attempt any three from remaining
iii) Assume necessary data

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| 1. | (a) | Discuss the usability engineering life cycle. | 10 |
| | (b) | With help of an example explain the importance of graphics design and color while developing an application. | 10 |
| 2. | (a) | Explain categories of users and individual user differences | 10 |
| | (b) | Explain prototyping with example | 10 |
| 3. | (a) | How user memory load can be minimized | 10 |
| | (b) | Explain heuristic evaluation. | 10 |
| 4. | (a) | Explain test tasks to be performed and stages of test . | 10 |
| | (b) | How performance measurement is used for usability testing | 10 |
| 5. | (a) | How usability assessment can be done without using testing | 10 |
| | (b) | Discuss guidelines for internationalization. | 10 |
| 6. | | Write short note on | 20 |
| | a) | CAUSE Tool | |
| | b) | Usability slogans | |
| | c) | Usability Laboratories | |
| | d) | Consistency | |
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