

(Time: 3 hrs.)

Maximum Marks = 80

NB:

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

Q1. Attempt any four.

[20 Marks]

- a. Differentiate between direct and indirect manipulation. [5 Marks]
- b. Explain Ergonomics. [5 Marks]
- c. Draw and explain Mobile Ecosystem [5 Marks]
- d. Describe Deductive Reasoning [5 Marks]
- e. Elaborate HMI in software process [5 Marks]
- f. Explain types of Mobile Applications [5 Marks]

Q2. a. Explain seven stages of action with each phase in detail

[10 Marks]

- b. Design a user interface for 'Blood Donation' awareness campaign. Assume appropriate data required for it.

[10 Marks]

Q 3. a. Discuss types of windows with examples.

[10 Marks]

- b. Design a user interface of an online grocery shop. Assume suitable data and draw interfaces neatly.

[10 Marks]

Q 4. a. Discuss different types of statistical graphs.

[10 Marks]

- b. What is Mobile 2.0? Explain the principles of Mobile 2.0.

[10 Marks]

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

[10 Marks]

- b. Discuss different phases of the goal directed design process.

[10 Marks]

Q .6. Write short notes on any four

[20 Marks]

- a. Icons [5 Marks]
- b. Colors [5 Marks]
- c. Multimedia [5 Marks]
- d. Paradigms [5 Marks]
- e. Screen navigation and flow [5 Marks]
- f. Windows presentation styles [5 Marks]
