NATIONAL OPEN UNIVERSITY OF NIGERIA
University Village, 91 Cadastral Zone, Nnamdi Azikwe Expressway, Jabi, Abuja
FACULTY OF SCIENCE
DEPARTMENT OF COMPUTER SCIENCE

CIT353: Human Computer Interaction   **Credit Units: 2**

Instruction: *Answer Question (1) (25marks) and any other three questions each carrying 15*
marks   **Time Allowed:** 2 hrs

1a) Explain what is meant by Human Computer Interaction? *(5marks)*

b) Mention five (5) ways in which the interactions between users and computers can be improved. *(5marks)*

c) Inventing new techniques and comparing existing techniques using the scientific method will enhance efficient interaction techniques for common computing tasks. Enumerate ways to achieve this. *(5 marks)*

d) Explain the concept of 'Paradigm of Human Computer Interaction' *(3 marks)*

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

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

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, describe the process involved in the design lifecycle of a typical design pattern *(7 marks)*

5a) Extensively discuss prototyping of interactive System designs bringing out its benefits. *(3marks)*
b) Briefly discuss user-system interface *(5 marks)*
c) Briefly state the major problems associated with usability specifications?   *(2 marks)*

6) Briefly describe the principles to be considered while designing a user system interface. Give relevant examples. *(15 marks)*