



**NATIONAL OPEN UNIVERSITY OF NIGERIA**  
**University Village, 91 Cadastral Zone, Nnamdi Azikwe Expressway, Jabi, Abuja**  
**FACULTY OF SCIENCES**  
**2022\_1 EXAMINATIONS**

**COURSE CODE: CIT353**

**COURSE TITLE: Human Computer Interaction**

**CREDIT: 2 Units**

**TIME ALLOWED: 2 Hours**

**INSTRUCTION: Answer Question ONE (1) and any other TWO (2) Questions**

1a) Briefly describe the following effects:

- i) Hypertext (4 marks)
- ii) Hypermedia (4 marks)
- iii) Animation (4 marks)

b) State the management issues concerned with:

- i) Interactive design (4 marks)
- ii) prototyping techniques (4 marks)

c) State and explain the four (4) tasks of the software process of Human Computer Interaction. (6 marks)

d) How many stages are involved in the *Donald Normans model* ? State them. (4 marks)

**Total = 30 marks**

2a) (i) Describe "the Waterfall model" in the software design process of human computer interaction? (7 marks)

(ii) Draw a well-labelled diagram of the Waterfall model (5 marks)

b) State and briefly explain the activities involved in the Software lifecycle (8 marks)

**Total = 20 marks**

3a) Explain the term 'Ergonomics'. Give any two examples. (6 marks)

- b) Compare Participatory design and Ethnography design in Human Computer Interaction (3 marks)
- c) State the characteristics of Participatory design. (2 marks)
- d) State the ethics and methods involved in Participatory design (6 marks)
- e) Differentiate between the objectives of interactive design and prototyping. (3 marks)

*Total = 20 marks*

- 4a) Extensively discuss video and audio effects in human computer interaction (8 marks)
- b) Give **two** (2) advantage and **one** (1) challenge arising from the application of video and audio effects in web browsing and hypertext (5 marks)
- c) Give two methods by which universal design can be realized? Give an example of each method. (4 marks)
- d) What is the function of the Boolean search used in conducting web search (3 mark)

**Total = 20 marks**

- 5a) (i) State the various knowledge required to build an adaptive help system. (6 marks)  
(ii) Which of the knowledge in (i) above is easiest to provide? Where can the knowledge be got? What is its disadvantage? (5 marks)
- b) Which of the knowledge in (a) above is most difficult to provide and why? (4 marks)
- c) State the various positive and negative issues that have emanated from embodying speech act in a specific system. (5 marks)

*Total = 20 marks*