



NATIONAL OPEN UNIVERSITY OF NIGERIA
PLOT 91, CADASTRAL ZONE, NNAMDI AZIKIWE EXPRESSWAY, JABI-ABUJA
FACULTY OF COMPUTING

DEPARTMENT OF COMPUTER SCIENCE

2024_2 EXAMINATION

COURSE CODE: CIT353

COURSE TITLE: Introduction to Human Computer Interaction

CREDIT UNIT: 2

TIME ALLOWED: 2HRS

INSTRUCTION: ANSWER QUESTION ONE (1) AND ANY OTHER TWO (2)

Question 1

(a)

- (i) At every point of the design life cycle, the assessment technique that addresses both design and execution should be taken into account. Talk about any three (3) of these methods. **(12 marks)**
- (ii) Abowd and Beale's framework is used to reduce some of the human errors that occur during interaction. Describe how this paradigm can help to resolve the issue of computer interface with any three points. **(4 marks)**

(b)

- (i) Describe how you comprehend the term "ergonomics" in a few words **(4 marks)**
- (ii) The two main categories of interaction styles are the Distinct styles of interaction and the Dialogue style of interaction between computer and user. Describe any four (4) types of the interface they are expressed in briefly. **(6 marks)**
- (iii) State four (4) characteristics of patterns in system interactive design **(4 marks)**

Question 2

- a) List the fundamental elements of human-computer interaction **(4 marks)**
- b) Describe the phases of the Donald Normans model **(4 marks)**

- c) Explain the steps involved in the design lifecycle of a typical design pattern using an example diagram *(9.5 marks)*
- d) List five of the seven principles that should be taken into account when creating a user system interface. *(2.5 marks)*

Question 3

- (a) Briefly explain the idea of the hypertext *(7 marks)*
- (b) There are four (4) ways in which user-computer interactions can be improved. Mention them *(6 marks)*
- (c)
 - (i) Describe the command line interface in a few sentences. *(4 marks)*
 - (ii) In the history of basic interactions, give a brief of the spreadsheet interaction *(3 marks)*

Question 4

- a) Discuss context analysis in depth *(5 marks)*
- b) Briefly characterize each of the cognitive models listed below *(8 marks)*
 - i) Design in parallel
 - ii) Human processor
- c) What does "User Interface method" mean? *(2 marks)*
- d) Enumerate five variables that influence the selection of an effective assessment strategy for various interactive systems. *(5 marks)*

Question 5

- (a) Lay down the Human Computer Interactions' four (4) objectives *(8 marks)*
- (b) Analyze four (4) ways that the advancement of human-computer interaction technology has benefited people with disabilities in brief. *(8 marks)*
- (c) List four (4) more storage formats that can be utilized in human-computer interaction, in addition to text formats and media formats. *(4marks)*