

UNIVERSITI TUN HUSSEIN ONN MALAYSIA

FINAL EXAMINATION SEMESTER I SESSION 2017/2018

COURSE NAME : HUMAN-COMPUTER

INTERACTION

COURSE CODE : BIM 30503

PROGRAMME CODE : BIM / BIP

EXAMINATION DATE : DECEMBER 2017 / JANUARY 2018

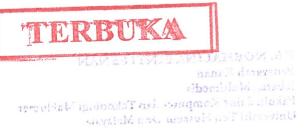
DURATION : 3 HOURS

INSTRUCTION : ANSWER ALL QUESTIONS

TERBUKA

THIS QUESTION PAPER CONSISTS OF THREE (3) PAGES

Q1	Fill in the blanks.		
	(a)	is a principle design which describe about the properties of an object that indicate how it can be used. (1 mark)	
	(b)	is interaction design approach which focus on the behavior of the user rather than their goals and needs. (1 mark)	
	(c)	while prototype is used during conceptual design stage especially on technical issues prototype is used during user testing stage (2 marks)	
	(d)	evaluation involve three stages which are briefing session, evalution period and (2 marks)	
Q2	One of the cognitive processes in interaction design is managing user attention.		
	(a)	Define 'managing attention'. (2 marks)	
	(b)	Suggest FOUR (4) ways to structure information in interface design in order to capture user's attention. (8 marks)	
Q3	Questions Q3(a)-Q3(g) are based on the given target user. Choose ONLY ONE (1) from the following target user:		
		1. Children with learning disabilities who are expecting for more fun elements in their learning aids.	
		OR	
		2. Restaurant owner who wants to establish a fast and convenient customer experience.	
	(a)	Give THREE (3) reasons why designer needs to understand the characteristics and capabilities of the target user.	
		(6 marks)	
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(b) Propose ONE (1) appropriate project title for the selected target user. (2 marks)
(c) Suggest ONE (1) appropriate platform to implement the proposed title. Justify your answer. (4 marks)
(d) Suggest ONE (1) interaction type to be applied in the proposed title. Justify your answer. (4 marks)
(e) Propose TWO (2) appropriate methods that will be combined to gather user requirements Give TWO (2) reasons of the combination. (8 marks)
(f) Analyze TWO (2) functional requirements and TWO (2) non-functional requirements of the proposed title. (8 marks)
(g) Draw a storyboard to illustrate any FOUR (4) interfaces for the proposed title based on the requirements stated in Q3(f). (20 marks)
(a) Describe THREE (3) purposes of user interface evaluation. (6 marks)
(b) Explain THREE (3) ways to protect user's right during evaluation process. (6 marks)



-END OF QUESTION -

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