

# JARAMOGI OGINGA ODINGA UNIVERSITY OF SCIENCE AND TECHNOLOGY

# SCHOOL OF INFORMATICS AND INNOVATIVE SYSTEMS

# UNIVERSITY EXAMINATION FOR THE DEGREE OF BACHELOR OF ARTS IN INTERNATIONAL RELATIONS AND DIPLOMACY WITH IT

# 4TH YEAR 2ND SEMESTER 2016/2017 ACADEMIC YEAR

#  NAIROBI CITY LEARNING CENTRE

**COURSE CODE: SCS 416**

**COURSE TITLE: HUMAN COMPUTER INTERACTION**

# EXAM VENUE: 12TH FL RM 1 STREAM: I.R

# DATE:19/04/17 EXAM SESSION: 2.00 – 4.00 PM

# TIME: 2 HOURS

# INSTRUCTIONS

# Answer Question 1 (Compulsory) and ANY other TWO questions

# Candidates are advised not to write on the question paper

# Candidates must hand in their answer booklets to the invigilator while in the examination room

**QUESTION ONE (30 MARKS**)

**Pride Hotel**, a prestigious hotel based in Bondo, wishes to introduce a new service to its customers. The new service is rooms booking for mobile phones users. As a student in Kenya who studied HCI at **JOOUST University**, you are asked to design this mobile interface for the Pride Hotel. With the following description answer the following questions:

1. What software model are you going to use? Why? (5 Marks)
2. What requirements techniques are you using? Why? (5 Marks)
3. How will you then build your interface design? Why? (5 Marks)
4. What issues shall you take into consideration when designing the interface? (5 Marks)
5. Provide a sketch of the main interface(s) of the mobile booking system. (10 Marks)

**QUESTION TWO (20 MARKS)**

1. Describe the various categories of Usability Principles in HCI Design. (10 Marks)
2. Design evaluations use both subjective and objective metrics, state any five things we can measure. (5 Marks)
3. There are 4 stakeholders in the work domains. List and indicate what each person is in-charge of. (5 Marks)

**QUESTION THREE (20 MARKS)**

1. Discuss any **FIVE** challenges face in HCI Design (10 Marks)
2. Using relevant examples state and explain any five graphic design principles (5 Marks)
3. Discuss any **FIVE** constraints on Usability Testing (5 Marks)

**QUESTION FOUR (20 MARKS)**

1. Describe any four robustness principles that can in Supporting users in determining successful achievement and assessment of goals (4 Marks)
2. Discuss how would you incorporate HCI design into larger software engineering design frameworks? (6 Marks)
3. In Human Computer Interaction there are 5 main uses of Frameworks. List the five uses. (10 Marks)

**QUESTION FIVE (20 MARKS)**

a) State and explain the various processes the User-Centered Design entail (5 marks)

b) Contemporary GUIs are sometimes called “WIMP” interfaces. Discuss any three components of WIMP interfaces: (10 Marks)

1. Heather’s evaluation is a common HCI method list any four activities in this type of evolution (5 Marks)