MAASAI MARA UNIVERSITY

REGULAR UNIVERSITY EXAMINATIONS
2017/2018 ACADEMIC YEAR

SCHOOL OF SCIENCE AND INFORMATION SCIENCES
DEPT OF COMPUTING AND INFORMATION SCIENCES

UNIVERSITY EXAMINATIONS FOR THE DEGREE OF BACHELOR
OF SCIENCE (COMPUTER SCIENCE)

YEAR 4 SEMESTER 2

COURSE CODE: COM 431
COURSE TITLE: HUMAN COMMUNICATION INTERACTION

DATE: 26TH APRIL 2018　　　　　　　**TIME: 8:30AM-10:30AM**

INSTRUCTIONS

- Answer Question ONE and any other TWO.

QUESTION ONE (COMPULSORY)

(a) Explain the factors governing the choice of an appropriate evaluation method for different interactive systems. **(5 marks)**

(b) Discuss the advantages and disadvantages of using touchscreen. **(5 marks)**

(c) Discuss the current trends in the development of interacting devices. **(5 marks)**

(d) Discuss the four level approach model developed by Foley and Van Dam in the late 1970s. **(8 marks)**

(e) Give various styles in which a HCI designer can design for user support. **(7 marks)**

QUESTION TWO

(a) Some scholars advocate for consistency and standardization in user interface design while others support creativity and uniqueness. Discuss your opinion in relation to HCI principles. **(15 marks)**

(b) Discuss the function of sound in interactive systems. **(5 marks)**

QUESTION THREE

(a) There is a definite difference in the approach to software between inexperienced and experienced users. Software designers need to take account of these differences in shaping their designs. Discuss the ways in which HCI designers can cater for the two types of users in designing software systems. **(10 marks)**

(b) Discuss the guidelines in Shneiderman's principles of user interface design. **(10 marks)**

QUESTION FOUR

(a) Discuss the principles that promote a framework for developing universal designs of interactive systems. **(10 marks)**

(b) Discuss the following popular statement as sued in HCI profession and show how designers can address this issue while designing user interfaces.

"To err is human" **(10 marks)**

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