

Time: 3 hours

Max.Marks:80

- Note:**
1. Question 1 is compulsory.
  2. Attempt any 3 from Q2 to Q6.
  3. Indicate your answer with various sketches whenever necessary.

- Q1. Attempt any **four**. [20]
- (a) List pros and cons of any one modern device in design of a tutor for kids.
  - (b) List techniques in qualitative research.
  - (c) Differentiate between mental model and implementation model.
  - (d) Explain effect on data structures when appropriate data controls are not used.
  - (e) What are the four interfaces that give name WIMP.
- Q2. (a) Explain briefly software evolution process. [10]
- (b) Design a UI for any multimedia application. [10]
- Q3. (a) Provide a systematic design analysis for municipal corporation's mobile app that includes all the area details in terms of ward etc. Also give the interface guidelines. [10]
- (b) Explain seven stages of action and three levels of processing. [10]
- Q4 (a) A UI designer wants to design an application for people with difficulty using keyboard. Comment on selecting proper device based controls. [10]
- (b) Differentiate between quantitative and qualitative research in knowing the users. [10]
- Q5 (a) State and explain principles of Gestalts theory. [10]
- (b) Provide suitable analysis and Interface design for state road transportation system. [10]
- Q6 Write Short notes on following. [20]
- (a) Statistical Graphics
  - (b) Guidance and Feedback
  - (c) Interview Questions
  - (d) Goal directed Design