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

55380