

(3 Hours)

Total Marks: 80

Note: i) Question no. 1 is compulsory
 ii) Attempt any three from remaining
 iii) Assume necessary data

1. (a) Create an mobile application interface for online ticket booking for travel agency which provides lists of tours, price list and available seats and food arrangements in the particular tour. User should be able to search for a tour, book the tour, track the bus, and give feedback. Which are the usability aspects you will consider for this application before designing it? **10**
- (b) How help and documentation plays a important role? **10**
2. (a) Show the evolution of user interfaces and explain them. **10**
- (b) Explain parallel and participatory design **10**
3. (a) Minimize User Memory Load **10**
- (b) Explain various phases in usability engineering lifecycle **10**
4. (a) Explain test tasks to be performed and stages of test. **10**
- (b) How Test Users obtained and Experimenters are chosen. **10**
5. (a) Explain in brief about interface standards **10**
- (b) Discuss about usability slogans. **10**
6. Write short note on **20**
 - a) National International standards
 - b) Usability Laboratories
 - c) CAUSE Tool
 - d) Ethical aspects of tests with human