

BACHELOR OF TECHNOLOGY (CBCS) (2021-COURSE)
B. Tech. Sem - VII Computer Science & Business Systems : SUMMER : 2025
SUBJECT: USABILITY DESIGN OF SOFTWARE APPLICATIONS

Day : Tuesday
Date : 13/05/2025

S-24196-2025

Time : 02:30 PM-05:30 PM
Max. Marks : 60

N.B.:

- 1) All questions are **COMPULSORY**.
- 2) Figures to the right indicate **FULL** marks.
- 3) Assume suitable data if necessary.

Q.1 List three solutions for overcoming limited resources in User- Centered Design. (10)

OR

Q.1 What is User- Centered Design (UCD) and what are the main stages or phases of the User Centered Design process? (10)

Q.2 What are the key metrics used to evaluate the usability of software applications? How can these metrics help improve the overall user experience? (10)

OR

Q.2 By considering any example of your choice evaluate the product from user centered design aspects such as functionality, ease of use, ergonomics and aesthetics. (10)

Q.3 Explain how usability issues are categorized by severity in the evaluation process. (10)

OR

Q.3 Apply heuristic principles for online shopping system. (10)

Q.4 Provide different device based and screen based control for following: (10)
i) Filling up Online Application for admission to Engineering Course.
ii) Online payment of Utility Bills such as Telephone Electricity and Water charges etc.

OR

Q.4 What are techniques used in Competitive Analysis for UX? Explain each technique with example. (10)

Q.5 Design a persona for a user of a fitness tracking app, including relevant goals, behaviors and pain point. (10)

OR

Q.5 Explain how real-time order tracking enhances the user experience in a food delivery app. (10)

Q.6 Evaluate the effectiveness of using high-fidelity prototypes for testing interactivity. Are there situations where they might not be suitable? (10)

OR

Q.6 Consider you want to design a mobile application for banking application. Design and explain Initial Prototype, Iteration 1 Prototype, Iteration 2 Prototype for a mobile banking application. (10)

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