

BACHELOR OF TECHNOLOGY (CBCS) (2021-COURSE)
B. Tech. Sem - VII Computer Science & Business Systems : WINTER : 2024
SUBJECT: USABILITY DESIGN OF SOFTWARE APPLICATIONS

Day : Tuesday
Date : 03/12/2024

W-24196-2024

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 What is User- Centered Design (UCD) and why it is important in product development? Explain the key principle of User- Centered Design. (10)

OR

Q.1 Compare the differences between Prototyping and Testing and Evaluation. How do they work together in the UCD process? (10)

Q.2 How do you define the functional requirements of a design project and why are they important? Explain how the functionality of a product or design can directly impact on user experience. (10)

OR

Q.2 List two methods used in the User Research phase of UCD. (10)

Q.3 Describe the heuristic evaluation method in usability design. How can it help identify usability issues in software applications? (10)

OR

Q.3 Create a navigation structure for an online educational platform that allows users to easily find courses, instructors and resources (10)

Q.4 What techniques do you use to conduct user interviews effectively and how do you ensure that you gather meaningful insights from participants? (10)

OR

Q.4 What are techniques used in UX research and explain each technique with example? (10)

Q.5 Create a persona for customer of an online grocery store. Include goals and pain points. (10)

Q.5 What are the main steps involved in the task flow for railway reservation? (10)

OR

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

OR

Q.6 Compare the benefits of incremental prototyping and evolutionary prototyping. In what situations might one be preferred over the other? (10)

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