



MAASAI MARA UNIVERSITY

**REGULAR UNIVERSITY EXAMINATIONS
2018/2019 ACADEMIC YEAR
FOURTH YEAR FIRST SEMESTER**

**SCHOOL OF SCIENCE AND INFORMATION
SCIENCES
UNIVERSITY EXAMINATION FOR THE
DEGREE OF BACHELOR OF SCIENCE
(COMPUTER SCIENCE)**

COURSE CODE: COM 410

COURSE TITLE: USER INTERFACE DESIGN

DATE: 10TH DECEMBER, 2018

TIME: 1100 - 1300 HRS

INSTRUCTIONS TO CANDIDATES

1. Answer Question **ONE** and any other **TWO** questions
2. Switch off your mobile phone

This paper consists of 2 printed pages. Please turn over.

QUESTION ONE (30 Marks)

- a) Explain why user interface design is an important discipline. (5 marks)
- b) Explain what it means to have a “user friendly interface”. (5 marks)
- c) “To err is human”. In relation to user interface design explain why this phrase is important for a designer. (5 marks)
- d) When presenting information, it is common to draw users' attention to important items on the screen. Explain various techniques to do this. (5 marks)
- e) Explain the differences one can discern between the behaviors of novice and expert users as they interact with a mobile money application as M-PESA. (10 marks)

QUESTION TWO (20 Marks)

- a) Explain how to perform the following in user interface design:
 - i. User Analysis (5 marks)
 - ii. Task analysis (5 marks)
- b) Describe the benefits of prototyping in user interface design. (10 marks)

QUESTION THREE (20 Marks)

- a) Describe how one should design a user interface to suit a sporadic user. (10 marks)
- b) Differentiate between guidelines, standards and principles. Give relevant examples. (10 marks)

QUESTION FOUR (20 Marks)

- a) Explain the principle of learnability to support usability in user interface design. (10 marks)
- b) Describe the off-line design and enumerate its benefits.(10 marks)

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