

**LAGOS CITY POLYTECHNIC, IKEJA**  
**SCHOOL OF ENGINEERING AND APPLIED SCIENCE**  
**DEPARTMENT OF COMPUTER SCIENCE**  
**2015/2016 SEMESTER EXAMINATION**

<b>COURSE</b>	<b>TITLE:</b>	<b>HUMAN</b>	<b>COMPUTER</b>
	<b>INTERFACE</b>		
<b>COURSE CODE: COM 326</b>			<b>NO OF QUESTION: 6</b>
<b>2HRS</b>			<b>TIME: ALLOWED:</b>
<b>FOR WHOM:</b>	<b>HND YR II</b>	<b>CS</b>	<b>PT INSTRUCTIONS:</b>

**Answer Question**

1. (a) Human Computer Interface <sup>1</sup> and <sup>3</sup> is a multidisciplinary <sup>any</sup> other <sup>career</sup>. Discuss <sup>3</sup>  
 (b) Define HCI Concept. State the basic and long term goals of HCI  
 (c) Mention and briefly describe four(4) Display Principles in HCI Design
2. (a) Explain the Term Loops of Interaction as related to interface design in HCI  
 (b) Highlight any 3 objectives of HCI as a course  
 (c) State the difference between Usability and Receptiveness of an Interface Design
3. (a) Explain the concept of Problem space and its implication in Interface design  
 (b) State the briefly describe any two classification of problem space
4. (a) Write short notes on the following:  
 (i) User centered Design  
 (ii) Participatory design  
 (iii) Design process  
 (iv) Affective design  
 (v) Usability testing  
 (b) Briefly describe HCI Design Approaches
5. (a) What is the essence conceptual model in Interface Design?  
 (b) Name an existing System Interface Design, explore and observe critically, then state limitations you noticed and suggest ways of improvement for a proposed new system.  
 (c) Discuss HCI Design iterative process.
6. (a) Explain the conceptual modes based on object/metaphor. Enumerate its benefits.  
 (b) What is user testing? Mention and briefly explain any 2 types of testing in design project.