



KENYATTA UNIVERSITY

EXAMINATION FOR THE DEGREE OF BACHELOR OF INFORMATION TECHNOLOGY.

SIT 308: HUMAN COMPUTER INTERACTION.

2ND SEMESTER 2023/2024

TIME: 2 HOURS

INSTRUCTIONS: ANSWER QUESTION ONE AND ANY OTHER TWO QUESTIONS.

QUESTION ONE (30 MARKS)

- a) As part of a new project Kenyatta University New Model School are developing an Interactive software for middle class to be used by children. The class will have learning activities and games. List the Six possible stakeholders of this system. (6 marks)
- b) Briefly explain why it is important to choose an appropriate font size and point size when designing interactive software and associated documentation. (8 marks)
- c) Describe requirement gathering in HCT? (6 marks)
- d) Outline five reasons of carrying out a requirement gathering process. (10 marks)

QUESTION TWO (20 MARKS)

- a) "Most users are neither beginner nor experts; instead they are intermediates". Do you support this statement? Explain. (8 marks)
- b) Explain the pointing devices. (2 marks)
- c) Describe 4 examples of pointing devices. (4 marks)
- d) What are the categories principles to support usability? (6 marks)

QUESTION THREE (20 MARKS)

- a) Explain the problems users with cognitive impairments and learning difficulties face. (7 marks)
- b) Outline what could be taken into consideration to ensure that your design supports users with those impairments. (13 marks)

QUESTION FOUR (20 MARKS)

- a) Questionnaires play an important role in the evaluation process. Describe in detail the possible structure for questionnaires along with the pros and cons for this type of evaluation method. (10 marks)
- b) Define formative and summative evaluation. When would each be used in the design process? (4 marks)
- c) Explain why a combination of ethnography and prototyping is useful for the requirements elicitation process. (6 marks)

QUESTION FIVE (20 MARKS)

- a) Consider the vertical scroll bar of a web browser or word processor. For each of Norman's five principles below, give one way that the scrollbar uses the principle for effective design:
 - i) Affordance
 - ii) Constraints
 - iii) Mapping
 - iv) Visibility
 - v) Feedback. (12 marks)
- b) What are the common interface styles? (8 marks)