UNIVERSITY OF PETROLEUM AND ENERGY STUDIES
Online End Semester Examination, May 2021

Course: Introduction to UI/ UX   Semester: IV
Program: B.TECH CSE GG   Time 03 hrs.
Course Code: CSGG2006   Max. Marks: 100

Instructions:

SECTION A
1. Each Question will carry 5 Marks
2. Instruction: Complete the statement / Select the correct answer(s)

S. No.	Question	CO
Q 1	While this is a specialty by itself, a computer scientist/developer can grow an appreciation for UX, which affects 1.-------------------- 2.-------------------- 3. -------------------- 4. --------------------	CO 3
Q 2	UI fulfills two key UX needs: 3. -------------------- 4. --------------------	CO 4
Q 3	Dangers of metaphors 1. -------------------- 2. -------------------- 3. -------------------- 4. --------------------	CO 3
Q 4	The process of interaction design involves four basic activities: 1. -------------------- 2. -------------------- 3. -------------------- 4. --------------------	CO 2
Q 5	Decisions about -------------------- design should be made before commencing ------------------- design (e.g. choosing menus, icons and dialog boxes).	CO 1
Q 6	-------------------- refers to how information is acquired from the -------------------- via the different sense organs – eyes, ears, fingers – and transformed into --------------------- of objects, events, sounds, and tastes.	CO 3

SECTION B
1. Each question will carry 10 marks
2. Instruction: Write short / brief notes

Q 1	What do you understand by Cognition in User Interface design and how does it affect the User Experience?	CO 1

Q 2	Describe Theories, Models and Frameworks in detail.	**CO 1**
Q 3	Define and explain the two categories of conceptual model.	**CO 2**
Q 4	Write a short note on "*Interaction Design*"	**CO 3**
Q 5	Explain the different types of map **OR** Explain the Design Principles used by interaction designers to aid them when designing for user experience.	**CO 2**

<div align="center">

SECTION-C

</div>

1. Each Question carries 20 Marks.
2. Instruction: Write long answer

| Q 1 | Explain the entire Production pipeline for User Interface design with proper flowcharts and diagrams. Write a short note on how will you decide which interface for an application?

OR

Answer the following questions:
    a) Describe the various Interface types and classify them.
    b) Explain with an example how icons have evolved?
    c) Write about VR as interface for an application?
    d) Explain the evolution of the web in your own words? | **CO 2** |