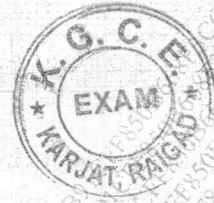


Time: 3 hours



- Note:**
1. Question 1 is compulsory.
 2. Attempt any 3 from Q2 to Q6.
 3. Indicate your answer with various sketches whenever necessary.

- Q1. Attempt any **four**. [20]
- (a) List pros and cons of any one modern device in design of a tutor for kids.
 - (b) List techniques in qualitative research.
 - (c) Differentiate between direct and indirect manipulation.
 - (d) Explain goal directed design in brief.
 - (e) What are keyboard accelerators? Explain.
- Q2. (a) Provide all factors of UI design. Give an example for incorporating innovative technologies. [10]
- (b) Explain in details Gestalts principal. [10]
- Q3. (a) Give brief description of GUI and web pages. [10]
- (b) Explain seven stages of action and three levels of processing. [10]
- Q4 (a) Explain six behavioral patterns in details. [10]
- (b) Differentiate between quantitative and qualitative research in knowing the users. [10]
- Q5 (a) State and explain principles of Gestalts theory. Give example. [10]
- (b) Provide suitable analysis and Interface design for state road transportation system. [10]
- Q6 Write Short notes on following (**Any Four**). [20]
- (a) Statistical Graphics
 - (b) Guidance and Feedback
 - (c) Interview Questions
 - (d) Goal directed Design
 - (e) Device based control
 - (f) Usability Design Principles
