Reg. No. : | | | | | | | | | | | |

Question Paper Code: U7D02

B.E./B.Tech. DEGREE EXAMINATION, NOV 2025

Seventh Semester

21UCB702- USABILITY DESIGN OF SOFTWARE APPLICATIONS

Computer Science and Business systems

(Regulations 2021)

Duration: Three hours   Maximum: 100 Marks

Answer ALL Questions

PART A - (10 x 2 = 20 Marks)

1.	What is User Centred Design?	CO1- U
2.	Define ergonomics in product design.	CO1-U
3.	Define heuristic evaluation.	CO1-U
4.	What are usability heuristics?	CO1-U
5.	What is Discovery phase?	CO1-U
6.	Define Design Prototype.	CO1-U
7.	Define contextual enquiry.	CO1-U
8.	What is user environment in UX?	CO1-U
9.	Define persona in UX.	CO1-U
10.	Define one paper prototyping tool.	CO1-U

PART – B (5 x 16= 80 Marks)

11. (a) Explain the importance of usability in software applications and describe how it differs from basic functionality.   CO1- U   (16)

Or

(b) Define user-centered design and illustrate its role in creating effective software solutions.   CO1- U   (16)

12. (a) Explain the key stages of the usability design process and how they support user-centered development.   CO1- U   (16)

Or

(b) Describe the importance of requirement gathering in usability design and its effect on the final product.   CO1- U   (16)

13. (a) Explain the fundamental principles of user interface design and their importance in creating usable systems.   CO1- U   (16)

Or

(b) Describe the role of consistency in user interface design with suitable software examples.   CO1- U   (16)

14. (a) Analyse the advantages and limitations of laboratory testing compared to field testing in usability evaluation.   CO3- Ana   (16)

Or

(b) Compare expert-based evaluation methods and user-based evaluation methods with citing appropriate cases.   CO3- Ana   (16)

15. (a) Explain the main objectives of usability testing and why it is essential for product success.   CO1- U   (16)

Or

(b) Describe different types of usability testing such as remote, in-person, and A/B testing.   CO1- U   (16)

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