



# PRESIDENCY UNIVERSITY

BENGALURU

Roll No.																			
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## End - Term Examinations - December 2025

Date: 13 - 12- 2025

Time: 09:30am - 12:30pm

<b>School:</b> SOIS-PG	<b>Program:</b> MCA		
<b>Course Code:</b> CSA4016	<b>Course Name:</b> UI/UX Design		
<b>Semester:</b> III	<b>Max Marks:</b> 100	<b>Weightage:</b> 50%	

CO - Levels	C01	C02	C03	C04	C05
Marks	24	24	26	26	

### Instructions:

- (i) Read all questions carefully and answer accordingly.
- (ii) Do not write anything on the question paper other than roll number.

### Part A

Answer ALL the Questions. Each question carries 2marks.

10Q x 2M=20M

1.	Name any two important functions of UX researcher.	2 Marks	L1	C01
2.	Summarize your understanding of KPI.	2 Marks	L2	C01
3.	Explain double diamond approach to design.	2 Marks	L2	C02
4.	Name two generative methods for finding user requirements.	2 Marks	L1	C02
5.	List three major components of universal design.	2 Marks	L1	C03
6.	Distinguish between equity and equality.	2 Marks	L2	C03
7.	Describe the importance of flexibility in the use of an app.	2 Marks	L2	C03
8.	Distinguish between OAT and UAT.	2 Marks	L2	C04
9.	List at least two types of personae.	2 Marks	L1	C04
10.	Summarize the role of alpha and beta testing.	2 Marks	L2	C04

## Part B

**Answer the Questions.**

**Total Marks 80M**

<b>11.</b>	<b>a.</b>	Illustrate interaction design and explain the various dimensions of interaction design.	<b>10 Marks</b>	<b>L2</b>	<b>C01</b>
	<b>b.</b>	Contrast the various sub-disciplines, their roles and importance in a UI/UX team.	<b>10 Marks</b>	<b>L2</b>	<b>C01</b>
<b>Or</b>					
<b>12.</b>	<b>a.</b>	Explain the various principles of visual design using figures for clarity.	<b>10 Marks</b>	<b>L2</b>	<b>C01</b>
	<b>b.</b>	Explain the limitations of using ROI for a UI/UX team. How would you gauge the performance of a design team? Explain the performance assessment you would use for a 3D model of a person you made in Blender.	<b>10 Marks</b>	<b>L2</b>	<b>C01</b>
<b>Or</b>					
<b>13.</b>	<b>a.</b>	Discuss the importance of cross platform, multiple languages and continuity while trying to design for a billion users.	<b>10 Marks</b>	<b>L2</b>	<b>C02</b>
	<b>b.</b>	Develop a survey form for collecting user requirements for a chat app.	<b>10 Marks</b>	<b>L3</b>	<b>C02</b>
<b>Or</b>					
<b>14.</b>	<b>a.</b>	Explain double diamond approach in detail with figures.	<b>10 Marks</b>	<b>L2</b>	<b>C02</b>
	<b>b.</b>	Illustrate the application of Lean UX design principle in designing a travel blog.	<b>10 Marks</b>	<b>L3</b>	<b>C02</b>
<b>Or</b>					
<b>15.</b>	<b>a.</b>	Prepare a Design Sprint for a travel blog layout, show the individual phases. Apply principles of universal design to develop a wireframe for the blog.	<b>20 Marks</b>	<b>L3</b>	<b>C03</b>
<b>Or</b>					
<b>16.</b>	<b>a.</b>	You are designing an app for rural students all over India. Your design should ensure that the app is accessible for all students. Illustrate the application of the concept of 'Lens' while designing the interface.	<b>20 Marks</b>	<b>L3</b>	<b>C03</b>
<b>Or</b>					
<b>17.</b>	<b>a.</b>	Describe various laws included in the Gestalt's principles. Apply these laws to design a logo.	<b>10 Marks</b>	<b>L2</b>	<b>C04</b>
	<b>b.</b>	Prepare a persona for a user who is a two year experienced software developer. Discuss the major steps for creating a persona.	<b>10 Marks</b>	<b>L3</b>	<b>C04</b>
<b>Or</b>					
<b>18.</b>	<b>a.</b>	Discuss usability testing of an app. Discuss the importance of this type of testing.	<b>10 Marks</b>	<b>L2</b>	<b>C04</b>
	<b>b.</b>	Prepare a mockup of a chat app. Discuss the advantages and limitations of using Figma for mock-ups.	<b>10 Marks</b>	<b>L3</b>	<b>C04</b>