



Rollno

End Semester Examination, December 2024
B.Tech CSE (UX/UI) – 1st Semester
INTRODUCTION TO UX DESIGN (ENSP105)

Time: 2.5 hrs.

Max Marks: **50**

Note: ***All Questions are compulsory. Marks are indicated against each question.***

PART-A

Q.1 *Attempt any five questions:*

- (a) Define UX design and briefly explain its importance in today's digital world. [CO-1] [L-1] **2**
- (b) How has the field of UX design evolved over the past few decades? [CO-1] [L-2] **2**
- (c) Name and describe two key job roles in the UX industry. [CO-1] [L-1] **2**
- (d) Explain the concept of ergonomics and its relevance for UX designers. [CO-1] [L-2] **2**
- (e) What is the role of user-centered design (UCD) principles in the UX design process? [CO-1] [L-2] **2**
- (f) Briefly describe two UX industry trends in any one sector of the industry. [CO-1] [L-2] **2**
- (g) What are gesture-based interfaces, and where are they commonly applied? [CO-1] [L-1] **2**

2x5

PART-B

Q.2 Describe the stages of the UX design process, including research, design, testing, and implementation.

[CO-2] [L-3]

10

OR

Discuss the 6D process in UX design, covering each stage in detail.

[CO-2] [L-3] **10**

Q.3 Explain the importance of user-centered design (UCD) and discuss two key UCD methodologies

[CO-3] [L-4] **10**

OR

Illustrate the importance of prototyping in UX design and describe two common tools used for prototyping.

[CO-3] [L-4] **10**

Q.4 Define cognitive psychology in user behavior and its importance in design.

[CO-4] [L-4]

10

OR

Explain how understanding user behavior enhances user experience in design.

[CO- 4] [L-4]

10

Q.5 What is the scope of UX in digitalization across industries. Give specific examples for any 2 industries to support your answer.

[CO-5] [L-5] **10**

OR

Describe the role of user engagement in gaming UX and how virtual reality has changed gaming industry.

[CO- 5] [L-5] **10**