C **Reg. No. :** | | | | | | | | | | |

Question Paper Code: 59219

B.E./B.Tech. DEGREE EXAMINATION, APRIL 2019

Elective

Computer Science and Engineering

15UCS919- HUMAN COMPUTER INTERACTION

(Regulation 2015)

Duration: Three hours Maximum: 100 Marks

Answer ALL Questions

PART A - (5 x 1 = 5 Marks)

1. Output in the human occurs mainly through _____ of the effectors. CO1- R

   (a) Motor controls (b) Experience (c) Senses (d) Education

2. _____ is the support for the user to determine the effect of future action based on past interaction history. CO2- R

   (a) Familiarity (b) Generalizability (c) Predictability (d) Consistency

3. _____ comprises a number of pages and a set of links that are used to connect pages together. CO3- R

   (a) Hypermedia (b) Hypertext (c) Multimedia (d) Document

4. _____ is the design of the visual paradigms used to create action or understanding. CO4- R

   (a) Interaction design (b) Information design (c) Interface design (d) Navigation design

5. Gmail is a good example of actions in concert with _____ selection. CO5- R

   (a) Toggle Selection (b) Object Selection (c) Collected Selection (d) Hybrid Selection

PART – B (5 x 3= 15 Marks)

6. List the stages in Norman's model of interaction. CO1- R

7. What are the goals of evaluation? CO2 -U

8. Classify the different types of stakeholders. CO3- U

9. Point out the pros and cons of web widgets. CO4-U

10. Define contextual tools. State the different ways of revealing tools in context with the content. CO5- U

PART – C (5 x 16= 80 Marks)

11. (a) (i) Illustrate the similarities and differences in human memory and computer memory. CO1- U (8)

(ii) Elucidate Cathode Ray Tube display with neat diagram. CO1- U (8)

Or

(b) Analyze briefly four different interaction styles used to accommodate the dialog between user and computer. CO1-U (16)

12. (a) Describe about interaction design process and golden rule of design with neat sketch. CO2-U (16)

Or

(b) (i) Illustrate the interaction design process with suitable figure. CO2- U (8)

(ii) What are the seven principles give us a good starting point in considering universal design? CO2 -U (8)

13. (a) Describe the problem space model and interacting cognitive subsystems in detail. CO3-U (16)

Or

(b) (i) Illustrate the seven stages of soft systems methodology with an example. CO3-U (8)

(ii) Explain the dynamics, layout and cognition of communication in group working. CO3- U (8)

14. (a) (i) State the pros and cons of game applications. CO4-U (4)

(ii) Elucidate mobile information architecture in detail. CO4- U (12)

Or

(b) Discuss in detail about the Elements of Mobile Design. CO4- U (16)

15. (a) (i) Explain the purpose of drag and drop. CO5- U (8)

(ii) Discuss the considerations and best practices for detail overlay. CO5- U (8)

Or

(b) Elaborate the various patterns that support virtual pages. CO5-U (16)