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Question Paper Code: 59219B

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

Elective

Computer Science and Engineering

15UCS919- HUMAN COMPUTER INTERACTION

(Regulation 2015)

Duration: One hour

Maximum: 30 Marks

PART A - (6 x 1 = 6 Marks)

(Answer any Six of the following Questions)

1. Output in the human occurs mainly through _____ of the effectors. CO1- R
(a) Motor controls (b) Experience (c) Senses (d) Education
2. _____ memory acts as a 'scratch-pad' for temporary recall of information
(a) working memory (b) sensory memory (c) episodic memory (d) semantic memory
3. _____ 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
4. WIMP stands for CO2- R
(a) windows, icons, menus and pointers
(b) windows, icons, menus and pull-down menus
(c) windows, internet, menus and pointers
(d) None of these
5. _____ 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
6. _____ is predictive model of human information processing used for task analysis in human computer interaction design. CO3- R
(a) GOMS model (b) Cognitive models (c) Linguistic model (d) both a and b

7. _____ 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
8. Which of the following is not a design tool for Palm web OS. CO4- R
- (a) HTML (b) CSS (c) Flash (d) JavaScript
9. 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
10. _____ show contextual tools on mouse hover. CO5- R
- (a) Multilevel tools (b) Toggle-Reveal tools
(c) Hover –Reveal tools (d) None of these

PART– B (3 x 8= 24 Marks)

(Answer any three of the following Questions)

11. Illustrate the similarities and differences in human memory and computer memory. CO1- U (8)
12. What are the seven principles give us a good starting point in considering universal design? CO2-U (8)
13. Explain the dynamics, layout and cognition of communication in group working CO3-U (8)
14. Elucidate mobile information architecture in detail. CO4-U (8)
15. Discuss the considerations and best practices for detail overlay. CO5- U (8)