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Question Paper Code: 50843

B.E. / B.Tech. DEGREE EXAMINATION, MAY 2017

Fourth Semester

Information Technology

15UIT403 - INTRODUCTION TO HUMAN COMPUTER INTERACTION

(Regulation 2015)

Duration: Three hours

Maximum: 100 Marks

Answer ALL Questions

PART A - (5 x 1 = 5 Marks)

1. Designer has a choice of several interaction styles in graphical system or Web page and application design
 - (a) Form fill-in
 - (b) Direct manipulation
 - (c) Anthropomorphic
 - (d) All the above
2. Name the first time design is known as
 - (a) Learnability
 - (b) Memorability
 - (c) Efficiency
 - (d) Satisfaction
3. Characteristics of input devices
 - (a) To point an object
 - (b) To select the object
 - (c) To drag an object
 - (d) All the above
4. The _____ was a poor performer for both pointing and dragging.
 - (a) Mouse
 - (b) Light Pen
 - (c) Joystick
 - (d) Trackball
5. _____ evaluations, often informal, are conducted early in the system development process.
 - (a) Exploratory
 - (b) Assessments
 - (c) Validation
 - (d) Comparison

PART - B (5 x 3 = 15 Marks)

6. What is the interaction style in regarding with web page versus application design?
7. List out the common pitfalls of design process.
8. Define window presentation style.
9. Give the characteristics for writing web pages.
10. List out the dimensions of usability were described by Quesenbery.

PART - C (5 x 16 = 80 Marks)

11. (a) Discuss in detail about advantage and disadvantage of graphical systems. (16)

Or

- (b) Compare the print page design and web page design. (16)

12. (a) Explain in detail about the seven commandments of design process. (16)

Or

- (b) Discuss in details about: (i) Structures of menus (ii) Functions of menus. (16)

13. (a) Identify the characteristics and capabilities of the following device-based controls
(i) Joystick (ii) Track ball (iii) Light pen. (16)

Or

- (b) Identifying the characteristics and capabilities of the various screen controls,
(i) Buttons (ii) Text entry/read-only controls (iii) Selection controls. (16)

14. (a) Discuss in details about the general help guidelines. (16)

Or

- (b) Discuss the following feedback: (i) Acceptable response times (ii) Dealing with time delays. (16)

15. (a) Explain in detail how the prototype model used for exploration, communication, and evaluation process. (16)

Or

- (b) Explain in detail about the kinds of tests in interface design. (16)