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**Question Paper Code: 59219**

B.E./B.Tech. DEGREE EXAMINATION, NOV 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. Perception of size by human eye depends upon CO1- U  
(a) Visual angle      (b) Visual acuity      (c) Visual field      (d) Other factors
  
2. How do you identify the user in the usability engineering lifecycle? CO2- U  
(a) Draw up a user profile  
(b) Run a thinking aloud test  
(c) Assume the role of an apprentice learning from the master craftsman  
(d) Observe representative Users
  
3. \_\_\_\_\_ is any combination of text, graphic card, sound, animation and video delivered to you by computer or other electronic devices. CO3- R  
(a) Multimedia      (b) Network      (c) Hypermedia      (d) Visual media
  
4. Application frameworks are used to create applications, such as \_\_\_\_\_ CO4- U  
(a) a game      (b) a web browser      (c) Media player      (d) All the above
  
5. \_\_\_\_\_ are the web's version of the desktop's right-click menus. CO5- R  
(a) Contextual tools      (b) Drag and drop      (c) Visible tools      (d) None of the above

PART – B (5 x 3= 15 Marks)

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|-----|--|--------|
| 6.  | What are mental models and why are they important in interface design? | CO1- U |
| 7.  | Write down the three categories of principles to support usability.    | CO2- R |
| 8.  | Compare the primary and secondary stack holders.                       | CO3- U |
| 9.  | Give some examples of words largest mobile operators.                  | CO4- U |
| 10. | List any four principles of designing rich web interface.              | CO5- R |

PART – C (5 x 16= 80 Marks)

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|-----|--|--------|------|
| 11. | (a) (i) Briefly explain the structure of human input with diagrammatic illustration. | CO1- U | (12) |
|     | (ii) Highlight the features of direct manipulation interface.                        | CO1- U | (4)  |

Or

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|-----|---|--------|------|
|     | (b) With examples explain the various types of users and the organizational issues to be considered in designing an interactive system. | CO1- U | (16) |
| 12. | (a) (i) Outline the activities involved in waterfall model of software life cycle.  | CO2- U | (8)  |
|     | (ii) Write down shneiderman's eight golden rules of interface design.   | CO2- U | (8)  |

Or

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|-----|---|--------|------|
|     | (b) Consider the following usability objective. Theatre booking clerks with low motivation, no computing experience and no previous training, working in a small and hectic box office, are able to learn to reserve or book seats within a one hour period. Demonstrate what measures could be taken and which techniques would you consider appropriate to test whether this objective was met? | CO2- U | (16) |
| 13. | (a) Explain some of the organizational issues that affect the acceptance and relevance of information and communication system in detail.   | CO3- U | (16) |

Or

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|  | (b) (i) What are the four types of textual communication? Explain. | CO3- U | (8) |
|  | (ii) Write notes on multimedia and WWW.                            | CO3- U | (8) |

14. (a) Discuss the various elements of mobile design with a step by step method explain how to design an registration page for movie ticket booking. CO4- U (16)

Or

- (b) (i) Tabulate the various mobile design tools and interface tool kit. CO4- U (8)  
(ii) Mention and analyze the seven principles of Web 2.0. CO4- U (8)

15. (a) Analyze and Describe Direct Selection & Contextual Tools in detail. CO5- U (16)

Or

- (b) (i) Write notes on contextual tools. CO5- U (8)  
(ii) Brief about the different types of overlays. CO5- U (8)

