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Question Paper Code: 49220

B.E. / B.Tech. DEGREE EXAMINATION, DEC 2020

Elective

Computer Science and Engineering

14UCS920 - HUMAN COMPUTER INTERACTION

(Regulation 2014)

Duration: 1.15 hrs

Maximum: 30 Marks

PART A - (6 x 1 = 6 Marks)

(Answer any six of the following questions)

1. Which of the following fields is not an influence on HCI?
(a) ergonomics (b) cognitive psychology
(c) computer science (d) all of the above
2. _____ have two orthogonal dials to control the cursor position.
(a) Mouse (b) Joystick (c) Thumbwheels (d) Trackballs
3. The network diagram shows
(a) what leads to what (b) what happens when
(c) Branches and loops (d) All of the mentioned
4. _____ is a graphical depiction of the outward appearance of the intended system, without any accompanying system functionality.
(a) Animation (b) Storyboard (c) Simulation (d) HyperCard
5. _____ attempts to deal with some of these problems by including elements such as parameterized grammar rules to emphasize consistency and encoding the user's world knowledge.
(a) Task action grammar (b) Backus–Naur Form
(c) Cognitive complexity theory (d) None of the mentioned

6. Which of the following statements is false?
- (a) Norman's logical constraints are one way to implement Nielsen's principle of error Prevention.
 - (b) The help and documentation called for by Nielsen's usability principle form part of Norman's definition of the system image
 - (c) Norman's principle of feedback is one way to implement Nielsen's principle of "Recognition rather than recall".
 - (d) All of the above statements are true
7. _____ platforms are designed and developed by device makers for use on their devices.
- (a) Licensed platforms
 - (b) Proprietary platforms
 - (c) Open source platforms
 - (d) None of the mentioned
8. _____ is the design of how the user can participate with the information present, either in a direct or indirect way.
- (a) Information design
 - (b) Navigation design
 - (c) Interface design
 - (d) Interaction design
9. What is the relationship between tasks, actions, and goals?
- (a) a task is composed of goals and actions to accomplish those goals
 - (b) an action reifies a task into a goal
 - (c) a goal is composed of a set of actions that accomplish a task
 - (d) none of the above
10. The _____ overlay allows an overlay to present additional information when the user clicks or hovers over a link or section of content.
- (a) Dialog Overlay
 - (b) Detail overlay
 - (c) Input Overlay
 - (d) Output overlay

PART – B (3 x 8= 24 Marks)

(Answer any three of the following questions)

11. Explain in detail about human input and output channels (8)
12. Write a scenario for the personal movie player. (8)

13. Explain Effective Technical and Human Implementation of Computer- based Systems (ETHICS) and how the design groups then address the following issues and activities. (8)
14. Compare and Contrast below Application Frameworks in detail (8)
 - (a) Java
 - (b) Flash Lite
 - (c) Windows Mobile
 - (d) Android SDK
15. Elaborate the patterns that support virtual pages. (8)