Reg. No. :

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Question Paper Code: 39220

B.E. / B.Tech. DEGREE EXAMINATION, NOV 2018

Elective

Computer Science and Engineering

01UCS920 - HUMAN COMPUTER INTERACTION

(Regulation 2013)

Duration: Three hours   Maximum: 100 Marks

Answer ALL Questions

PART A - (10 x 2 = 20 Marks)

1. Differentiate between episodic memory and semantic memory.

2. What are the elements of WIMP interface?

3. Design an experiment to test whether adding color coding to an interface will improve accuracy. Identify your hypothesis, participants group, dependent variables and independent variables.

4. Give examples for prototyping.

5. List out the various techniques for prototyping.

6. Define imaging model.

7. What are the pros and cons of mobile widgets?

8. Discuss the mobile design tools and interface tool kits available.

9. List out the different types of selection pattern.

10. Give one-sentence explanation of each of the following:
    Blog, LinkedIn, Flikr and MySpace.

PART - B (5 x 16 = 80 Marks)

11. (a) (i) It's has been said that the human mind can remember 7 ± 2 chunks of information. Discuss the truth of this statement, and cite two situations in which it has been misused in the design of computer interface. (4)

     (ii) Illustrate the few devices used for manipulating virtual reality and 3D spaces. (12)

Or

(b) As mentioned in the discussion of consistency, it can take many forms because consistency is usually referred to relative to some other feature of the interaction between user and system. Mentioned already in the text we have consistency related to the following principles. (16)

12. (a) List the guidelines that are provided and classify them in terms of the activity in the software life cycle to which they would most likely apply. (16)

Or

(b) Give a brief explanation of Shneiderman's eight golden rule and Norman's seven principles. (16)

13. (a) Explain QOC design rationale with example. (16)

Or

(b) (i) What is speech act theory? Describe positive and negative issues that have arisen when it has been embodied in a specific system. (8)

     (ii) Explain in detail about dynamic web content. (8)

14. (a) Describe in detail about the following layers of mobile ecosystem.

     (i) Platform   (ii) Application framework (16)

Or

(b) Discuss on your own prepare the manual page for installing operating system. (16)

39220

15. (a) A company asks to design the software interface for various kinds of people. Identify the those kind of peoples and various types of factors. (16)

Or

(b) Discuss in detail about the different types of overlays with suitable example. (16)

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39220