

C

Reg. No. :

--	--	--	--	--	--	--	--	--	--

Question Paper Code: 59219

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

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. WIMP stands for _____ CO1- R
(a) Windows, Icons, Menus and Pointers (b) Windows, Icons, Mice and pull-down Menus
(c) Both a and b (d) None of the above
2. _____ relates to the likeness in behavior arising from similar situations CO2- R
or similar task objectives.
(a) Consistency (b) Generalizability (c) Flexibility (d) Robustness
3. _____ stakeholders are people who do not directly use the system, CO3-U
but receive output from it or provide input to it.
(a) Primary (b) Tertiary (c) Facilitating (d) Secondary
4. The base layer in the mobile ecosystem is _____. CO4-R
(a) Operator (b) Networks (c) Devices (d) Platform
5. _____ is the most common type of selection on the Web. CO5-R
(a) Object Selection (b) Collected Selection
(c) Toggle Selection (d) None of the above

PART – B (5 x 3= 15 Marks)

6. Define visual Acuity. CO1- U
7. Summarize the basic categories of the Smith and Mosier guidelines. CO2- U
8. List the six key stages to carry out in a CUSTOM analysis. CO3- U

- | | | | |
|-----|--------------------------------------|--------|--|
| 9. | Draw the layers of mobile ecosystem. | CO4- U | |
| 10. | State Fitt's law. | CO5- R | |

PART – C (5 x 16= 80 Marks)

- | | | | |
|-----|--|-------|------|
| 11. | (a) Explain the model of the structure of human input with diagrammatic illustration. | CO1-U | (16) |
| | Or | | |
| | (b) Outline the common interface styles & elements used in interactive system. | CO1-U | (16) |
| 12. | (a) Explain in detail about Software Life Cycle with iterative design and prototyping technique. | CO2-U | (16) |
| | Or | | |
| | (b) Discuss the various Evaluation techniques & Universal Design in software design. | CO2-U | (16) |
| 13. | (a) What is a cognitive model? Classify cognitive model and discuss the same. | CO3-U | (16) |
| | Or | | |
| | (b) Outline the various Communication and Collaboration Models with example. | CO3-U | (16) |
| 14. | (a) Elaborate and classify the types of Mobile Applications. | CO4-U | (16) |
| | Or | | |
| | (b) List and explain the elements of Mobile design. | CO4-U | (16) |
| 15. | (a) Analyze and Describe Direct Selection & Contextual Tools in detail. | CO5-U | (16) |
| | Or | | |
| | (b) Explain and illustrate about various process flow patterns. | CO5-U | (16) |