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Reg. No. : ☐☐☐☐☐☐☐☐☐☐

Question Paper Code: 99217

B.E./B.Tech. DEGREE EXAMINATION, NOV 2022

Elective

Computer Science and Engineering

19UCS917- Human Computer Interaction

(Régulations 2019)

Duration: Three hours   Maximum: 100 Marks

Answer ALL Questions

PART A - (5 x 1 = 5 Marks)

1. Once the information passed from sensory to working memory, it can   CO1- U
    be encoded into _____ Memory.

    (a) Short-term   (b) Sensory   (c) Long-term   (d) Semantic

2. Which of the following is not a component of the usability   CO2- U

    (a) Effectiveness   (b) Efficiency   (c) Satisfaction   (d) Completeness

3. Time it takes for a message to get across the network from your machine to   CO3- U
    the web server and back. This delay is called
    (a) Latency   (b) Interval   (c) Response time   (d) Intermission

4. _____ to create and maintain a specific set of wireless services over a   CO4- U
    reliable cellular network.

    (a) Operators   (b) Networks   (c) Devices   (d) Applications

5. Dragging the insertion bar while editing text on the iPhone is an example of   CO5- U
    _____
    (a) Drop Lens   (b) Drag Lens   (c) Drop Object   (d) Drag Object

PART – B (5 x 3= 15 Marks)

6.   What is meant by visual perception?   CO1- U

7.   List some of the factors in experimental evaluation?   CO2- U

8.   Define three-state model.   CO3- U

9.   Draw and give the typical flow of information on mobile devices.   CO4- U

10.   What are overlays, inlays, virtual pages and process flow?   CO5- U

PART – C (5 x 16= 80 Marks)

11. (a) Explain different I/O channels in detail?   CO1- U   (16)

Or

(b) Explain the framework of Human computer interaction   CO1- U   (16)

12. (a) Explain in detail about evaluation techniques   CO1- U   (16)

Or

(b) Give brief discuss about universal design   CO1- U   (16)

13. (a) Consider the case of preparing a group presentation for a software   CO3- C   (16)
        project. Elaborate the stages in specifying and designing UI for the
        same

Or

(b) Decide how the 'golden rules' and heuristic help interface   CO3- C   (16)
    designers take account of cognitive psychology? Illustrate your
    answer with the design of Microsoft office word

14. (a) What Is Information Architecture? List Different Information   CO4- Ana   (16)
        Architecture for Different Devices.

Or

(b) Explain in detail about Mobile Web Widgets and Mobile Web   CO4- Ana   (16)
    Applications?

15. (a) Explain the Purpose of Drag and Drop and list the Challenges   CO5- U   (16)
        present in Drag and Drop?

Or

(b) Explain in detail about Process flow?   CO5- U   (16)

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