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Question Paper Code: 99217

B.E./B.Tech. DEGREE EXAMINATION, NOV 2025

Professional Elective

Computer Science and Engineering

19UCS917- HUMAN COMPUTER INTERACTION

(Régulations 2019)

Duration: Three hours

Maximum: 100 Marks

Answer ALL Questions

PART A - (10 x 2 = 20 Marks)

1. Define Reasoning. List its types. CO1 -U
2. List the basic levels of skill in Anderson's ACT model? CO1-U
3. State the golden rule of design CO1 -U
4. How software engineering plays a role in interactive system design? CO1 -U
5. What is FACE-TO-FACE communication? CO1 -U
6. Draw Hypertext conversation structure. CO1 -U
7. List some of the open source platforms and the licensed Platforms are used for mobile HCI development. CO1 -U
8. Show typical flow of information on mobile devices CO1 -U
9. What is the Purpose of Drag and Drop? CO1 -U
10. Give some guidelines for use of inlays and overlays? CO1 -U

PART – B (5 x 16= 80 Marks)

11. (a) Illustrate the interaction between user and system through interaction models. CO1- U (16)

Or

- (b) Draw the block diagram representing human-computer interaction framework and explain it. CO1- U (16)

12. (a) Decide how the ‘golden rules’ and heuristic help interface designers take account of cognitive psychology? Illustrate your answer with the design of Microsoft office word CO2- App (16)
- Or
- (b) It has been suggested in this chapter that consistency could be considered a major category of interactive principles, on the same level as learnability, flexibility and robustness. If this had been the case, which principles discussed in this chapter would appear in support of consistency? CO2- App (16)
13. (a) Explain in details custom methodology and open system task analysis (OSTA) CUSTOM methodology CO1- U (16)
- Or
- (b) Explain in details soft systems methodology. CO1- U (16)
14. (a) Describe several unique disciplines of Information Architecture. CO1- U (16)
- Or
- (b) With neat diagram of mobile ecosystem, discuss its platforms and application frameworks. CO1- U (16)
15. (a) Explain in detail about the following Drag and Drop elements CO1- U (16)
- a. Interesting Moments b. Drag and Drop Module c. Drag and Drop List d. Drag and Drop Object e. Drag and Drop Action f. Drag and Drop Collection.
- Or
- (b) Explain the Purpose of Drag and Drop and list the Challenges present in Drag and Drop. CO1- U (16)