

CS6008 Human Computer Interaction

Assignment –I **(UNIT I & II)**

Part-A

1. Define HCI
2. What is STM , LTM?
3. What is Ergonomics?
4. Draw the Norman's Model Diagram for Execution Evaluation cycle
5. List out the types of Reasoning
6. State the Golden rule of Design
7. State how the interaction & Prototyping reduce the complexity of interactive system design?
8. Why Universal design is important?
9. Draw the process of design
10. List out the types of Prototyping approaches

Part-B

1. Explain in detail about Various types of devices
2. Explain Ergonomics & various Interaction Styles
3. What is Evaluation? State how the Evaluation Techniques are applied to an Interactive system?
4. Explain Design Rationale and various prototyping approaches
5. Describe the following
 - i. Reasoning & Problem Solving
 - ii. HCI in software process

Assignment –II
(UNIT III & IV)

Part-A

1. What is major classification of models?
2. Define the term CSCW
3. Discuss in detail various issues involved in designing an icon.
4. What is ETHICS?
5. Who is stakeholder? & List out the categories
6. What is Wireframe?
7. List out the types of mobile applications
8. Discuss the issues to be considered in choosing colors for Mobile screens
9. Define Information Architecture
10. Discuss the principles of Mobile2.0

Part-B

1. Explain in detail about cognitive Model
2. Explain the following
 - i. Face to Face Communication(8)
 - ii. WWW(8)
3. Discuss in detail Mobile Information Architecture
4. Explain in detail about Mobile Eco System
5. Describe the following
 - i. Multimedia(8)
 - ii. Mobile 2.0 and its principle (8)