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Question Paper Code: 71661

B.E./B.Tech. DEGREE EXAMINATION, APRIL/MAY 2017.

Eighth Semester

Computer Science and Engineering

CS 6008 — HUMAN COMPUTER INTERACTION

(Common to Information Technology)

(Regulations 2013)

Time: Three hours

Maximum: 100 marks

Answer ALL questions.

PART A — $(10 \times 2 = 20 \text{ marks})$

- 1. Define reasoning. List its types.
- 2. What is Ergonomics?
- 3. Define prototyping.
- 4. What do you mean by universal design?
- 5. List out the types of textual communication.
- 6. Highlight the applications of hypermedia.
- 7. Identify the categories of mobile platforms.
- 8. Give examples of Mobile design tools.
- 9. What is auto complete pattern?
- 10. What are the types of overlays?

PART B — $(5 \times 16 = 80 \text{ marks})$

11.	(a)	 (i) Explain the model of the structure of human memory with diagrammatic illustration. (10) (ii) Outline the factors that can limit the speed of an interactive computer system. (6)
		Or
	(b)	(i) List and explain the stages of Norman's model of interaction. (8)
		(ii) Outline the common interface styles used in interactive system. (8)
12.	(a)	With a neat sketch, explain the interaction design process in. (16)
		Or
	(b)	(i) Narrate the Shneiderman's eight golden rules of Interface Design. (8)
		(ii) Outline the approaches used for evaluation through expert analysis. (8)
13.	(a)	What is a cognitive model? Classify cognitive models and discuss the same. (16)
		Or
	(b)	(i) Who is a stakeholder? Outline the types of stake holders and appraise the stakeholders for an airline booking system. (8)
		(ii) Explain the stages involved in CUSTOM methodology analysis. (8)
14	(a)	Appraise the types of mobile applications with examples. (16)
		Or
	(b)	List and explain the elements of mobile design. (16)
15	. (a)	(16)
	(b)	Or Design a web interface for a "Library Management System". State the functional requirements you are considering.

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Reg. No.:

Question Paper Code: 20346

B.E./B.Tech. DEGREE EXAMINATION, NOVEMBER/DECEMBER 2018.

Eighth Semester

Computer Science and Engineering

CS 6008 — HUMAN COMPUTER INTERACTION

(Common to Information Technology)

(Regulation 2013)

(Also common to PTCS 6008 – Human Computer Interaction for B.E. (Part time) – Seventh Semester Computer Science and Engineering Regulation 2014)

Time: Three hours

Maximum: 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks) □ □ □ A im

- 1. What is directive reasoning?
- 2. List the factors that can limit the speed of an interactive system.
- 3. Identify the steps involved in interaction design process.
- 4. Write down the techniques used for prototyping.
- 5. What is Task-Action Grammar (TAG)?
- 6. Compare the primary and secondary stack holders.
- 7. Give some examples of World's largest mobile operators.
- 8. Define color palette.
- 9. List any four principles of designing rich web interface.
- 10. What do you mean by inlay?

PART B — $(5 \times 16 = 80 \text{ marks})$

- 11. (a) (i) Explain the framework of Human Computer Interaction. (10)
 - (ii) Highlight the features of direct manipulation interface. (6)

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- (b) (i) Discuss the technologies involved in display devices. (8)
 - (ii) Brief about common interface styles used in interactive system. (8)

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12.	(a)	(i)	Explain the visual tools available for screen design and layout.	(8)
		(ii) .	Outline the activities involved in waterfall model of software cycle.	life (8)
		1	Or	
	(b)_	(i)	List and explain the factors that influence for choosing evaluation method.	an (8)
		(ii)	Enumerate Norman's seven principles for transferring difficult to simple one in design.	task (8)
13.	(a)	(i)	Explain the concept of key stake level model.	(8)
		(ii)	Describe the stages of Open System Task analysis (OSTA).	(8)
			Or	
	(b)	(i)	What are the four types of textual communication? Explain.	(8)
-		(ii)	Write note on Dynamic web content.	(8)
14.	(a)	(i)	Describe the roles of major mobile operating system.	(8)
		(ii)	Tabulate the various mobile design tools and interface tool kits.	(8)
		ge.	Or	H
	(b)	Elab	orate on Mobile application medium types.	(16)
15.	(a)	(i)	Write notes on contextual tools.	(8)
`		(ii)	Brief about the different types of overlays.	(8)
			Or	1 -
7	(b)	Exp	lain the steps involved in designing a web interface.	(16)

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Reg. No.:

Question Paper Code: 50370

B.E./B.Tech. DEGREE EXAMINATION, NOVEMBER/DECEMBER 2017
Eighth Semester
Computer Science and Engineering
CS6008 – HUMAN COMPUTER INTERACTION

Common to Information Technology (Regulations 2013)

Time: Three Hours

Maximum: 100 Marks

Answer ALL questions

PART – A

(10×2=20 Marks)

- 1. How does spreading activation affect the interference effects during information recall from memory?
- 2. What type of HCI paradigm could be used to monitor eruptions of active and hazardous volcanoes? Reason out.
- 3. Do you think that prototyping will solve all problems associated with user interface design? Give reasons for your answer.
- 4. Comment on the usage of colors in emergency response panels.
- 5. How are groups categorized based on their geographical and temporal location?
- 6. What are the characteristics of Computer Support Cooperative Work systems?
- 7. Describe the pros and cons of mobile web sites.
- $8. \ \, Draw \, the \, layers \, of \, mobile \, ecosystem.$
- $9. \ \ Differentiate\ between\ modal\ and\ non-modal\ overlays.$
- 10. Suggest some of the best practices to keep in mind during the design of input overlay.

PART - B

(5×16=80 Marks)

11. a) Distinguish between short term and long term memory. State requirements to perform cognitive walkthrough of a system.

(OR)

- b) With examples explain the various types of users and the organizational issues to be considered in designing an interactive system.
- 12. a) Discuss the principles of good UI design. Evaluate the suitability of the manual tour booking form shown in the figure. 1 for automation using the UI design principles.

(OR)

b) Consider the following usability objective.

Theatre booking clerks with low motivation, no computing experience and no previous training, working in a small and hectic box office, are able to learn to reserve or book seats within a one hour period.

What measures could be taken and which techniques would you consider appropriate to test whether this objective was met?

13. a) Consider the case of preparing a group presentation for a software project.

Describe the stages in specifying and designing UI for the same.

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- b) How do 'golden rules' and heuristics help interface designers take account of cognitive psychology? Illustrate your answer with the design of Microsoft office word.
- 14. a) Explain briefly about mobile information architecture.

6. What are the characteristics of Computer Support Coo (RO) ve Work systems

- b) List and explain the elements of mobile interface design.
- 15. a) How are contextual tools used in the design of rich web UI? Illustrate and compare with suitable examples.

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b) How are virtual pages used in the design of rich web UI? Illustrate and compare with suitable examples.

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			Tour	Bookir	ng F	orm			
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2. Mrs B Te	st								
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vablog.itci	TOTAL	900 00 GBP
Post-tour Accommodation - 1 Night. Single Poom 1	80.00 GBP	80.00 GBP
Pre-tour Accommodation - 2 Nights, Twin Room 1	180.00 GBP	180.00 GBP

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Figure 1. Tour Booking form