



513-35



VIT
Vellore Institute of Technology
Approved by the University Grants Commission (UGC) as a Deemed to be University

Continuous Assessment Test – I

Programme Name & Branch:

B.Tech (CSE, CL, BCB, BEC, BBT)

Course Name & Code:

Human Computer Interaction & CSE4015

Slot: B2+TB2

Exam Duration: 90 Minutes

Maximum Marks: 50

Answer All the Questions			
S.No.	Question	Marks	Course Outcome (CO)
1.A.	Fill up the following blanks:	5	
i.	_____ is a very high precision input and output facilities. It is similar to CAD in terms of the screen facilities and printing, but in addition will require specialised data capture.		1
ii.	Sensory memory exists for each sensory channel: _____ for visual stimuli and _____ for aural stimuli.		
iii.	The method we use to derive explanations for the events is _____.		
iv.	The _____ keyboard uses a similar layout of keys to the QWERTY system.		
1.B.	Match the following:	5	
i.	Metaphors	a. Touch	
ii.	Cognitive Computing Environment	b. Wearable computers	
iii.	Virtual Reality	c. Furniture	
iv.	Mobile Computing paradigm	d. Interaction Style	
v.	Haptic Perception	e. Active locomotion systems	
2.a.	Describe a Scenario of guest ordering a Pizza using a customized interface.	2	2
b.	Apply a hierarchical task analysis to determine the different plans involved in ordering a Pizza using your interface.. [Hint your answer should demonstrate all features of HTA Notations such as Selection, Iteration, Sequence and Unit task]	8	
c.	For this scenario, Illustrate the sequence of task using storyboarding	5	
3.	Identify the primary stakeholder profiles of Digital Library and depict the interaction between the users and the system. Develop one personas per type of users (e.g., a novice user and an advanced user).	(4+3+3)	2
4.a.	Give a brief explanation of the Eight Golden Rules of Interface Design. State an example you have seen on a device, computer interface or web site that violates those rules.	5	4

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