

Total No. of Questions : 4]

SEAT No. :

PE56

[Total No. of Pages : 2

[6579] 357

T.E. (Information Technology) (Insem)
HUMAN COMPUTER INTERACTION
(2019 Pattern) (Semester - I) (314444)

Time : 1 Hour]

[Max. Marks : 30

Instructions to the candidates:

- 1) Answer Q1 or Q2 and Q3 or Q4.
- 2) Neat diagrams must be drawn wherever necessary.
- 3) Figures to the right indicate full marks.
- 4) Assume suitable data, if necessary.

- Q1)** a) Computer Science and Cognitive Psychology are important disciplines of HCI. Mention your opinion. [5]
b) Draw and explain User-centered Design process. [5]
c) The study of HCI is directly proportional to enhanced user experiences, justify the statement with relevant example. [5]

OR

- Q2)** a) HCI design principles help minimize user errors and the potential risks associated with using complex technologies. Express your opinion with an example. [5]
b) Correlate any application of Microsoft Windows office application to any two of the following Measurable human factors with proper justification. [5]
Measurable human factors: Time to learn, Speed of performance, Rate of user errors, Retention of skills, Subjective satisfaction.
c) Apply any two concepts of the everyday things by Donald Norman to any application or product and mention your opinion [5]
 - i) Visible affordances
 - ii) Visible constraints
 - iii) Mapping
 - iv) Causality
 - v) Transfer effects

P.T.O.

- Q3)** a) The human sensory organs are important to give the user a good user experience while using any interface or product. Express your opinion with example. [5]
- b) Describe and explain structure of memory with diagram [5]
- i) Sensory
 - ii) Short term memory
 - iii) Long term memory
- c) How does HCI address the challenges of designing for users with varying physical and cognitive abilities? [5]

OR

- Q4)** a) Write a short note on [5]
- i) Interactivity
 - ii) Context of interaction
- b) Consider yourself a designer. Which 5 most important individual differences will bother you while designing any product or interface for all. [5]
- c) Write a short note on interaction styles used by HCI designers. [5]