

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]

