Terna Engineering College,
Department of Computer Engineering
Internal Assessment Test (IAT-1)

Subject: HMI   **Sem: VIII (A,B,C)**

Max. Marks:20 Duration: 1Hr   **Date:-** 2\5\22 **Time:** 9:30 to 10:30

Note: Attempt all questions.

1. Draw neat diagrams wherever necessary.
2. All sub-questions of the same question should be answered at one place only in their serial order, and not scattered.
3. Assume suitable data if required.
4. *Copying solutions is academic dishonesty.*
5. The quality of your writing will be taken into account in the grade. The reader must understand what you wrote! Justify your answers.

Q. no.	Questions	Marks
Q1	**Each question of one marks (MCQ)**	6
1(a)	To attain success in interface software following are the key features. 1. Cost and quality 2. Look and feel of the interface. 3. Desirability, viability and capability 4. Value for money	1
1(b)	Goal directed design must ensure.. 1. User friendliness, feasibility and effective environments 2. Visually pleasing composition 3. End user acceptance 4. 1,2,3 all should be ensured	1
1(c)	User ~~output~~ Input in human computer interaction is occurred through Input 1. Experience 2. Education 3. motor controls 4. senses	1
1(d)	The cognitive walkthrough mainly evaluates a product's 1. utility 2. efficiency 3. likeability 4. learnability	1
1(e)	Affordances are: 1. Preserving Evidence 2. the costs of buying user interface components. 3. possibilities for using an object or interface. 4. the completion times for a typical task	1
1(f)	Definition of a mouse is...	1

	1. A special surface on a screen sensitive to touch of a , special stylus 2. Automatic speech recognition by the computer 3. A movable desktop control containing from one to three buttons used to manipulate objects and information on the screen 4. Output device to see	
Q2	**Solve any one**	**7**
2	Explain software process in User Interface design. <center>OR</center> What is Universal design? Explain principles of the same.	7 7
Q3	**Solve any one**	**7**
3	Distinguish between GUI and Web Interface design. <center>OR</center> Differentiate between Direct and Indirect manipulation	7 7