

### HMI VIVA QB

1. What are the mistakes performed while designing a computer system? **Module 2**
2. Explain the benefits of heuristic evaluation. **Postlab 5**
3. Explain different types of interfaces in HCI. **Module 1**
4. What are the seven principles of universal design? **Module 2**
5. What are the seven steps of action and three processing levels? **Module 1**
6. Explain the steps in constructing a persona. **Module 2**
7. Name any three important human characteristics in design. **Module 2**
8. Explain human interaction speeds in HMI. **Module 2**
9. Name the three most important senses in HCI. **Module 1**
10. Explain reasoning and problem solving in HCI. **Module 1**
11. Name any five computer devices. **Module 1**
12. Explain any four interaction styles. **Module 1**
13. Explain the WIMP interface. **Module 1**
14. What is goal directed design process? **Module 2**
15. What is prototyping and what is its importance in HCI? **Module 2**
16. What are the techniques of prototyping in HCI? **Module 2**
17. Explain the importance of storyboards in UI designing? **Module 2**
18. What are the design standards in HCI? **Module 2**
19. What are the design guidelines in HCI? **Module 2**
20. Explain evaluation techniques in HCI. **Module 2**
21. What are steps in designing good GUI? **Module 3**
22. Name any five principles of interface design. **Module 3**
23. Explain the concept of direct manipulation in GUI. **Module 3**
24. What is Serial Position Effect? **Postlab 8**
25. What is the use of SPE in designing GUI? **Postlab 8**
26. Difference between GUI and Web interface. **Module 3**
27. How do you make a screen interface more visually pleasing? **Module 4**
28. Screen elements in HMI. **Postlab 1**
29. What are the three levels of users? **Module 4**
30. What are the different types of mobile applications? **Module 5**
31. Explain the different elements of mobile design. **Module 5**
32. What are characteristics of a good icon. **Postlab 7**
33. Explain the different presentation styles of windows. **Module 6**
34. Explain the different types of messages. **Module 6**
35. Importance of choosing appropriate colors in icon design. **Module 6**