

University of Mumbai

Examinations Summer 2022

Program: Computer Engineering

Curriculum Scheme: Rev2016

Examination: BE

Semester VIII

Course Code: CSC801 Course Name: Human Machine Interaction

Time: 2 hours 30 minutes

Max. Marks: 80

Human Machine Interaction(CSC801)

Q1. (20 Marks)	Choose the correct option for the following questions. All the questions are compulsory and carry equal marks
1.	"For every user action, to simplify new system sign up process, error correction system must be provided to facilitate user" Which rule in Schneiderman Golden Rule suits the statement above?
Option A:	Offer informative feedback
Option B:	Strive for consistency
Option C:	Design dialogues to yield closure
Option D:	Error prevention and simple error handling
2.	The design of the HMI systems is generally influenced by :
Option A:	Psychology of the user
Option B:	The physical look of the system
Option C:	Speed of the system
Option D:	The time is taken by the user to learn the system
3.	The economy in a visual pleasing composition refers to-
Option A:	Uniformity of elements based on some principle or plan.
Option B:	Stabilization or equilibrium, a midway center of suspension
Option C:	Frugal and judicious use of display elements
Option D:	Axial duplication
4.	The message which calls attention to conditions that require user action before the system can proceed is :
Option A:	Informational message
Option B:	Status message
Option C:	Critical message
Option D:	Warning message
5.	Mobile platforms those are sold to device makers for nonexclusive distribution on devices are called as
Option A:	Open-sourced platforms
Option B:	Proprietary platforms
Option C:	Licensed platforms
Option D:	Distributors platforms
6.	People's requirements always take precedence over technical requirements. This defines :
Option A:	Transparency
Option B:	Trade-offs
Option C:	Simplicity
Option D:	Responsiveness

7.	A pie chart allows you to easily see
Option A:	Information about the proportion of parts relative to the whole
Option B:	The total number of each category
Option C:	How much data occurs within a range of numbers
Option D:	The spread of the data
8.	Technically games are really just native applications that use similar platform SDKs to create immersive experiences. But they are different from native applications for the reason:
Option A:	They cannot be easily duplicated with web technologies
Option B:	Porting them to multiple mobile platforms is not easier
Option C:	They can be easily duplicated with web technologies
Option D:	They are not compatible with web technologies
9.	To represent proper information on the screen, screen or window density levels can not be more than
Option A:	50 percent
Option B:	40 percent
Option C:	33 percent
Option D:	30 percent
10.	The first deliverable we use to define mobile information architecture is the
Option A:	Clickstreams
Option B:	Site map
Option C:	Wireframe
Option D:	Prototype

Q2. (20 Marks)	Write short notes on any four	5 marks each
A	Icons	
B	Colors	
C	Multimedia	
D	Ergonomics	
E	Screen navigation and flow	
F	Windows presentation styles	

Q3 (20 Marks)	Solve any two questions out of three	10 marks each
A	Discuss different phases of the goal directed design process.	
B	Differentiate between Graphical User Interface and Web User Interface.	
C	What is Mobile 2.0? Explain the principles of Mobile 2.0.	

Q4 (20 Marks)	Solve any two questions out of three	10 marks each
A	Design a user interface to spread awareness about organ donation. Assume appropriate data required for it.	
B	Design a user interface for the online voting system. Assume suitable data and draw interfaces neatly.	
C	Design a user interface for a movie ticket booking application. Assume suitable data and draw interfaces neatly.	