

Terna Engineering College
Department of Computer Engineering
Internal Assessment Test (IAT-2)

Subject: HMI

Sem: VIII (A,B,C)

Max. Marks:20

Duration: 1Hr

Date:- 18/4/22

Time:

Note: Attempt all questions.

6. Draw neat diagrams wherever necessary.
7. All sub-questions of the same question should be answered at one place only in their serial order, and not scattered.
8. Assume suitable data if required.
9. *Copying solutions is academic dishonesty.*
10. 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 two marks (solve any three)	6
1(a)	_____ are used in operational and navigational procedures while achieving the consistency. 1. Use cases 2. personas 3. wireframes 4. Scenarios	1
1(b)	Most users are aware of conventions. The screen designer use them because. _____ Solutions different from conventions usually get on people's nerves. 1. They are habitual of them. 2. They shorten the learning curve. 3. they feel comfortable. 4. they like to use what they know.	1
1(c)	The three questions all screens need to give an answer to _____? _____ 1. Where is link for home? What can the screen does? And How can I move forward? 2. Purpose of background colour? What that colour combination help? And How can I move forward? 3. Who am I? For what I am here? And How can I complete my task? 4. Where am I? What can I do here? And How can I move forward?	1

1(d)	<p>The concepts such as i) from dark areas to light areas, ii) from big objects to little objects, iii) from unusual shapes to common shapes. And iv) from highly saturated colors to unsaturated colours are used in _____.</p> <ol style="list-style-type: none"> 1. establishing eye movement through a screen 2. establishing proper colour combination on screen. 3. establishing consistency through out the screen. 4. in fulfilling design needs of screen. 	1
1(e)	<p>Economy, unity, proportion, simplicity and groupings are some of the features one should adopt to provide _____.</p> <ol style="list-style-type: none"> 1. Visually pleasing composition. 2. Sequence of operations 3. Consistency in screens 4. To make the screen attractive. 	1
1(f)	<p>_____ in screen design does not mean the absence of any decor...It only means that the decor should be belong intimately to the design proper, and that anything foreign to it should be taken away.</p> <ol style="list-style-type: none"> 1. Consistency. 2. Non decorating 3. Simplicity 4. Improving visual aspect 	1
Q2	Solve any one	7
	<p>A. Mobile ecosystem consists of different operators, networks, devices and operating systems. How the knowledge of these will help improving the Mobile based application design.</p> <p style="text-align: center;">OR</p> <p>B. Mobile is considered as a 7th mass media. How it is catering as all other 6 mass medias? discuss.</p>	7
Q3	Solve any one	7
	<p>A. Distinguish between following terms and give suitable examples for each:</p> <ul style="list-style-type: none"> • Primary and secondary windows. • Menu bar and status bar • Overlapped and cascaded windows. <p style="text-align: center;">OR</p> <p>B. Discuss benefits of studying following in improving the usability.</p> <ul style="list-style-type: none"> • Status, informational and warning messages. • Words, Images and Icons 	7