21PAD36 - HUMAN COMPUTER INTERACTION

IAT 1 – Question bank

Two marks

1. Define HCI
2. Define mistake and slips.
3. Define sensory memory.
4. What are the three basic levels of skill?
5. What is reasoning ?
6. List the Donald Norman's seven stage of interaction.
7. What is Direct Manipulation (DM) ?
8. Define Ergonomics
9. What are the two types of long term memory ?
10. List out all text entry devices.
11. What is WIMP ?
12. What are scenarios ?
13. Define usability
14. Define task migratability
15. What is hill climbing ?
16. Write down the three categories of principles to support usability.
17. What do you mean universal design ?
18. Define design rationale
19. What is cognitive walkthrough ?
20. Define Heuristic evaluation
21. Show the three main goals of Evaluation.
22. Compare the Levels of interaction.
23. What are the advantages and disadvantages of Prototyping Model?
24. Define multithreading.

Part – B -13 marks

1. Explain in detail about the interaction styles in Human Computer interaction.
2. Explain in detail about memory and its types in Human Computer interaction
3. Summarize the stages of Norman's model of interaction and justify it with an example.
4. Briefly explain about the Interaction models and interaction framework in HCI
5. Explain the design rules and the standards available in design process
6. Outline the interactive design process and shneiderman's eight golden rules of interactive design
7. Summarize some of the techniques that are available for producing rapid prototypes.
8. Explain in detail about any one life cycle model and why play major role in the Human Computer interaction?

Part -C – 8 marks
1. Explain the interaction framework introduced in Human–Computer Interaction.
2. Summarize the factors that can limit the speed of an interactive computer system.
3. Illustrate the navigation design through levels of Interaction and screen design
4. Explain the use of layout and other elements in the control panels.