

Unit-1

Question

Introduction

1. What is HCI? Write the disciplines involved in HCI?
2. What is The psychology of everyday things? Explain
3. Explain the Principles of HCI in detail.
4. What is User centered design?
5. Why it is important to study HCI?
6. What are the important concepts of designing everything? Explain
7. Write Norman's seven principles.
8. Write short note on:

- Visible constraints

Conceptual models

Causality

Population stereotypes

9. What are the disciplines involved in HCI?
10. Explain the term Human Computer Interaction and its importance.

Unit-2

Question

Understanding the Human

1. What are input and output channels? Explain them in detail.
2. Write short notes on human emotions.
3. Explain human vision and vision angle with proper figure.
4. Which are the four input output channels and describe any two
5. Write the characteristics of sound.
6. What are the three types of sensory receptors. Explain.
7. What is fitt's law?
8. Describe human memory.
9. What is reasoning? Explain its types.
10. Write a brief description on: human emotions, psychology and design.

Unit-3

Understanding the Interaction

Question

1. What are the paradigms of interactions. Explain.
2. What is the context of interaction?
3. Describe briefly WIMP interface.
4. What do you mean by ergonomics?
5. Write various interaction styles explaining each of them in detail.
6. What are the factors that directly affect the quality of the interaction?
7. Explain the interaction framework.
8. Write down the stages of execution and evaluation cycle.
9. What are the models of interaction? Explain them briefly.
10. What is interaction? Write the models of interaction.

UNIT 4

HCI-DESIGN PROCESS

1. What is interaction design?
2. Explain the software design process in detail.
3. Where the User focus should be there in the interaction process?
4. What are the Scenarios present? Explain each.
5. Explain Navigation Design briefly.
6. What is the use of Screen Design?
7. Write and explain various Prototyping techniques.
8. Write short note on Wire-Framing.
9. Explain the UI Layer and Its Execution Framework.
10. Draw and explain Model-View-Controller(MVC) Framework.

UNIT 5

HCI-DESIGN RULES, GUIDELINES AND EVALUATION TECHNIQUES

- 1 Write the principles that support usability.
- 2 Explain design standards for HCI.
- 3 What are the design guidelines for HCI?
- 4 Write the golden rules and heuristics for HCI.
- 5 Explain the use of toolkits in detail.
- 6 Draw and explain User interface management system (UIMS).
- 7 What are the goals of evaluation?
- 8 Explain the evaluation criteria in detail.
- 9 Evaluate through expert analysis,
- 10 Evaluate through user participation.
- 11 Explain any Evaluation Method.

UNIT 6

HCI MODELS AND THEORIES

1. Draw and explain Goal and task hierarchy model.
2. Draw and explain Linguistic model.
3. Explain Physical and device models.
4. Explain briefly cognitive architectures.
5. What is Hierarchical task analysis (HTA)? Explain.
6. Write the Uses of task analysis.
7. What are Diagrammatic dialog design notations?
8. Explain Computer mediated communication.
9. Write and explain features of Ubiquitous Computing.
11. Give few examples of Future of HCI.