# VIGNAN’S INSTITUTE OF INFORMATION TECHNOLOGY ::VISAKHAPATNAM

# IV CSE

# II – SEM

**MID – I EXAMINATION QUESTION BANK**

Subject: **HUMAN COMPUTER INTERACTION**

Name of the Faculty: Dr. M. Ben Swarup/ Mr.S.Naga Mallik Raj/Ms.S.Chandini

**UNIT-1**

SHORT QUESTIONS:

1. What is User Interface?
2. Discuss the chronological history of graphical user interface?
3. Discuss in detail the importance of the user interface design
4. What is the importance of Good design?
5. Discuss the impact of inefficient screen design on processing time.
6. Explain the design structure of 1970s screen
7. Explain the design structure of 1980s screen
8. Explain the design structure of 1990s screen
9. What are the benefits of a good design?

LONG QUESTIONS:

1. Discuss the history of screen design
2. Compare a 1970’s screen, a 1980’s screen, and a 1990’s and beyond screen
3. Define the terms  User interface, Objects and Action.
4. Discuss the impact of inefficient screen design
5. Discuss in detail the importance of the user interface for success of a software
6. Explain in details the benefits of Good Design
7. Discuss the chronological history of internet

|  |
| --- |
|  |

**UNIT-2**

SHORT QUESTIONS:

* Explain about GUI Interface designs
* Discuss about the popularity of graphics
* Explain the concept of Direct manipulation
* What are the various problems with Direct manipulation?
* Why should we go for indirect manipulation?
* What are the advantages of Graphical Systems?
* What are the disadvantages of Graphical Systems?
* Discuss the characteristics of a Web Interface
* Explain the characteristics of an Intranet versus the Internet Extranets
* Discuss about the principles of user interface design?

LONG QUESTIONS:

1. Discuss about the data objects, container objects and device objects?
2. Discuss the important human characteristics which have influence on interface and screen design
3. Compare and contrast the graphical user interface and the web user interface
4. Explain about attributes of an object
5. Explain the concept of Direct Manipulation
6. What is Graphical Systems? Explain its advantages and disadvantages
7. Discuss the characteristics of the Graphical User Interface
8. Discuss the characteristics of the web User Interface
9. Compare the print page design and web page design
10. Compare and contrast GUI versus web page Design

**UNIT-3**

SHORT QUESTIONS:

1. What are the various difficulties with poor design?
2. Discuss psychological and physical user responses to poor design.
3. Explain any 5 important Human characteristics in Design
4. Discuss about users knowledge and experience in the design of business system
5. Explain about human interaction speed
6. Explain various methods of requirement analysis briefly
7. Explain the user’s mental model and systems conceptual models
8. What is Document Design? Explain about it?
9. Why system training and documentation are also an integral part of any development effort. Discuss
10. Explain various User’s physical characteristics

LONG QUESTIONS:

1. What is meant by basic business functions? Discuss in detail the process of determining basic business functions
2. Discuss about the users psychological characteristics in the design of a system
3. Discuss about the users physical characteristics in the design of a system
4. What is the importance of user’s tasks and needs important in design of a system
5. Explain briefly about the important human characteristics in design of a system
6. Explain about Human Interaction Speed
7. Compare and contrast direct and indirect methods of requirements analysis
8. Why the system training and documentation are also an internal part of any development effort. Discuss
9. Explain various Design Standards or Style Guides
10. Explain the user’s mental model and system’s conceptual model.

**UNIT-4**

SHORT QUESTIONS:

1. Explain any 4 interface design goals
2. Define good screen design. What are the problems with poor design?
3. What is a screen? What is the purpose of a screen?
4. Explain the purpose of screen design?
5. Explain about organizing and ordering of screen elements
6. What is the role of screen navigation and flow in developing good screen design?
7. Explain any 4 qualities which provide visually pleasing?
8. Discuss any 4 techniques used for visual emphasis of important elements in screen?
9. Explain various guidelines for presenting information on screen?
10. Explain the types of Statistical Graphics?

LONG QUESTIONS:

1. What are the goals of user Interface design?
2. What is a Screen? What is the purpose of a screen?
3. Explain about organizing and ordering of screen elements
4. Explain various qualities which provides visually pleasing composition and give suitable examples for each quality
5. What is the role of screen navigation and flow in good screen design?
6. Discuss the techniques user of visual emphasis of important elements in screen
7. Explain the various guidelines for presenting information on screen
8. Explain various Intranet design Guidelines
9. Explain various Extranet design Guidelines
10. Discuss various Types of Statistical Graphics (or) Explain the guidelines for displaying graphic components on screen

Signature of the Faculty HOD - CSE