

## UE18CS348 – HUMAN COMPUTER INTERACTION

1	a)	What are the two aspects of visual perception? Explain.	6
	b)	Suggest ideas for an interface which uses the properties of sound effectively.	4
	c)	Office doors are often used as a noticeboard with messages from the occupant such as 'just gone out' or 'timetable for the week' and from visitors 'missed you, call when you get back' Which application/system are we talking about? Briefly explain.	6
	d)	Mention different technologies which make ubiquitous computing a reality	4
2	a)	Create an Empathy map for seat selection process at NEET counseling session of student.	6
	b)	Mention different metrics of ISO 9241	6
	c)	Mention Schneiderman's 8 golden rules	4
	d)	Mention characteristics of Design Patterns	4
3	a)	Coca Cola is a beverage manufacturing company situated in a metropolitan city. Identify different elements of the company from the CATWOE perspective.	8
	b)	What is GOMS model? Explain briefly about how it can be used in the design process.	6
	c)	What are the different methods of participatory design, mention its characteristics? Explain any one in detail.	6
4	a)	Give diagrammatic HTA for using vacuum cleaner for cleaning your house	6
	b)	Write a Petrinet for writing a paragraph and making it bold and italic.	6
	c)	Write Concur Task Tree for booking a Holiday this Christmas.	4
	d)	John is fond of drinking coffee and he carries his favorite coffee mug when he goes for coffee, incidentally his colleagues are also aware of where he is having his coffee. Which application is this? Explain its features.	4
5	a)	Give classification of Groupware along with applications.	6
	b)	Give example applications for computer mediated communications.	4
	c)	Prof John wants to write a text book on 'Machine Learning' in association with Prof Steven, they want to work collaboratively. What type of applications can be used by them? Explain its salient features.	4
	d)	What is Virtual Reality? Explain its salient features.	6