		2
		Total No. of Pages: 2
	Roll No.	
5E1357	5E1357 B. Tech. V - Sem. (Main / Back) E PCC / PEC Computer Science 5CS5 – 11 Human Compu	ter interaction
	3653 - 11 12	- F '
Time: 2	Hours	Min. Passing Marks: 28
Sche may mus Use	ions to Candidates: empt all five questions from Part A, four quest t B and two questions out of three from Part C ematic diagrams must be shown wherever nece y suitably be assumed and stated clearly. Unit st be stated clearly. e of following supporting material is per	essary. Any data you feel missing ts of quantities used /calculated
1. NIL		NIL
1. <u>IVID</u>	PART – A	
	(Answer should be given up to 25 wo	$\frac{\text{ords only}}{\text{ords only}} \qquad [5 \times 2 = 10]$
	All questions are compulso	
Q.1 What	t is meant by Human-Computer Interaction?	
/ O.2 Expla	ain limitations of GOMS.	
	ne Norman's model of interaction.	

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Q.4 What are goals of design?

Q.5 State Hierarchical Task Analysis (HTA).

PART-B

(Analytical/Problem solving questions)

 $[4 \times 10 = 40]$

Attempt any four questions

- Q.1 Draw the block diagram representing Human-Computer Interaction framework and discuss
- Explain in detail about the Evaluation Techniques.
- Of Write short note on -
 - (a) Engineering task models
 - Concur Task Trees (CTT)
- Explain Empirical Research methods for Human-Computer Interaction with suitable example.
 - Ø.5 Discuss in detail about GUI design and Aesthetics.
- Describe Nielsen's ten heuristics with example of its use heuristics evaluation.

PART - C

(Descriptive/Analytical/Problem Solving/Design Questions)

 $[2 \times 15 = 30]$

Attempt any two questions

- O.1 Write short note on -
 - (a) OOP introduction
 - (b) Object oriented modeling of user interface design
- Q.2 Explain introduction to formalism in dialog design and also explain Finite State Machines with suitable example.
- Q.3 Discuss in detail about experimental design and data analysis with explanation of one-way ANOVA.

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