Term End Examination - November 2013

Course   : ITE210   - Human Computer Interaction   Slot: B2+TB2

Class NBR   : 3849 / 3847

Time   : Three Hours   Max.Marks:100

PART – A (8 X 5 = 40 Marks)
Answer ALL Questions

1. Compare and contrast static measures with dynamic measures.

2. Discuss the concept of Cognition and its taxonomy.

3. "Information gathered can be facts, attitudes, feelings, beliefs." – Justify this statement with respect to evaluation strategy.

4. Illustrate Acceptance Testing evaluation strategy with examples.

5. Briefly explain the pros and cons of RAD model.

6. Analyze the reason behind the enjoyable usage of Direct Manipulation interfaces.

7. Specify the various guidelines for internal layout of menus and dialog boxes.

8. Discuss in detail about Discrete word recognition.

PART – B (6 X 10 = 60 Marks)
Answer any SIX Questions

9. Discuss in detail how Human Performance models play a major role in designing a human computer interface.

10. In a company, the interfaces designed by the designer need to be evaluated for the verification of consistency and unusual patterns. Hence they call out for Consistency Inspection. You need to design the interface for the following problem definition. The company follows a "Bird's-eye view" inspection technique.

    "An interface has to be designed for a shopping mall in your city. The major functionality is to view the various dresses available and to help the customer to virtually wear it and select the suitable dress for him/her. "

11. Conduct a HTA for the preparation of any fast food item (Eg. Pizza, Burger, Sandwich, any chats). Identify at least 5 tasks. Every task has to have sub-tasks (at least 2 levels). Give the textual as well as diagrammatic representation.

12. Create a paper storyboard for the following problem definition:
    "A web portal has to be designed for an online bidding. The functionalities are searching for an item, bidding for it, paying and delivery details."

13. Discuss in detail about the affective aspects, expressive interfaces, friendly interfaces and the ways to avoid user frustration.

14. "Keyboards are of various layouts"- Discuss.

15. Analyze the need of hypermedia in world wide web.

16. Create a mind map for the following interface design. An interface for hotel management system. Identify the tasks and sub-tasks and draw the mind map for these.

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