

Total No. of Questions : 4]

SEAT No. :

**P5057**

**[6187] - 460**

[Total No. of Pages : 2

**T.E. (Information Technology) (Insem)**  
**HUMAN COMPUTER INTERACTION**  
**(2019 Pattern) (Semester - I) (314444)**

*Time : 1 Hour]*

*[Max. Marks : 30*

*Instructions to the candidates:*

- 1) Answer Q1 or Q2, Q3 or Q4.
- 2) Neat diagrams must be drawn wherever necessary.
- 3) Figures to the right side indicate full marks.
- 4) Assume suitable data, if necessary.

- Q1)** a) The study of HCI is directly proportional to enhanced user experiences, justify the statement with relevant example. [5]
- b) Identify and explain any three important disciplines contributing to human computer interaction. [5]
- c) List and explain any two of Norman's Principles with relevant example. [5]

OR

- Q2)** a) Correlate Microsoft Windows Operating System to any two of the following. Measurable human factors with proper justification. Measurable human factors: Time to learn, Speed of performance, Rate of user errors, Retention of skills, Subjective satisfaction. [5]
- b) The principles of HCI can be achieved through the following [5]
- i) Information access interfaces
  - ii) Reducing memory load and
  - iii) Providing alternative interfaces
- Elaborate any two with relevant examples
- c) List and explain any two golden rules of Schneiderman with relevant examples. [5]

**P.T.O.**

- Q3) a) Describe and explain structure of memory with diagram. [5]
- i) Sensory
  - ii) Short term memory
  - iii) Long term memory
- b) Write a short note on “Models of interaction”. [5]
- c) Consider yourself an interface designer. Articulate 5 most important individual differences which will bother you while designing any product or interface for all types of humans. [5]

OR

- Q4) a) “Negative affect can make it harder to do even easy tasks; positive affect can make it easier to do difficult tasks”. Support your opinion with relevant example. [5]
- b) List and explain in short, the two sub-types of Long-Term memory. [5]
- c) Consider yourself an interface designer. What measures will you take to reduce number of “Human errors” committed by users while using the interface? [5]

