P5057

[6187] - 460

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]**

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]**

<div align="center">OR</div>

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]**

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