

Total No. of Questions : 8]

SEAT No. :

PA-1502

[Total No. of Pages : 2

[5926]-122

T.E. (E&TC)

INFORMATION TECHNOLOGY

Human Computer Interaction

(2019 Pattern) (Semester - I) (314444)

Time : 2½ Hours]

[Max. Marks : 70

Instructions to the candidates:

- 1) Answers : Q.1 or Q.2, Q.3 or Q.4, Q.5 or Q.6, Q.7 or Q.8
- 2) Neat diagrams must be drawn wherever necessary.
- 3) Figures to the right indicate full marks.
- 4) Assume Suitable data if necessary.

Q1) a) Explain Goal and task hierarchy model with example. [8]

b) Hierarchical task analysis (HTA) is used to describe the interactions between a user & software system. Draw & explain HTA to online Movie booking system? [9]

OR

Q2) a) Differentiate User Profiles with respect to Interface design with example. [8]

b) How does Diagrammatic dialog design notations help designers to design better interfaces. Justify your answer with an example. [9]

Q3) a) Explain the following golden rules with example. [9]

- i) Strive for consistency
- ii) Enable frequent users to use shortcuts
- iii) Offer informative feedback

b) Explain the following with reference to interface design with example [9]

- i) Scenarios
- ii) Navigation Design
- iii) Screen Design

OR

P.T.O.

- Q4)** a) What is Prototyping? Explain the low-fidelity and High-fidelity designs with example. [9]
b) Consider any online digital library, draw Model -View- Controller (MVC) framework. Mention the necessary technology solutions available for each of MVC. [9]

Q5) a) What are the goals of evaluation? Explain Cognitive walkthrough and heuristics evaluation technique in detail. [8]
b) What is Usability testing? How will you perform Usability testing on an interactive interface? [9]

OR

Q6) a) Explain user interface management system (UIMS) in detail along with its architecture? [8]
b) Explain DECIDE framework with necessary diagram and an example of the same. [9]

Q7) a) Explain: i) Augmented Reality ii) Virtual Reality along with real life examples of both. [9]
b) Discuss in the detail the Challenges faced by designer while designing interfaces for
i) Smart homes ii) Smart devices

OR

Q8) a) Draw and explain Design thinking in detail for any suitable application. [9]
b) In today's world finding things on web has become very easy. Discuss how the multimodal input has enriched the experience. [9]

