

PRIYADARSHINI COLLEGE OF ENGINEERING, NAGPUR
CAT- 1 (2023-2024)

Department :- Computer Technology
Subject :- Human Computer Interface
Duration : 1.5 Hrs

Semester :- VII 'A/B'
Subject Code :- BTCT702T
Max Marks :- 35

Note: 1) All Questions are Compulsory
2) All Questions Carry Marks as Indicated

Q. No.	Questions	Marks	CO	BL
Q 1. I.	What is a semantic network?	1 M	CO1	I
A)	<ul style="list-style-type: none"> A. A model of short-term memory B. A model of long-term memory C. A model of physical memory D. A model of short and long-term memory 			
II.	For a product to be successful, it must be:	1 M		I
	<ul style="list-style-type: none"> A. Useful by humans B. Usable by humans C. Used by humans D. All of the above 	4		
B)	Explain in detail about Reasoning and problem solving?	5 M		II
C)	Describe five important differences between Short Term Memory and Long-Term Memory	7 M		II
OR				
Q 2. I.	What are the major input senses?	1 M	CO1	I
A)	<ul style="list-style-type: none"> A. Sight, Hearing B. Touch C. Taste, Smell D. All the above 			
II.	A sensory memory exists for _____ channel	1 M		I
	<ul style="list-style-type: none"> A. haptic B. Visual C. iconic D. All of the above 			
B)	Define interaction. Explain the Models – frameworks of it?	5 M		I
C)	Briefly discuss about the types of memory in detail.	7 M		II
Q 3. I.	Which of the following are important in the design focus of HCI?	1 M	CO2	I
A)	<ul style="list-style-type: none"> A. Thinking of the user B. Testing the HCI C. Involving the users D. All of the above 	4		
II.	What are the steps involved in designing	1 M		I
	<ul style="list-style-type: none"> A. Communication B. Validation of models C. Time constraints D. All of the above 			
B)	Explain in detail about process of design with suitable examples.	5 M		II
C)	Briefly discuss about the three main approaches to prototyping.	7 M		II

OR

Q 4. I. Design involves	1 M	CO2	I
A) A. achieving goals within constraints and trade-off between these B. understanding the raw materials: computer and human C. accepting limitations of humans and of design D. All of the above			
II. There are _____ Normans principles	1 M		I
A. 6 B. 7 C. 8 D. 9			
B) Explain the software life cycle process in a HCI software process.	5 M		II
C) With a neat sketch, describe about Interaction design process and golden rule of Design.	7 M		I
Q 5. I. Cognitive model represents	1 M	CO3	I
A) A. interactive user B. Design of a model C. Screen D. None of the above			
II. Who are stakeholders?	1 M		I
A. users in potential interest B. users are affected by success or failure of a system C. None of the above D. All of the above			
B) What is meant by GOMS? give an example.	2 M		I
C) Describe cognitive model and its techniques.	3 M		II

OR

Q 6. I. Difference between goal and task?	1 M	CO3	II
A) A. goals – intentions what you would like to be true and internal, tasks – actions how to achieve it, actions external B. goals – intentions what you would like to be true and external, tasks – actions how to achieve it, actions external C. goals – intentions what you would like to be true and external, tasks – actions how to achieve it, actions internal D. None of the above			
II. What is GOMS?	1 M		I
A. Goals B. operator C. methods D. selections E. All of the above			
B) What are the organizational issues present in socio organization?	2 M		I
C) Explain in detail about goal and task hierarchies.	3 M		II