1. Define HCI. Why do we need to study HCI?
2. What are the skill needed to produce an effective design?
3. Which components of computer are concern of HCI?
4. What do you mean by the myth “3V” in HCI?
5. What do you mean by the User, Computer and Interaction?
6. Clearly explain the “Laws of size Constancy”.
7. Define the term “Visual Acuity”.
8. What is Fitts Law?
9. Describe different types of reasoning with example.
10. What is problem solving theory? Mention some of the theories and explain one of them.
11. What are the difference between Long-Term Memory and Short-Term Memory?
12. What is Gestalt Theory and Problem Space theory?
13. What is Muller-Layer Illusion?
14. How human realize the size, color, brightness and dept of a visual image?
15. What are the difference between deductive reasoning and abductive reasoning?
16. What are the mental models? Why are they important in interface design?
17. Why do we need to study on human psychology in HCI?
18. What are the different types or error that a human can do? What do you mean by mental model?
19. How do you explain the “Interaction Paradigm”? What are the processes of paradigm shifting?
20. Write the name of some pointing devices with their uses.
21. What are the elements of WIMP interface?
22. What are the seven stages of Donald Norman’s Model?
23. What do you mean by ergonomics in context of HCI?
24. Discuss different types of interaction style?
25. What is the difference between error and slip?
26. Describe the steps of process design.
27. What is prototyping in software design? What are the pitfalls in prototyping?
28. What do you mean by software life cycle?
29. What is usability engineering?
30. Write on gIBIS and design space analysis.
31. Define the terms sensor-based and context-aware interaction.
32. What is design rationale? List different types of DR. Write the benefits of DR.
33. What is the main element of issue based information system(IBIS)? Draw the hierarchical structure of gIBIS.
34. What are differences between interactions and interventions?
35. What do you mean by software life cycle? Draw the waterfall model for software lifecycle?
36. What are the six general attributes that define usability.