SEAT No. :

P-7542

[Total No. of Pages : 2

[6180]-50

T.E. (Computer Engineering / A.I & D.S)
HUMAN COMPUTER INTERFACE
(2019 Pattern) (Semester - I) (Elective - I) (310245B)

Time : 2½ Hours]   *[Max. Marks : 70*

Instructions to the candidates:
1) *Answer Q.1 or Q.2, Q.3 or Q.4, Q.5 or Q.6, Q.7 or Q.8.*
2) *Figures to the right indicate full marks.*
3) *Neat diagrams must be drawn whenever necessary.*
4) *Make suitable assumption whenever necessary.*

Q1) a) What is Ergonomics? Explain the Arrangement of controls and display with respect to cognitive aspects of design. **[6]**

b) List the interaction styles and explain any one in detail. **[6]**

c) Write a short note on Human Memory and its types. **[6]**

OR

Q2) a) What are the psychological reactions to poor interface designs? **[6]**

b) What is Usability Engineering? Explain Scenario based usability Engineering. **[6]**

c) List the Principles of User Interface of design and explain any one in detail. **[6]**

Q3) a) List the seven commandments and explain "Soliciting early and ongoing user involvement" in detail. **[6]**

b) Explain the importance of multimodal interaction with respect to "Sound in interface". **[6]**

c) Explain the Cognitive Walkthrough concept With example. **[5]**

OR

P.T.O.

Q4) a) Explain GOMS model with an example. **[6]**

b) Explain the Summative and Formative Evaluation techniques. **[6]**

c) Write a note on "Usability testing in Laboratory". **[5]**

Q5) a) What is CSCW? Give example. **[6]**

b) Explain Heuristic evaluation with example. **[6]**

c) Explain the five stage search framework. **[6]**

OR

Q6) a) Write a comparison between Dynamic queries and faceted search in a user interface. **[6]**

b) What is the role of Pattern Recognition in HCI? Explain with example. **[6]**

c) What factors should be considered for data entry designing for any HCI? **[6]**

Q7) a) Explain the difference between good and bad interface in a mobile based app with example. **[6]**

b) Which factors are important in designing an interface for a handheld device. **[6]**

c) What are the important aspects to be considered when designing help screens in a mobile app? **[5]**

OR

Q8) a) Explain the design principles for user interface in mobile devices. **[6]**

b) Explain the importance of using carousels in designing mobile apps. **[6]**

c) How can drawers and secondary drawers help in better designing of a mobile app? **[5]**

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