

Total No. of Questions : 8]

SEAT No. :

P-437

[Total No. of Pages : 2

[6003]-541

T.E. (Artificial Intelligence and Data Science) (Semester - I)

HUMAN COMPUTER INTERFACE

(310245 (B)) (2019 Pattern) (Elective - I)

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) Explain what is mean by Human err in detail. [6]
b) Elaborate Graphical User Interface in detail. [6]
c) Explain web user interface in detail [6]

OR

- Q2)** a) Explain usability Engineering with suitable example. [6]
b) Write down about interactive design and prototyping using suitable example. [6]
c) Write short note on:
i) Popularity of Graphics
ii) Concept of Direct Manipulation

- Q3)** a) Explain analytic methods and model-based analysis. [6]
b) Elaborate universal design principles in detail. [6]
c) Explain cognitive walkthrough in detail. [5]

OR

- Q4)** a) Elaborate GOMS model. [6]
b) Elaborate evaluation Framework using following point:
i) Paradigms and Techniques
ii) DECIDE: A Framework to Guide Evaluation [6]
c) Discuss the concept of designing of diversity. [5]

P.T.O.

- Q5)** a) What is mean by ubiquitous computing? Which are the applications of it? Explain with suitable example. [6]
- b) Compare data integrity and data immunity. [6]
- c) Which are the social aspects of search? Explain. [6]

OR

- Q6)** a) Discuss about handling missing data using suitable example. [6]
- b) What is the significance of machine learning in HCI? Describe. [6]
- c) Explain sensor-based and context-aware interaction. [6]

- Q7)** a) Explain Mobile Navigation, Content and Control Idioms using appropriate Example. [6]
- b) Discuss Drawers used in HCI system. Explain item-level drawers. [6]
- c) Describe the “Inter-app Integration” [5]

OR

- Q8)** a) What is use of “multi-touch gestures”? Explain various multi-touch gestures used in mobile device. [6]
- b) Describe Tap-to-Reveal and Direct Manipulation. [6]
- c) Explain “Welcome and Help Screens”. [5]

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