B.Tech. V-Sem. (Main) Examination, January/February - 2024
Computer Science and Engineering (IOT)
5CIT4-12 Human-Computer Interaction (Elective-II)
CS, CSD, CIT

Time : 3 Hours

Maximum Marks : 70

Instructions to Candidates:

Attempt all Ten questions from Part A, Five questions out of Seven questions from Part B and Three questions out of Five questions from Part C.

Schematic diagrams must be shown wherever necessary. Any data you feel missing suitably be assumed and stated clearly. Units of quantities used/calculated must be stated clearly.

Use of following supporting material is permitted during examination.(Mentioned form No.205)

PART A

(Answer should be given up to 25 words only)

All questions are compulsory. (10×2=20)

1. What is user Interface?

2. What are the various difficulties with poor design?

3. What are the three components of HCI?

4. Name the different models of interaction?

5. How the Fitt's Law can be used to predict performance?

6. How to measure difficulty of a target acquisition task?

7. What are the two major steps in norman's model of interaction?

8. What is the goal of object modeling in development of any system?

9. What is ANOVA principle?

10. Define CTT?

ersahilkagyan.com

PART - B
(Analytical/Problem solving questions)

Attempt any FIVE questions.

(5×4=20)

1. What do you mean by diagrammatic notation and dialog semantics? explain in brief.

2. Discuss the chronological history of graphical user interface.

3. Discuss in brief the importance of the user interface design.

4. What are the two major techniques that are applied for hierarchical task analysis? Explain.

5. Discuss in brief the utility of models in HCI.

6. Discuss the key differences between KLM and CMN GOMS.

7. Explain the Hick Hyman Law . Describe the predicitive formulation of the law.

PART - C
(Descriptive/Analytical/Problem Solving/Design question)

Attempt any Three questions.

(3×10=30)

1. What is OOM? Explain the types of model with their purpose in detail.

2. What principles can be used from Jakob Nielser's ten usability heuristics?

3. Explain GUI design and Aesthetics in detail.

4. What are the shneiderman's eight golden rules? Explain in detail

5. Explain

   1) Cognitive Walkthrough.
   2) Concur Task Tree.

―――――――――