Question Paper Code : 91380

B.E./B.Tech. DEGREE EXAMINATIONS, NOVEMBER/DECEMBER 2019

Eighth Semester

Computer Science and Engineering

CS 6008 – HUMAN COMPUTER INTERACTION

(Common to Information Technology)

(Regulations 2013)

(Also Common to PTCS 6008 – Human Computer Interaction – B.E. (Part-Time)
– Computer Science and Engineering – Seventh Semester – Regulations 2014)

Time : Three Hours   Maximum : 100 Marks

Answer ALL questions

PART – A   **(10×2=20 Marks)**

1. Depict the model of the structure of human memory.

2. Give expansions for the following : SGML, OCR, WYSIWYG, DWIM.

3. List the principles affecting Learnability.

4. What is meant by the concepts of 'iteration' and 'prototyping' ?

5. Name the popular socio-technical models.

6. Mention the core features of a Hypertext system.

7. Identify the categories of Mobile platforms. Give example for each.

8. List few design rules for 'readability' on mobile devices.

9. State Fitt's law.

10. Mention few Best Practices for Drag-and-Drop.

PART – B   **(5×13=65 Marks)**

11. a) Write in detail about the standard approaches for reasoning and problem solving.   **(13)**

(OR)

b) What is Interaction ? Describe Norman's model of Interaction.   **(13)**

12. a) Describe Nielsen's heuristic evaluation technique. (13)

(OR)

b) Explain the process of Interaction Design. (13)

13. a) Discuss the theory behind GOMS model and give GOMS description for the following task :
Edit an MS WORD file. (13)

(OR)

b) Analyze the design and technical issues associated in finding things on the web and suggest solutions. (13)

14. a) Write about any two popular mobile apps and discuss their pros and cons. (13)

(OR)

b) Write in brief about the core components of the mobile information architecture. (13)

15. a) Discuss about the types and design considerations for 'Direct Selection' for web interfaces. (13)

(OR)

b) What are Overlays and Inlays ? Compare Overlays and Inlays ? Write about *Dialog Overlay* and *Dialog Inlay*. (13)

PART – C (1×15=15 Marks)

16. a) Write in detail about the interaction/interface styles. Discuss on the pros and cons. (15)

(OR)

b) What do you know about Usability Engineering ? Discuss with an example. (15)