

Total No. of Questions : 12]

SEAT No. :

P838

[Total No. of Pages : 2

[4263] - 359

T.E. (Information Technology)
HUMAN COMPUTER INTERACTION AND USABILITY
(2008 Pattern) (Semester - II)

Time : 3 Hours]

[Max. Marks : 100

Instructions to the candidates:

- 1) Answer Question 1 or 2, 3 or 4, 5 or 6 from Section - I and Question 7 or 8, 9 or 10, 11 or 12 from Section - II.
- 2) Answers to the two sections should be written in separate answer books.
- 3) Neat diagrams must be drawn wherever necessary.
- 4) Figures to the right indicate full marks.
- 5) Assume suitable data, if necessary.

SECTION - I

- Q1)** a) Explain the goals of interaction design in detail. [8]
b) Differentiate between inductive and abductive reasoning in detail with suitable example. [8]

OR

- Q2)** a) Classify the different models of interaction. Explain any one in detail. [8]
b) What is ergonomics? Explain its significance in user interface design. [8]
- Q3)** a) What are the different styles of interaction? Explain form filling and menu selection style of interaction in detail with suitable example giving their advantages and disadvantages. [10]
b) Explain the process of interaction design. [8]

OR

- Q4)** a) What is WIMP interface? Explain its elements in detail with advantages and disadvantages of each. [10]
b) Explain any one lifecycle model of HCI in detail. [8]

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- 5190-220-104
- Q5) a) Explain learnability principles to support usability. [8]
b) Explain guidelines for data display and data entry. [8]

OR

- Q6) a) Explain Shneiderman's Eight Golden Rules of Design. [8]
b) Explain how HCI pattern can prove to be useful in any interaction design. [8]

SECTION - II

- Q7) a) What is DECIDE? Explain DECIDE framework in detail. [10]
b) Explain different evaluation techniques for evaluating interfaces. [8]

OR

- Q8) a) Explain web usability standards and guidelines in detail. Explain how they can be applied for designing an online shopping store. [10]
b) Explain in brief Hutch World evaluation framework. [8]

- Q9) a) What is linguistic model? Explain BNF and TAG linguistic notations. [8]
b) Explain the use of task analysis and task decomposition in HCI. [8]

OR

- Q10) a) Explain different dialog design notations. [8]
b) Write a short note on status-event analysis for modeling rich interaction [8]

- Q11) a) What is Groupware? Explain synchronous and asynchronous groupware in brief. [8]
b) Write short note on Information Visualization. [8]

OR

- Q12) Write short note on : [16]
a) Virtual and Augmented Reality
b) Computer Supported Cooperative Work (CSCW)

