FACULTY OF INFORMATICS

B.E. 4/4 (I.T.) II-Semester **(Make-up)** Examination, August 2012

Subject : **Human Computer Interaction**
(Elective-V)

Time : 3 Hours   Max. Marks: 75

Note: Answer **all** questions of Part – A. Answer any **five** questions from Part-B.

PART – A (25 Marks)

1.   What is Design consistency?
2.   Define visual Acuity .
3.   What are keyboard Accelerators?
4.   What are selection controls? Give some examples.
5.   Define accessibility.
6.   What are image maps?
7.   Differentiate between instructing and conversing types of interaction.
8.   What is external cognition?
9.   What are the three main principles of user-centered design?
10.   What is evolutionary prototyping?

PART – B (5x10=50 Marks)

11.(a) What are the characteristics of Direct manipulation system?
   (b) Describe different ways to group elements in screen design.

12.(a) Describe the most-common strcutres of menus.
   (b) What are different window presentation styles? Give their advantages and disadvantages

13.(a) Briefly discuss the factors that influence the selection of proper screen based controls.
   (b) Discuss different techniques to deal with time delays.

14.(a) What are different purposes of using graphics in web pages?
   (b) Briefly explain some problems with the usage of color in UIs.

15.(a) What is interaction Design? What are the major activities involved in it?
   (b) Describe different conceptual models based on objects.

16.(a) Give Shneiderman's guidelines for error messages.
   (b) What is iterative development ? How is it used in the design of interfaces?

17.   Write short notes on:
   (a) Fitt's law
   (b) Internationalization
   (c) Prototyping

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