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**Question Paper Code : 71661**

B.E./B.Tech. DEGREE EXAMINATION, APRIL/MAY 2017.

Eighth Semester

Computer Science and Engineering

CS 6008 — HUMAN COMPUTER INTERACTION

(Common to Information Technology)

(Regulations 2013)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. Define reasoning. List its types.
2. What is Ergonomics?
3. Define prototyping.
4. What do you mean by universal design?
5. List out the types of textual communication.
6. Highlight the applications of hypermedia.
7. Identify the categories of mobile platforms.
8. Give examples of Mobile design tools.
9. What is auto complete pattern?
10. What are the types of overlays?



PART B — (5 × 16 = 80 marks)

11. (a) (i) Explain the model of the structure of human memory with diagrammatic illustration. (10)  
(ii) Outline the factors that can limit the speed of an interactive computer system. (6)

Or

- (b) (i) List and explain the stages of Norman's model of interaction. (8)  
(ii) Outline the common interface styles used in interactive system. (8)
12. (a) With a neat sketch, explain the interaction design process in. (16)

Or

- (b) (i) Narrate the Shneiderman's eight golden rules of Interface Design. (8)  
(ii) Outline the approaches used for evaluation through expert analysis. (8)
13. (a) What is a cognitive model? Classify cognitive models and discuss the same. (16)

Or

- (b) (i) Who is a stakeholder? Outline the types of stake holders and appraise the stakeholders for an airline booking system. (8)  
(ii) Explain the stages involved in CUSTOM methodology analysis. (8)
14. (a) Appraise the types of mobile applications with examples. (16)

Or

- (b) List and explain the elements of mobile design. (16)
15. (a) Summarize the principles for designing rich web interface. (16)

Or

- (b) Design a web interface for a "Library Management System". State the functional requirements you are considering.