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Question Paper Code : 40888

B.E./B.Tech. DEGREE EXAMINATION, APRIL/MAY 2018

Eighth Semester

Computer Science and Engineering

CS6008 – 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. What are mental models and why are they important in interface design ?
2. List out the text entry devices.
3. What is multithreading ?
4. Write down the three categories of principles to support usability.
5. Write down the four elements of GOMS.
6. Define CUSTOM methodology.
7. What is Cocoa Touch ?
8. Highlight the importance of mobile applications (any four).
9. Write down the purpose of drag and drop.
10. Define object selection.

PART – B

(5×16=80 Marks)

11. a) Explain about the elements of the WMP interface. (16)

(OR)

- b) i) Write down the effects of finite processor. (8)

- ii) Write down the factors that can limit the speed of an interactive system. (8)



12. a) Discuss in detail about the activities in the waterfall model and spiral model of the software life cycle. (16)

(OR)

- b) i) With neat sketch explain the Interaction design process. (8)
ii) Write down Shneiderman's Eight Golden Rules of Interface Design. (8)

13. a) Explain some of the organizational issues that affect the acceptance and relevance of information and communication systems in detail. (16)

(OR)

- b) Explain the problem space model and Interacting cognitive subsystems in detail. (16)

14. a) Elaborately explain the mobile information architecture in detail. (16)

(OR)

- b) Discuss the various elements of Mobile Design with a step by step method explain how to design an registration page for movie ticket booking. (16)

15. a) Write in brief the process flow of web interface design. (16)

(OR)

- b) Explain the following contextual tools.

- i) Always Visible Tools
ii) Hover-Reveal Tools
iii) Toggle Reveal Tools
iv) Multi-Level Tools
v) Secondary Menu.

(16)