Reg. No. : ☐☐☐☐☐☐☐☐☐☐☐☐☐

Question Paper Code : 20346

B.E./B.Tech. DEGREE EXAMINATION, NOVEMBER/DECEMBER 2018.

Eighth Semester

Computer Science and Engineering

CS 6008 — HUMAN COMPUTER INTERACTION

(Common to Information Technology)

(Regulation 2013)

(Also common to PTCS 6008 – Human Computer Interaction for B.E. (Part time) –
Seventh Semester Computer Science and Engineering Regulation 2014)

Time : Three hours   Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. What is directive reasoning?

2. List the factors that can limit the speed of an interactive system.

3. Identify the steps involved in interaction design process.

4. Write down the techniques used for prototyping.

5. What is Task-Action Grammar (TAG)?

6. Compare the primary and secondary stack holders.

7. Give some examples of World's largest mobile operators.

8. Define color palette.

9. List any four principles of designing rich web interface.

10. What do you mean by inlay?

PART B — (5 × 16 = 80 marks)

11. (a) (i) Explain the framework of Human Computer Interaction.   (10)

       (ii) Highlight the features of direct manipulation interface.   (6)

                                        Or

    (b) (i) Discuss the technologies involved in display devices.   (8)

       (ii) Brief about common interface styles used in interactive system.   (8)

12. (a) (i) Explain the visual tools available for screen design and layout. (8)

(ii) Outline the activities involved in waterfall model of software life cycle. (8)

Or

(b) (i) List and explain the factors that influence for choosing an evaluation method. (8)

(ii) Enumerate Norman's seven principles for transferring difficult task to simple one in design. (8)

13. (a) (i) Explain the concept of key stake level model. (8)

(ii) Describe the stages of Open System Task analysis (OSTA). (8)

Or

(b) (i) What are the four types of textual communication? Explain. (8)

(ii) Write note on Dynamic web content. (8)

14. (a) (i) Describe the roles of major mobile operating system. (8)

(ii) Tabulate the various mobile design tools and interface tool kits. (8)

Or

(b) Elaborate on Mobile application medium types. (16)

15. (a) (i) Write notes on contextual tools. (8)

(ii) Brief about the different types of overlays. (8)

Or

(b) Explain the steps involved in designing a web interface. (16)

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