Question Paper Code : 52845

B.E./B.Tech. DEGREE EXAMINATIONS, APRIL/MAY 2019.

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 – Information Technology – Regulation 2014)

Time : Three hours   Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. What are the important factors to be considered in design of an interactive
    systems?

2. Give an example for recency effect.

3. What are the two things needed for prototyping methods to work?

4. Define principles, standards, guidelines and rules.

5. Create a GOMS description of the task of photocopying an article from a
    journal.

6. Who are the stakeholders? Mention the types.

7. Why JavaScript and Ajax have been ignored for web application on the mobile
    phones?

8. List the pros and cons of mobile game application.

9. Mention the ways in which contextual tools can be used.

10. Name the patterns that supports virtual pages.

PART B — (5 × 13 = 65 marks)

11. (a) (i) Discuss in detail about the interaction frameworks. (6)

    (ii) Brief about the memory devices of a computer. (7)

    Or

    (b) (i) Explain the different types of reasoning. (6)

    (ii) Describe the various styles of interaction. (7)

12. (a) (i) Discuss the four phases of interactive design. (6)

    (ii) How do you evaluate the software design. (7)

    Or

    (b) (i) Elaborate on the activities involved in the software development life cycle. (6)

    (ii) State the rules and guidelines for software design. (7)

13. (a) With a text editor example, explain the Cognitive Complexity Theory. (13)

    Or

    (b) Discuss about text-based communication and the relative merits and features of linear text and hypertext systems. (13)

14. (a) With neat diagram of mobile ecosystem, discuss its platforms and application frameworks. (13)

    Or

    (b) Write in detail about various elements of mobile design. (13)

15. (a) Discuss the three types of overlay in detail. (13)

    Or

    (b) List and explain the purpose of Drag and Drop. (13)

PART C — (1 × 15 = 15 marks)

16. (a) Design a word processor for blind users which can also be operated by sighted people. It has to support the standard set of word-processing tasks. For this application, choose a suitable combination of input and output devices to best support the intended interaction. It may help to identify typical users or classes of user, and identify how the devices chosen support these people in their tasks. Explain the major problems that the input and output devices solve.

    Or

    (b) Discuss with a person of age above 65 and a child you know under 16 about their experience, attitude, expectations and security concerns of computers. What factors would you take into account if you were designing a website aimed at this person?