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<b>Question Paper Code : 70366</b>
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B.E./B.Tech. DEGREE EXAMINATIONS, NOVEMBER/DECEMBER 2021.

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. Define prototyping.
4. What do you mean by universal design?
5. Create a GOMS description of the task of photocopying an article from a journal.
6. Who are the stake holders? Mention the types.
7. What is Cocoa Touch?
8. Highlight the importance of mobile applications (any four).
9. State Fitt's law.
10. Mention few Best Practices for Drag-and-Drop.

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) Describe Nielsen's heuristic evaluation technique. (13)

Or

- (b) Explain the process of Interaction Design. (13)
13. (a) What is a cognitive model? Classify cognitive models and discuss the same. (13)

Or

- (b) (i) Who is a stakeholder? Outline the types of stake holders and appraise the stakeholders for an airline booking system. (7)  
(ii) Explain the stages involved in CUSTOM methodology. (6)
14. (a) (i) Describe the roles of major mobile operating system. (7)  
(ii) Tabulate the various mobile design tools and interface tool kits. (6)

Or

- (b) Elaborate on Mobile application medium types. (13)
15. (a) Write in brief the process flow of web interface design. (13)

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. (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?
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