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[6003]-541

T.E. (Artificial Intelligence and Data Science) (Semester - I)
HUMAN COMPUTER INTERFACE
(310245 (B)) (2019 Pattern) (Elective - I)

Time : 2½ Hours] *[Max. Marks : 70*

Instructions to the candidates:

1) *Answer Q.1 or Q.2, Q.3 or 0.4, Q.5 or Q.6, Q.7 or Q.8.*

2) *Figures to the right indicate full marks.*

3) *Neat diagrams must be drawn whenever necessary.*

4) *Make suitable assumption whenever necessary.*

Q1) a) Explain what is mean by Human err in detail. **[6]**

b) Elaborate Graphical User Interface in detail. **[6]**

c) Explain web user interface in detail **[6]**

OR

Q2) a) Explain usability Engineering with suitable example. **[6]**

b) Write down about interactive design and prototyping using suitable example. **[6]**

c) Write short note on: **[6]**

i) Popularity of Graphics

ii) Concept of Direct Manipulation

Q3) a) Explain analytic methods and model-based analysis. **[6]**

b) Elaborate universal design principles in detail. **[6]**

c) Explain cognitive walkthrough in detail. **[5]**

OR

Q4) a) Elaborate GOMS model. **[6]**

b) Elaborate evaluation Framework using following point: **[6]**

i) Paradigms and Techniques

ii) DECIDE: A Framework to Guide Evaluation

c) Discuss the concept of designing of diversity. **[5]**

P.T.O.

Q5) a) What is mean by ubiquitous computing? Which are the applications of it? Explain with suitable example. **[6]**

b) Compare data integrity and data immunity. **[6]**

c) Which are the social aspects of search? Explain. **[6]**

OR

Q6) a) Discuss about handling missing data using suitable example. **[6]**

b) What is the significance of machine learning in HCI? Describe. **[6]**

c) Explain sensor-based and context-aware interaction. **[6]**

Q7) a) Explain Mobile Navigation, Content and Control Idioms using appropriate. Example. **[6]**

b) Discuss Drawers used in HCI system. Explain item-level drawers. **[6]**

c) Describe the "Inter-app Integration" **[5]**

OR

Q8) a) What is use of "multi-touch gestures"? Explain various multi-touch gestures used in mobile device. **[6]**

b) Describe Tap-to-Reveal and Direct Manipulation. **[6]**

c) Explain "Welcome and Help Screens". **[5]**

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