Total No	o. of Questions : 8]	SEAT No. :
PD42		[Total No. of Pages : 2
	T.E. (Computer) (AIDS)	
	HUMAN COMPUTER INTERI	FACE
(201	19 Pattern) (Semester - V) (310245 B) (El	
<i>Time</i> : 2 ¹	2½ Hours]	[Max. Marks : 70
Instructi	tions to the candidates:	, 0
1)		2.8.
2)		1600
3)		00
<i>4</i>)	Make suitable assumption whenever necessary.	
	6.	
Q1) a)	What is GUI? Elaborate Graphical user Interfa	ce in Details. [6]
b)	What is mean by interaction styles? Explain any	two interaction styles.[6]
c)	Discuss software life cycle used in HCl system usi	ng appropriate example.[6]
	OR	
Q2) a)	Explain Principles for UI/UX Design in details. A name.	Also give some application [6]
b)	What is design Rationals Explain Usability I example.	Engineering with suitable [6]
c)	List down Norman's Seven rules.	[6]
Q3) a)	Discuss the GOMS Models with example.	[6]
b)		~~
c)	Explain Cognitive walkthrough in detail.	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
	OR	7, 63

Q4) a) Elaborate evaluation framework using following points:

Paradigms and techniques.

ii) DECIDE: a framework to guide evaluation.

b) Discuss the concept of designing in diversity [6]

c) Write short note on Heuristic evaluation and Usability testing in laboratory. [5]

[6]

Q5)	a)	Explain vision based hand gesture recognition system using HC Paradigms.	
	b)	Discuss about handling missing data. What are the roles of Machin learning in HCI.	
	c)	Describe following paradigms used for interaction in HCI	5]
		i) Time sharing	
		ii) Programming toolkit	b .
		iii) Agent based Interfaces	
06)	۵)	OR Every identification in UCL	(1
Q6)	a)	Explain with example pattern recognition in HCI.	
	b)	What do you mean by Ubiquitous Computing? What is its application Explain with suitable example.	
	c)		5]
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Q7)	a)	What is significance of "navigation and toolbar" in HCI? Explain wit example.	
	b)	Write short note on:	
	,	i) Mini tablet format app.	_
		ii) Searching, Sorting and Filtering.	^
	c)	Describe anatomy of mobile app.	53
		OR	
Q 8)	a)	What is used of "Multi-touch gestures"? Explain various multi textur	
		gesture used in Mobile devices.	6]
	b)	Write short note on based on various devices:	[]
		i) Designing for kiosks	
		ii) Designing for audible interfaces	
	c)	Describe the "Inter-app integration". [5	5]
		6.1	
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