

Total No. of Questions : 6]

SEAT No. :

P76

Oct./TE/Insem. - 195

[Total No. of Pages : 2

T.E. (Information Technology)

HUMAN COMPUTER INTERACTION

(2015 Pattern) (Semester - I)

Time : 1 Hour]

[Max. Marks : 30

Instructions to the candidates:

- 1) Answer Q.1 or Q.2, Q.3 or Q.4, Q.5 or Q.6.
- 2) Neat Diagram must be drawn wherever necessary.
- 3) Figures to the right indicate full marks
- 4) Assume suitable data, if necessary.

- Q1)** a) List and explain the various disciplines of Human Computer Interaction. [5]
- b) Explain in detail the need to study “Human Computer Interaction” for producing good interactive software? [5]

OR

- Q2)** a) Explain various principle of Human Computer Interaction. [5]
- b) Explain why - “A design should be User-Centric”. [5]

- Q3)** a) What is reasoning? Discuss with example Inductive versus Deductive Reasoning. [5]
- b) Explain the following terms [5]
- i) Human Psychology
 - ii) Design principles

OR

- Q4)** a) Compare STM and LTM of human with respect to capacity, access time and forgetting. [5]
- b) What can system designer do to minimize the memory load of the user? [5]

P.T.O.

Q5) a) Describe briefly five different interactions styles used to accommodate the dialog between user and computer. [5]

b) What is Ergonomics? List and explain the various disciplines of Ergonomics [5]

OR

Q6) a) How does making a call differ when using: [5]

i) Smart Phone

ii) Cell Phone

How have these devices being designed to take into account

i) The kind of users

ii) Types of activity being supported

iii) Context of use

b) Explain following WIMP interface elements with respect to any text editor. [5]

– Icons

– Menus

– Toolbars

– Dialog boxes

