

Total No. of Questions : 8]

SEAT No. :

PA-1502

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[5926]-122

T.E. (E&TC)

INFORMATION TECHNOLOGY

Human Computer Interaction

(2019 Pattern) (Semester - I) (314444)

Time : 2½ Hours]

[Max. Marks : 70

Instructions to the candidates:

- 1) Answers : Q.1 or Q.2, Q.3 or Q.4, Q.5 or Q.6, Q.7 or Q.8.
- 2) Neat diagrams must be drawn wherever necessary.
- 3) Figures to the right indicate full marks.
- 4) Assume Suitable data if necessary.

Q1) a) Explain Goal and task hierarchy model with example. [8]

- b) Hierarchical task analysis (HTA) is used to describe the interactions between a user & software system. Draw & explain HTA to online Movie booking system? [9]

OR

Q2) a) Differentiate User Profiles with respect to Interface design with example. [8]

- b) How does Diagrammatic dialog design notations help designers to design better interfaces. Justify your answer with an example. [9]

Q3) a) Explain the following golden rules with example. [9]

- i) Strive for consistency
- ii) Enable frequent users to use shortcuts
- iii) Offer informative feedback

b) Explain the following with reference to interface design with example [9]

- i) Scenarios
- ii) Navigation Design
- iii) Screen Design

OR

P.T.O.

- Q4)** a) What is Prototyping? Explain the low-fidelity and High-fidelity designs with example. [9]
- b) Consider any online digital library, draw Model -View- Controller (MVC) framework. Mention the necessary technology solutions available for each of MVC. [9]

- Q5)** a) What are the goals of evaluation? Explain Cognitive walkthrough and heuristics evaluation technique in detail. [8]
- b) What is Usability testing? How will you perform Usability testing on an interactive interface? [9]

OR

- Q6)** a) Explain user interface management system (UIMS) in detail along with its architecture? [8]
- b) Explain DECIDE framework with necessary diagram and an example of the same. [9]

- Q7)** a) Explain: i) Augmented Reality ii) Virtual Reality along with real life examples of both. [9]
- b) Discuss in the detail the Challenges faced by designer while designing interfaces for [9]
- i) Smart homes ii) Smart devices

OR

- Q8)** a) Draw and explain Design thinking in detail for any suitable application. [9]
- b) In today's world finding things on web has become very easy. Discuss how the multimodal input has enriched the experience. [9]

