Total No. of Questions : 5]

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SEAT No. :

[Total No. of Pages : 4

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M.Sc. (Computer Science)
CSDT124B : HUMAN COMPUTER INTERACTION
(2019 Pattern) (Semester - II)

Time : 2 Hours]   *[Max. Marks : 35*

Instructions to the candidates :

    1)   *Question 1 is compulsory.*

    2)   *Solve any 3 questions from Q2 to Q5.*

    3)   *Question 2 to Q5 carry equal marks.*

Q1) Solve any five of the following :   **[5]**

    a)   What is meant by sensory memory?

    b)   What are the steps for interaction design process?

    c)   What is Design space analysis?

    d)   What is GOMS?

    e)   List out the layers of mobile ecosystem?

    f)   Define overlays and inlays.

Q2) Attempt the following :   **[10]**

    a)   i)   What is drag and drop?   **[2]**

          ii)   What is the purpose of drag and drop module?   **[4]**

    b)   Who are stake holders? out line the types of stakeholders for an airline booking system.   **[4]**

Q3) Attempt the following :   **[10]**

    a)   i)   Define usability and effectiveness.   **[2]**

          ii)   Write a note on principles of learnability.   **[4]**

    b)   Write a short note on clickstream.   **[4]**

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Q4) Attempt the following : **[10]**

    a)   i)   What is heuristic evaluation? **[2]**

          ii)   Negative affect can make it harder to do even easy tasks; positive affect can make it easier to do difficult tasks. What are the implications of this for interaction design. **[4]**

    b)   Write short note on open system Task Analysis (OSTA) **[4]**

Q5) Attempt any <u>Two</u> of the following : **[10]**

    a)   Explain with example deductive, inductive and abductive reasoning. **[5]**

    b)   Write a short note on Fitts's Law. **[5]**

    c)   Explain the execution - Evaluation cycle. **[5]**

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