

T.E. (Information Technology) (Semester – II) Examination, 2010
HUMAN COMPUTER INTERFACE
(Course 2003)

Time : 3 Hours

Max. Marks : 100

- Note :** 1) Answer question 1 or 2, 3 or 4, and 5 or 6 from Section – I and question 7 or 8, 9 or 10 and 11 or 12 from Section – II.
- 2) Answers to the **two** Sections should be written in **separate** books.
- 3) **Neat** diagrams must be drawn **wherever** necessary.
- 4) Figures to the **right** indicate **full** marks.
- 5) Assume suitable data, if **necessary**.

SECTION – I

1. a) Express your opinion-A design should be User-Centric. 8
 b) Explain the difference between slips and mistakes with the help of suitable example. 8
- OR**
2. a) We can't measure user friendliness. As a result this concept is not too useful when designing interfaces. Instead we identify specific things about the interface that we can measure that relate to the effectiveness and success of the product. There are at least five specific attributes that describe an interface's effectiveness. Explain three of these measurable quantities we can use to determine success. 8
 b) Discuss the impact of inefficient screen design on processing time with an example. 8
3. a) Explain OAI and keystroke level model. 10
 b) Explain following user centered design principles with reference to an interface you know 8
 - Place the user in control
 - Reduce a user's memory load
 - Make the user interface consistent.

OR

P.T.O.



4. a) Explain three types of users and how to accommodate their to make a more usable interface. 10
- b) Explain guidelines for data entry and data display. 8
5. a) What is participatory design ? Explain the advantages and disadvantages of participatory design. 8
- b) Explain the processes of design. If your system interface is poorly designed, what are the problems user may face ? 8

OR

6. Write short note on (any two) : 16
- Scenario and pattern
 - LUCID
 - Three pillars of interface design.

SECTION – II

7. a) Explain different interaction styles. 8
- b) Distinguish between the tiled windows, overlapping windows and cascading windows and explain how a particular style can be picked. 8
- OR
8. a) List and explain the steps of usability testing. What are the limitations of such testing ? 8
- b) Explain different Menu Styles. 8

9. a) How do we think CSCW is likely to affect our lives in the future ? Justify your answer with examples. 8
- b) Compare online and offline documentation. 8

OR

10. a) What is face to face communication and asynchronous interactions in CSCW ? Explain any two applications of each. 8
- b) List any four bad error messages encountered by you and suggest guidelines for presenting them in an effective way. 8



11. a) Some of the favorite techniques of web pages these days include automatic scrolling text boxes, moving marquees, and constantly running animations (e.g. for icons). Discuss these features in terms of web design guidelines. **10**
- b) Explain the role of HCI in animation industry. **8**

OR

12. Write short notes on (**any two**) : **18**
- Multimedia document searches
 - OAI model for web site design
 - Comparisons of pointing devices.

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