| Total No. of Questions : 12] | SEAT No. : |
|------------------------------|------------|
|                              |            |

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## [4958] - 208

## T.E. (Information Technology)

## HUMAN COMPUTER INTERACTION AND USABILITY

(2008 Pattern)

Time: 3 Hours] [Max. Marks:100

Instructions to the candidates:

- 1) Answer Q.1 or Q.2, Q.3 or Q.4, Q.5 or Q.6, Q.7 or Q.8, Q.9 or Q.10., Q.11 or Q.12.
- 2) Draw neat diagrams whenever necessary.
- 3) Figures to the right side indicate full marks.
- 4) Assume suitable data if necessary.

## **SECTION - I**

- Q1) a) Discuss general principles and goals of user interface design. [8]
  - b) Define Ergonomics. Explain with example. [8]

OR

- **Q2)** a) Compare STM and LTM of human with respect to capacity, access time and forgetting. [8]
  - b) What is reasoning? Discuss with example Inductive versus Deductive Reasoning. [8]
- Q3) a) Describe briefly four different interactions styles used to accommodate the dialog between user and computer. Specify advantages and disadvantages of each interaction style. [10]
  - b) What are the different life cycle models in HCI? Explain any one lifecycle model in detail. [8]

| <i>Q4)</i>   | a)                | List different interaction styles. Explain command line interface a menus interface with advantages and disadvantages. [1]                                      | nd<br>[ <b>0]</b>   |
|--------------|-------------------|---|---------------------|
|              | b)                |   | [8]                 |
| Q5)          | a)                | Evaluate Microsoft Power Point interface using the "Eight golden ru of interface design".   | les<br>[ <b>8</b> ] |
|              | b)                | With respect to Human Diversity how to accommodate users w disabilities and elderly users.  | ith<br><b>[8]</b>   |
|              |                   | OR  |                     |
| Q6)          |                   | Why is context important in selecting and applying guidelines a principles for interface design? Illustrate your answer with examples.                          | [8]                 |
|              | b)                | Explain how practical usability engineering process can be incorporate for developing an online hospital management system.                                     | [ <b>8</b> ]        |
|              |                   | SECTION - II  |                     |
| Q7)          | a)                | Discuss the characteristics, guidelines and principles of good web padesign.  | ige<br>[ <b>8</b> ] |
|              | b)                |   | [8]                 |
|              |                   | OR  |                     |
| Q8)          | a)                | What usability standards are necessary in designing home page e-governance websites?  | for<br><b>[8]</b>   |
|              | b)                | Compare: Formative Evaluation versus Summative Evaluation.  | [8]                 |
| Q9)          | a)                | Hierarchical Task Analysis (HTA) is used to describe the interaction between a user and a software system. Draw and explain HTA to only bus reservation system. |                     |
|              | b)                | · · · · · · · · · · · · · · · · · · ·   | [8]                 |
|              |                   | OR  |                     |
| Q10 <u>,</u> | <b>)</b> a)<br>b) | Give any two diagrammatic or textual notations used to design dialogin effective user interface. Justify your notations with respecti                           | _                   |

Q11)a) Discuss use of augmented reality in Education.

[8]

b) Consider following two shared application:

[10]

- Shared PCs and shared window systems
- Shared editors.

What are the main issues that need to be addressed in the design of these applications?

OR

Q12) Write short notes on ANY THREE of the following:

[18]

- a) Information and data visualization.
- b) Synchronous and asynchronous groupware applications.
- c) Any three devices for virtual reality.
- d) Ubiquitous computing.

