Roll No. ....

Total Pages : 2

46307

BT-6/M-23

HUMAN COMPUTER INTERACTION

Paper : PC-CS-AIML-302A

Time : Three Hours]

[Maximum Marks : 75

Note: Attempt *five* questions in all, selecting *one* from each unit. All questions carry equal marks.

UNIT–I

1. Describe the various channels of human Input/Output and memory in the context of human-computer interaction, and how they impact the effectiveness and usability of computer systems and interfaces.

2. Distinguish between :
    (a) Deductive and inductive reasoning.
    (b) Icons, pointers, menus, and buttons.
    (c) WWW and Ubiquitous computing paradigms.

UNIT–II

3. Answer the following questions in brief :
    (a) What is interactive design and what is the process involved in it?
    (b) How can scenario-based design be utilized in the development and evaluation of interactive systems?
    (c) What is the aim of usability engineering?

4. (a) What is Prototyping and what are its advantages? Describe the techniques used in prototyping.

   (b) How are principles, standards, guidelines, and rules used for design recommendations that are intended to improve the design?

UNIT–III

5. How do cognitive models represent human cognition, and what are some examples of cognitive models? Also derive the relationship between hypertext, multimedia, and World Wide Web.

6. Describe Mobile Ecosystem along with its platforms and application frameworks.

UNIT–IV

7. What is the primary focus of Designing good web interfaces for users, and how do Drag & Drop and Direct Selection techniques enhance the usability and effectiveness of web interfaces?

8. What are the differences between overlays and inlays in user interface design, and what are some examples of each type? How do virtual pages differ from overlays and inlays, and when might they be more appropriate for presenting complex information or workflows?