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APJ ABDUL KALAM TECHNOLOGICAL UNIVERSITY

B.Tech Degree S8 (S,FE) Examinations September 2026 (2019 Scheme)

Course Code: AMT416

Course Name: HUMAN COMPUTER INTERACTION

Max. Marks: 100 **Duration: 3 Hours**

PART A

Answer all questions, each carries 3 marks. Marks

1	What are some effective strategies for achieving fluid navigation within a digital interface, particularly in web design or mobile applications?	3
2	Explain how Fitt's Law predictive model has been influential in HCI and Interaction design.	3
3	What are the main differences between heuristic evaluation and walkthroughs in usability Testing.	3
4	Summarize three guidelines for developing applications for pocket PCs.	3
5	What does the concept of Universal Usability entail?	3
6	What is meant by collaborative interaction?	3
7	Define website and app development in the context of UX design	3
8	What role does prototyping play in interface design iterations, and how does it contribute to the overall significance of refining user experiences?	3
9	State any three guidelines for effective display design.	3
10	How can HCI patterns be utilized in designing products or interfaces?	3

PART B

Answer any one full question from each module, each carries 14 marks.

Module I

11	a)	What are user-centered approaches, and how do they align with usability goals and measures?	8
	b)	Explain the difference between good and poor interaction design.	6

OR

12	a)	Explain the relationship between the user experience and usability	7
	b)	What is cognitive and perceptual ability? Discuss with an example cognitive perception.	7

Module II

13	a)	Outline the various interface styles used in interactive systems.	7
	b)	Discuss the obstacles to speech recognition and production.	7

OR

14	a)	Explain the concept of fluid navigation and how it enhances user experience	6
	b)	Outline the various interface styles used in interactive systems?	8

Module III

15	a)	How are computational models of users employed in the field of Human-Computer Interaction (HCI),and what are some typical examples?	7
	b)	What are the challenges associated with tasks in data visualization?	7

OR

16	a)	Explain how System Response Time (SRT) influences Human-Computer Interaction (HCI) and its various impacts.	7
	b)	Explain Descriptive models in detail with suitable examples.	7

Module IV

17 a) Explain the basic principles of the GOMS Model and how it aids in the analysis of user interactions. 7

b) Analyze and compare the strengths and weaknesses of usability testing and heuristic evaluation in different HCI scenarios. 7

OR

18 a) Describe a scenario where heuristic evaluation could be more suitable than usability testing in HCI evaluation. 7

b) What are the different types of evaluation methods used in the context of introducing new systems or technologies, and how do they contribute to assessing effectiveness and user satisfaction? 7

Module V

19 a) How do lists function within programming, and what are the fundamental characteristics of wearable computing? 7

b) Describe how the UCAMP framework helps designers of wearable systems to focus on the key design issues. 7

OR

20 a) What are the primary technological categories that facilitate collaborative work? 7

b) Discuss two practical applications exemplifying agent-based interaction. 7

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