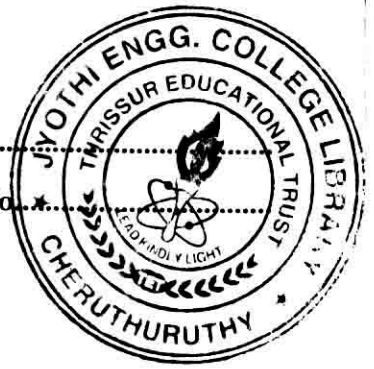


C 61507

(Pages 2)

Name.....

Reg. No.....



**SIXTH SEMESTER B.TECH. (ENGINEERING)
DEGREE EXAMINATION, APRIL 2014**

(2009 Scheme)

IT 09 605—HUMAN COMPUTER INTERACTION

(Regular/Supplementary/Improvement)

Time : Three Hours

Maximum : 70 Marks

Part A

Answer all questions.

Short answer questions (one / two sentences).

1. Differentiate real cracker and virtual cracker.
2. What is the distinction between a process-oriented and a structure-oriented design rationale technique ?
3. List the three approaches to link dialog and semantics.
4. What is a groupware ? State the criteria used for classifying groupware.
5. What are co-authoring systems ?

(5 × 2 = 10 marks)

Part B

Answer any four questions.

Analytical / Problem solving questions.

6. Write short notes on situated action and distributed cognition of understanding interaction in ubiquitous computing. What are mental models, and why are they important in interface design ?
7. Differentiate deductive reasoning and inductive reasoning.
8. How can design rationale benefit interface design and why might it be rejected by design teams ? Explain.
9. Explain the functions GOMS in detail.
10. Discuss about the research issues in ubiquitous computing.

(4 × 5 = 20 marks)

Part C

Answer section (a) or section (b) of each question.

Descriptive / Analytical / Problem solving questions.

11. (a) What is meant by reasoning ? What are its types ? Explain.

Or

Turn over

(b) Explain about the devices used for positioning, pointing and drawing.

13. (a) Briefly explain the elements of windowing systems.

Or

(b) What factors would you take into account if you are designing a website aimed at these person ?

(a) Older people

(b) Children.

14. (a) How do participatory design and Ethnography design differ from each other ? Give reasons with examples.

Or

(b) Describe about PIE model used to model interactive systems. Also discuss about its properties.

15. (a) With examples, discuss about the computer mediated communication.

Or

(b) Explain about the physical interaction and application features of ubiquitous computing.

(4 × 10 = 40 marks)