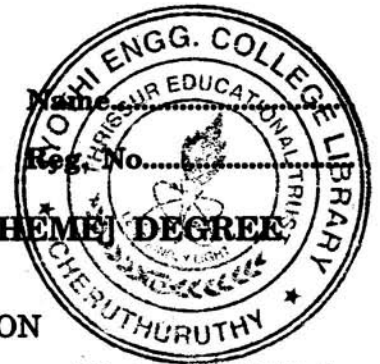


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**SIXTH SEMESTER B.TECH. (ENGINEERING) [09 SCHEME] DEGREE
EXAMINATION, APRIL 2015**

IT 09 605—HUMAN COMPUTER INTERACTION

Time : Three Hours

Maximum : 70 Marks

Part A

Answer all questions.

1. What is meant by human error?
2. State the paradigms of interaction.
3. What is evaluation?
4. State the purpose of storyboard.
5. What are the types of system model?

(5 × 2 = 10 marks)

Part B

Answer any four questions.

1. What are the common types of dot-based printers?
2. Write notes on compression techniques.
3. State the purpose of psychological design rationale.
4. Explain about the principles to support usability standards.
5. List the Shneiderman's Eight Golden Rules of Interface Design.
6. Explain for time-space matrix.

(4 × 5 = 20 marks)

Part C

Answer all questions.

- I. (a) Explain about the devices used for positioning, pointing and drawing.

Or

- (b) Describe about the interactive style elements of WIMP interface.

- II. (a) Write notes on Universal design principles.

Or

- (b) Explain the process of expert analysis using user participation.

Turn over

III. (a) Discuss about the formal methods used to specify interactive system.

Or

(b) Explain the approaches to task analysis.

IV. (a) Describe computer-mediated communication.

Or

(b) Explain about the methods of integrating communication and work.

(4 × 10 = 40 marks)