C 1176

(Pages : 2)

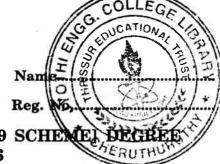# SIXTH SEMESTER B.TECH. (ENGINEERING) [09 SCHEME] DEGREE EXAMINATION, APRIL 2016

IT 09 605—HUMAN COMPUTER INTERACTION

Time : Three Hours   Maximum : 70 Marks

Part A

Answer all questions.

1. Which part of the memory is responsible for brief play-back ?

2. What is called Optical Character Recognition ?

3. Define usability specification.

4. What is the purpose of scroll bars ?

5. State the purpose of task analysis.

(5 × 2 = 10 marks)

Part B

Answer any four questions.

1. Write notes on deductive reasoning.

2. Explain the standard database access methods.

3. Explain the cognitive walkthrough method of evaluating designs.

4. How should a programmer describe a pre-emptive dialogue by graphical means ?

5. List the issues in interfacing.

6. Write about the levels of shared output.

(4 × 5 = 20 marks)

Part C

I. (a) Describe the different interaction styles used to accommodate the dialog between the user and the computer.

Or

(b) Write about different types of text entry devices.

Turn over

II. (a) Explain about the tools used for screen layout design.

Or

(b) Discuss about Multi-Model interaction.

III. (a) In the design of the digital watch, what all would be the dangerous states ? Relate the lexical issues of the buttons for a digital watch to these dangerous states and provide some design advice.

Or

(b) Explain with example knowledge based analysis.

IV. (a) Explain the types of meeting and decision support systems.

Or

(b) Describe the types of groupware architecture.

(4 × 10 = 40 marks)