

C 6159

(Pages 2)

Name.....

Reg. No.....

SIXTH SEMESTER B.TECH. (ENGINEERING) DEGREE
EXAMINATION, JUNE 2010

IT 04 605—HUMAN COMPUTER INTERACTION

(2004 Admissions)

Time : Three Hours

Maximum : 100 Marks

Answer all questions.

Part A

1. (a) How individuals differ ? Explain.
- (b) What is Ergonomics ?
- (c) Explain software prototyping.
- (d) Discuss the components of WIMP.
- (e) Differentiate communication with collaboration.
- (f) What is dialog notation ? Explain.
- (g) List out the salient features of Groupware systems.
- (h) Give any example using augmented reality and discuss the same.

(8 × 5 = 40 marks)

Part B

2. (a) (i) What are the steps involved in designing interactive systems ? (8 marks)
- (ii) Explain positioning and pointing devices used for input/output. (7 marks)
- Or
- (b) (i) Discuss the characteristics of any display device. (8 marks)
- (ii) Explain various paradigms of interaction. (7 marks)
3. (a) (i) What is usability engineering ? Explain. (8 marks)
- (ii) Discuss the features of adaptive help systems. (7 marks)
- Or
- (b) (i) What is Rule learning from HCI patterns ? Explain. (8 marks)
- (ii) In the design process, how to choose an evaluation method. (7 marks)
4. (a) (i) What are cognitive models ? Discuss in detail. (10 marks)
- (ii) With example, explain textual dialog notation. (5 marks)

Or

Turn over

(b) Write note on dialog analysis and design.

(15 marks)

Or

5. (a) (i) Explain the framework for Groupware systems.

(8 marks)

(ii) Describe the features of ubiquitous computing.

(7 marks)

Or

(b) (i) Explain any one software tool used for communication.

(9 marks)

(ii) What is data visualization ? Give examples.

(6 marks)

[4 x 15 = 60 marks]

Part A

1. (a) How individual differ ? Explain.

(b) What is Ergonomics ?

(c) Explain software prototyping.

(d) Discuss the components of WIMP.

(e) Differentiate communication with collaboration.

(f) What is dialog notation ? Explain.

(g) List out the evident features of Groupware systems.

(h) Give any example using augmented reality and discuss the same.

(8 x 5 = 40 marks)

Part B

2. (a) (i) What are the steps involved in designing interactive systems ?

(8 marks)

(ii) Explain positioning and pointing devices used for input/output.

(7 marks)

Or

(b) (i) Discuss the characteristics of any display device.

(8 marks)

(ii) Explain various paradigms of interaction.

(7 marks)

3. (a) (i) What is usability engineering ? Explain.

(8 marks)

(ii) Discuss the features of adaptive help systems.

(7 marks)

Or

(b) (i) What is Rule learning from HCI patterns ? Explain.

(8 marks)

(ii) In the design process, how to choose an evaluation method.

(7 marks)

4. (a) (i) What are cognitive models ? Discuss in detail.

(10 marks)

(ii) With example, explain textual dialog notation.

(5 marks)

Or

Turn over