

Total No. of Questions : 4]

SEAT No. :

PC-57

[Total No. of Pages : 2

[6360]-58

T.E. (Information Technology) (Semester - I)
HUMAN COMPUTER INTERACTION
(2019 Pattern) (314444) (Insem.)

Time : 1 Hour]

[Max. Marks : 30

Instructions to the candidates:

- 1) Answer Que 1 or Que 2, Que 3 or Que 4.
- 2) Neat diagrams must be drawn wherever necessary.
- 3) Figures to the right indicate full marks.
- 4) Assume Suitable data, if necessary.

- Q1)** a) Express your opinion on importance of HCI study while designing interface with an example. [5]
- b) Explain any two disciplines contributing to human computer interaction with example. [5]
- c) The psychology of everyday things focuses on feedback and constraint. Illustrate your understanding with an example of product or interface for the following two scenarios - [5]
- i) Product or interface where Feedback should have been provided but currently, it is not there.
 - ii) Product or interface where constraint should not have been provided but currently, it is there.

OR

- Q2)** a) Apply any two concepts of the everyday things by Donald Norman to any application or product of your choice and mention your opinion. [5]
- i) Visible affordances
 - ii) Visible constraints
 - iii) Mapping
 - iv) Causality
 - v) Transfer effects
- b) Describe the process of User centered design principles. [5]
- c) Correlate Microsoft Windows Word application to any two of the following Measurable human factors with proper justification. Measurable human factors: Time to learn, Speed of performance, Rate of user errors, Retention of skills, Subjective satisfaction. [5]

P.T.O.

- Q3)** a) An account holder of a bank visits “Passbook printing kiosk” to print the pending records on the passbook. During the interaction, the user has to select a few options from many, enter account number details. **Categorize** what all **interaction styles** are covered **and** not covered in the above example. [5]
- b) Correlate the relationship between HCI and Ergonomics. [5]
- c) Consider yourself a designer. Which 5 most important **individual differences** will bother you while designing any product or interface for all. [5]

OR

- Q4)** a) Organize the following three scenarios with reference to the fastest to slowest **response time** by human without any disability with right justification. [5]
- i) Touching the base of hot iron.
- ii) Applying brakes to red signal.
- iii) Loud noise of firecracker within proximity to ears.
- b) An interface designer should make the design more intuitive instead of making it ambiguous as it reduces user’s memory load. Discuss any two applications which satisfy the above statement. [5]
- c) Write a long-term memory model script for the following case. Owner went to Veterinary doctor’s clinic along with the dog. [5]

