

Vidya Vikas Mandal's  
Shree Damodar College of Commerce & Economics, Margao-Goa  
TY B.Voc. (ST) Semester-V, Semester End Examination, January 2022  
General Education  
Human Computer Interaction (STG502)

**Duration: 2 hours**

**Total Marks: 60**

**Instructions:** i) All Questions are compulsory, however there are internal choices  
ii) Figures to the right indicate full marks

**Q1) Answer any 5 of the Following Questions**

**(5x2=10) Marks**

- a) What is Human Computer Interaction?
- b) What is Human Memory
- c) What is Interaction?
- d) Define Deductive reasoning and Inductive reasoning
- e) What is Problem Space theory?
- f) What is Sensory Memory

**Q2) Answer any 5 of the Following Questions**

**(5x2=10) Marks**

- a) What is Prototyping?
- b) What is Ergonomics?
- c) List 4 common interaction styles
- d) What is speech driven interfaces
- e) Give examples of spring back controls
- f) What is Context in interaction?

**Q3) Answer the Following**

**10 Marks**

- A) List and explain why prototyping is needed (5)
  - B) Explain High fidelity prototyping and Low Fidelity prototyping (5)
- OR

- C) Mention and explain all the prototyping dimensions (5)

**Q4) Answer the following**

**10 Marks**

- A) Discuss Characteristics of Mobile 2.0 (5)
  - B) Discuss Mobile Information Architecture (5)
- OR

- C) Discuss "Platforms" layer in mobile ecosystem (5)

**Q5) Answer the following**

**10 Marks**

- A) Discuss the Goal and Task hierarches in Cognitive Model (5)
  - B) Discuss the Elements of WIMP interface (5)
- OR

C) Discuss the feature “Drag and Drop” in Web Interface (5)

**Q6) Answer the following**

**10 Marks**

A) Discuss the input-output Channels of the human (5)

B) Explain psychology and the design of interactive systems (5)

OR

C) Discuss The role of Emotion and Individual differences in the Human (5)

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