

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)
