
Department of Computer Science & Engineering

HUMAN COMPUTER INTERACTION (R13)
QUESTION BANK

UNIT-I

1. Define HCI. What is the importance of good design?
2. Write the chronological history of GUI.
3. Explain the general principle of User Interface design?
4. Explain the usability measures, which focus on efficiency, and satisfaction, to do practical evaluation
5. Explain about User-interface software tools
6. Explain Shneiderman's three pillars of design
7. Explain in detail about the usability measures.
8. Discuss the organizational design to support usability.
9. Discuss the usability goals for requirement analysis.
10. Explain the six stages of LUCID development methodology.

UNIT-II

1. Discuss Task-related Menu Organization.
2. Explain about Menus for long lists
3. Explain the Form-filling design guidelines
4. Describe content organization in detail.
5. Discuss Fast movement through Menus in detail.

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6. Explain about data entry with Menus.
7. Explain the various strategies for combining multiple Menus
8. Discuss the techniques available to accelerate the fast movement through menus.
9. Explain how the content organization issues in menus can be reviewed through design guidelines.
10. What are the application domains that exist for devices with small displays? Explain with examples.

UNIT-III

1. Explain the Command-Organization Strategies.
2. Explain the Speech and Auditory Interfaces.
3. Describe the use of Natural language in computing.
4. Discuss the guidelines for using abbreviations in Command Languages.
5. Discuss Interaction devices in detail
6. Explain Speech and Auditory interfaces.
7. Describe Small and Large Displays in detail.
8. Describe the Speech digitization and generation
9. Explain the system functionality to support users tasks
10. Explain briefly about the features of following key board layouts:
 - (i) QWERTY layout
 - (ii) DVORAK layout

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UNIT-IV

1. Explain Quality of Service in detail.
2. Explain the Response-time guidelines
3. Explain the data-display guidelines suggested by Smith and Mosier
4. In presentation styles what is the role of error messages?
5. Explain about readability guidelines for messages.
6. Discuss Balancing function and fashion in detail.
7. Discuss web page design in detail.
8. Explain about window design in detail.
9. What is the importance of color in design? Discuss in detail.
10. What is coordination? Discuss the important coordinations supported by interface developers for window design

UNIT-V

1. Discuss use documentation in detail.
2. What is the importance of Online Help? Discuss in detail.
3. Discuss Online Vs Paper Documentation in detail.
4. Discuss reading from Paper Vs from Displays in detail.
5. Explain shaping the content of the Documentation.
6. Write a short note on animated documentation?

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7. Explain online communities for user assistance?

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8. Give the Taxonomy of user manuals, online help, and tutorials

9. Explain about online tutorials, demonstrations, and guides

10. Explain the appropriate milestones for the production of a manual.

UNIT-VI

1. Discuss information search in detail.

2. Write a short note on searching in Textual documents.

3. What is Multimedia document searching? Explain in detail.

4. What is advanced filtering? Explain in detail.

5. Explain the few alternatives to the form-filling query interface.

6. List the Data types by task taxonomy to identify visualization data types and the tasks that need to be supported

7. Explain the role of text messages for designing a successful user interface.

8. Discuss Information Visualization in detail.

9. Discuss the basic tasks that need to be supported for information visualization.

10. Discuss the challenges in Information Visualization.