Code No: **R42052**   **R10**   **Set No. 1**

IV B.Tech II Semester Regular/Supplementary Examinations, April/May - 2016
HUMAN COMPUTER INTERACTION
(Common to Computer Science & Engineering and Information Technology)

Time: 3 hours   **Max. Marks: 75**
Answer any FIVE Questions
All Questions carry equal marks
*****

1 a) Define human computer interaction. Explain goals of human computer interaction. [8]

   b) What are the different factors the human computer interaction designers must consider? Explain. [7]

2 a) Explain the graphical system advantages and disadvantages. [7]

   b) Explain the characteristics of graphical user interface. [8]

3 a) Explain why people have trouble with computers in brief. [7]

   b) Explain briefly the important human characteristics in design. [8]

4 a) Discuss the technical considerations in interface design. [7]

   b) List and explain the factors that distract the screen user. [8]

5 a) Discuss different window presentation styles. [7]

   b) List the screen based controls and explain how to choose proper screen based controls with example. [8]

6 a) Differentiate system messages and instructional messages. Explain with example. [8]

   b) List and explain the factors that influence icon usability in detail. [7]

7 a) Explain transition diagram and state charts with suitable example. [7]

   b) Explain the windowing system layer, the GUI tool kit layer, the application frame work and specified language layer in brief. [8]

8 a) List and explain different direct control pointing devices in detail. [7]

   b) Why speech recognition still does not match the fantasy of science fiction? Explain. [8]

Code No: **R42052**   **R10**   Set No. 2

IV B.Tech II Semester Regular/Supplementary Examinations, April/May - 2016
HUMAN COMPUTER INTERACTION
(Common to Computer Science & Engineering and Information Technology)

Time: 3 hours   **Max. Marks: 75**

Answer any FIVE Questions
All Questions carry equal marks
*****

1	a)	Explain the importance of user interface.	[8]
	b)	Explain the history of screen design with suitable example.	[7]
2	a)	Discuss the popularity of graphics in detail.	[7]
	b)	Compare and contrast graphical user inter face and web page design.	[8]
3	a)	Discuss the typical psychological and physical responses to poor design.	[7]
	b)	Discuss guidelines for designing a conceptual model in detail.	[8]
4	a)	Explain the ordering of screen data and content in detail.	[7]
	b)	What is statistical graph? Explain the types of statistical graphs in brief.	[8]
5	a)	Explain the difference between primary window and secondary window with suitable examples.	[8]
	b)	Explain the selection of proper device based controls.	[7]
6	a)	List the characteristics of icons and explain the factors that influence icon usability.	[8]
	b)	Explain the good icon design guide lines in detail.	[7]
7	a)	Compare and contrast transition diagram with state chart.	[7]
	b)	What is the criterion for finding the right interface building tools? Explain.	[8]
8	a)	Compare and contrast direct control pointing devices and indirect control pointing devices.	[8]
	b)	Discuss different interactive novel devices in detail.	[7]

Code No: **R42052**   **R10**   **Set No. 3**

IV B.Tech II Semester Regular/Supplementary Examinations, April/May - 2016
HUMAN COMPUTER INTERACTION
(Common to Computer Science & Engineering and Information Technology)

Time: 3 hours   **Max. Marks: 75**

Answer any FIVE Questions
All Questions carry equal marks
*****

1	a)	Explain the benefits of good design.	[8]
	b)	Compare the present screen the design with 1970's screen design with suitable example.	[7]
2	a)	Compare and contrast direct manipulation and indirect manipulation system.	[7]
	b)	Discuss the popularity of web user interface.	[8]
3	a)	List the ten most common usability problems in graphical systems and explain.	[7]
	b)	Explain human interaction speeds in brief.	[8]
4	a)	What are the techniques used to focus a person's attention in screen navigation and flow? Explain.	[7]
	b)	How to present the information simply and meaningfully in screen design?	[8]
5	a)	Explain different navigation scemes of windows, structures of menu's with example.	[7]
	b)	Explain property sheets and property inspectors with suitable examples.	[8]
6	a)	Explain how to use the proper words for creating acceptable messages and texts.	[7]
	b)	The proper use of colour in screen design suggests something to avoid, what are they explain.	[8]
7	a)	Discuss different specification methods with examples.	[7]
	b)	Discuss the user interface mockup tools in detail.	[8]
8	a)	Explain different keyboard layouts for big and small devices.	[7]
	b)	Explain the advantages and disadvantages of voice information system.	[8]

Code No: **R42052**   **R10**   **Set No. 4**

IV B.Tech II Semester Regular/Supplementary Examinations, April/May - 2016
HUMAN COMPUTER INTERACTION
(Common to Computer Science & Engineering and Information Technology)

Time: 3 hours   **Max. Marks: 75**
Answer any FIVE Questions
All Questions carry equal marks
*****

1 a)   Explain the importance of good design.   [8]

   b)   Why is human computer interaction is important explain.   [7]

2 a)   Explain the popularity web user interface.   [7]

   b)   Discuss the principles of user interface design.   [8]

3 a)   Explain how perception, memory, sensory storage influence on interface and
        screen design.   [8]
   b)   Explain design standards or style guide documents in detail.   [7]

4 a)   What are the qualities that are require to provide visually pleasing composition
        of screen design?   [8]
   b)   Explain how to group screen elements meaningfully explain with example.   [7]

5 a)   List and explain components of windows.   [7]

   b)   Explain the selection of proper device based controls.   [8]

6 a)   How to write message box text and explain message box controls.   [7]

   b)   Explain the factors required for choosing colours for web pages.   [8]

7 a)   Explain transition diagram and state chart with suitable example.   [7]

   b)   Explain the features interface building tools.   [8]

8 a)   Explain the six types of interaction tasks that are applicable by pointing
        devices.   [8]
   b)   List and discuss the different display technologies.   [7]