Code No: M1224/R07



IV B.Tech I Semester Supplementary Examinations, March 2013 HUMAN COMPUTER INTERACTION (Information Technology)

Time: 3 hours

Max Marks: 80

[16]

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

- 1. (a) Discuss the importance of good design, and also benefits of good design
 - (b) Write the chronological history of graphical user interfaces [8+8]
- 2. (a) Compare the print page design and web page design
 - (b) What is meant by extranet? How it is different from internet? [10+6]
- 3. (a) State and explain various kinds of knowledge and experiences which should be identified for effective interface design
 - (b) Discuss how the user's psychological characteristics are important in user interface design [10+6]
- 4. State and explain various qualities which provides visually pleasing composition and give suitable examples for each quality [16]
- 5. (a) What are the typical problems associated with web-site navigation.
 - (b) What are workbooks and project methods of window management? [8+8]
- 6. What are the phases involved in the design process of icons. [16]
- 7. List and explain about the features of design tools used in user-interface architecture.
- 8. Give a brief note about the following
 - (a) Keys
 - (b) Function keys [8+8]

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- (a) Discuss the impact of ineffecient screen design on processing time with an 1. example
 - (b) Discuss the chronological history of the internet [8+8]
- (a) What is meant by a graphical user interface? And discuss the popularity of 2. graphics
 - (b) State and explain various characteristics of "direct manipuation systems"
- (a) Discuss how the user's tasks and needs are important in user interface design 3.
 - (b) Discuss how the user's physical characteristics can also greatly affect their performance with a system [8+8]
- (a) Discuss the importance of organizing screen elements clearly and meaningfully 4. in screen design.
 - (b) Discuss how the screen navigation and flow are required for effective user interface. [8+8]
- (a) What are the typical problems associated with web-site navigation. 5.
 - (b) What are workbooks and project methods of window management? [8+8]
- 6. (a) What points are to be noted in choosing images as icons?
 - (b) What points are to be noted in creating images as icons? [8+8]
- 7. List and explain about the features of design tools used in user-interface architecture.

[16]

[8+8]

- 8. Categorize the pointing devices based on
 - (a) Dimensions of movement
 - (b) Physical device attributes
 - (c) Positioning

What components on the pointing devices support. [16]

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

- 1. Is good design of user interface improtant? What comprises a good design? Explain clearly. [16]
- 2. (a) Compare the print page design and web page design
 - (b) What is meant by extranet? How it is different from internet? [10+6]
- 3. (a) Discuss indetail the human interation speeds for various tasks.
 - (b) State and explain various direct methods for determining requirements of a business system. [10+6]
- 4. State and explain various qualities which provides visually pleasing composition and give suitable examples for each quality [16]
- 5. What are the characteristics of device-based controls? Identify the devices which support the respective characteristics. [16]
- 6. What is an icon? What are the kinds of icons? Explain about each kind. [16]
- 7. What are the specification methods followed in building software tools. Give a brief note about each. [16]
- 8. (a) Explain how the speaker-dependent training of discrete word speech recognition is done.
 - (b) What are the applications of speech recognition sub system in interaction? [8+8]

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 $[4 \times 2 = 8]$

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

- 1. Is good design of user interface improtant? What comprises a good design? Explain clearly. [16]
- (a) Compare the application oriented approach and object oriented approach in 2. designing GUI. 8
 - (b) Discuss the following principles of user interface design
 - i. Transparency
 - ii. Simplicity
 - iii. Responsiveness
 - iv. Recovery

3. What is meant by a conceptual model? Explain the guide lines for designing conceptual models for the user interface. [16]

4. Discuss the techniques used for visual emphasis of important elements on a screen. [16]

- 5. Explain the issues that are to considered in website organization. [16]
- 6. (a) What are the issues to be considered in choosing proper words.
 - (b) What are common message types, explain briefly. [8+8]
- 7. List the alternative software architecture to choose from, in developing user-interfacebuilding tools. Explain briefly. [16]
- 8. Categorize the pointing devices based on
 - (a) Dimensions of movement
 - (b) Physical device attributes
 - (c) Positioning

What components on the pointing devices support. [16]

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