

Code No: M1224/R07

Set No. 1

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

Time: 3 hours

Max Marks: 80

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. [16]
8. Give a brief note about the following
(a) Keys
(b) Function keys [8+8]

Code No: M1224/R07

Set No. 2

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

Time: 3 hours

Max Marks: 80

Answer any FIVE Questions
All Questions carry equal marks

1. (a) Discuss the impact of inefficient screen design on processing time with an example
(b) Discuss the chronological history of the internet [8+8]
2. (a) What is meant by a graphical user interface? And discuss the popularity of graphics
(b) State and explain various characteristics of “direct manipulation systems” [8+8]
3. (a) Discuss how the user’s tasks and needs are important in user interface design
(b) Discuss how the user’s physical characteristics can also greatly affect their performance with a system [8+8]
4. (a) Discuss the importance of organizing screen elements clearly and meaningfully in screen design.
(b) Discuss how the screen navigation and flow are required for effective user interface. [8+8]
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. (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. Categorize the pointing devices based on
(a) Dimensions of movement
(b) Physical device attributes
(c) Positioning
What components on the pointing devices support. [16]

Code No: M1224/R07

Set No. 3

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

Time: 3 hours

Max Marks: 80

Answer any FIVE Questions
All Questions carry equal marks

1. Is good design of user interface important? 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 in detail the human interaction 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 provide 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]

Code No: M1224/R07

Set No. 4

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

Time: 3 hours

Max Marks: 80

Answer any FIVE Questions
All Questions carry equal marks

1. Is good design of user interface important? What comprises a good design? Explain clearly. [16]
2. (a) Compare the application oriented approach and object oriented approach in designing GUI. [8]
(b) Discuss the following principles of user interface design
 - i. Transparency
 - ii. Simplicity
 - iii. Responsiveness
 - iv. Recovery [4 × 2 = 8]
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 be 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-interface-building tools. Explain briefly. [16]
8. Categorize the pointing devices based on
 - (a) Dimensions of movement
 - (b) Physical device attributes
 - (c) PositioningWhat components on the pointing devices support. [16]
