

**SIDDHARTH INSTITUTE OF ENGINEERING & TECHNOLOGY:: PUTTUR
(AUTONOMOUS)**

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QUESTION BANK (DESCRIPTIVE)

Subject with Code: HUMAN COMPUTER INTERACTION (20CS0534)

Course & Branch: B. Tech / CSM

Year & Sem: III & II

Regulation: R20

UNIT –I

INTRODUCTION: USER INTERFACE, GUI, WEB USER

1	a)	What is HCI and Observe the various goals of HCI?	[L1][CO1]	[6M]
	b)	Summarize history of the Screen design.	[L2][CO1]	[6M]
2	a)	Explain in detail the concept of direct Manipulation.	[L2][CO1]	[6M]
	b)	Examine the importance of good design?	[L3][CO1]	[6M]
3	a)	Illustrate in detail about Graphical User Interface.	[L2][CO1]	[6M]
	b)	Assess the importance of user interface design in HCI.	[L4][CO1]	[6M]
4		Distinguish between GUI and Web page design.	[L4][CO1]	[12M]
5		Discuss the popularity of web user interfaces.	[L2][CO1]	[12M]
6		Write any five important principles to be considered in designing user Interface.	[L1][CO1]	[12M]
7		List and explain various characteristics of the GUI?	[L1][CO1]	[12M]
8	a)	Compare and Contrast the advantages and disadvantages of Graphical Systems?	[L4][CO1]	[6M]
	b)	What are the benefits of a well-designed interface?	[L1][CO1]	[6M]
9		Analyze Xerox STAR's general principle?	[L4][CO1]	[12M]
10		Explain the general principle of User Interface design?	[L1][CO1]	[12M]

UNIT –II
DESIGN PROCESS, SCREEN DESIGNING

1	a)	Discuss about interaction of people with computers.	[L2][CO2]	[6M]
	b)	What are the human considerations in design? Explain	[L1][CO2]	[6M]
2	a)	Write any five human characteristics in design and explain.	[L1][CO2]	[6M]
	b)	Explain in detail about determining basic business functions.	[L4][CO2]	[6M]
3	a)	Explain about business definition and requirement analysis.	[L2][CO2]	[6M]
	b)	Illustrate in detail User's knowledge and experience.	[L3][CO2]	[6M]
4	a)	Explain about screen navigation and flow.	[L2][CO2]	[6M]
	b)	Explain how the ordering of screen data and content affects the performance.	[L5][CO2]	[6M]
5	a)	Write about the five important interface design goals.	[L1][CO2]	[6M]
	b)	Justify amount of information in screen designing.	[L5][CO2]	[6M]
6	a)	Discuss about focus and emphasis in screen designing.	[L2][CO2]	[6M]
	b)	How information retrieval is done from web in screen designing.	[L1][CO2]	[6M]
7	a)	Illustrate screen meaning and purpose	[L2][CO2]	[6M]
	b)	What are various types of statistical graphics? Explain it in detail.	[L1][CO2]	[6M]
8		Discuss in detail about visually pleasing composition	[L2][CO2]	[12M]
9		How to presenting the information simply and meaningfully?	[L1][CO2]	[12M]
10		Discuss various technological considerations involved in designing an interface.	[L2][CO2]	[12M]

UNIT –III
SYSTEM MENUS, WINDOWS, CONTROLS

1	a)	Outline the structures of Menu with appropriate sketches.	[L2][CO3]	[6M]
	b)	Explain in detail various Window characteristics.	[L2][CO3]	[6M]
2	a)	Discuss elaborately various components of a Window.	[L2][CO3]	[6M]
	b)	What is window in GUI? Explain various types of Windows.	[L1][CO3]	[6M]
3	a)	What is a Menu? Why menus are important? Explain the functions of menus.	[L1][CO3]	[6M]
	b)	Discuss about various operable controls in HCI.	[L2][CO3]	[6M]
4	a)	Compile various window presentation styles in HCI.	[L6][CO3]	[6M]
	b)	Explain about the selection of proper device-based controls.	[L2][CO3]	[6M]
5	a)	Discuss about the content of menus	[L2][CO3]	[6M]
	b)	Recall different kinds of graphical menus. Explain it in detail.	[L1][CO3]	[6M]
6	a)	Illustrate about Text entry/Read Only Controls in user interface design.	[L3][CO4]	[6M]
	b)	Examine various characteristics of device based controls.	[L3][CO4]	[6M]
7	a)	Give the guidelines for selecting the proper device based controls	[L1][CO4]	[6M]
	b)	Define the combination of Entry/Selection controls.	[L1][CO4]	[6M]
8	a)	Construct various structures of menus with diagrams	[L6][CO4]	[6M]
	b)	What are the various components of windows in HCI? Explain it.	[L2][CO4]	[6M]
9		Explain about Device-based controls and Screen-based controls?	[L2][CO4]	[12M]
10		Discuss the advantages and disadvantages of keyboard and mouse?	[L2][CO4]	[12M]

UNIT –IV
GRAPHICS, TESTING

1	a)	What is an Icon? Explain different icons in detail.	[L1][CO5]	[6M]
	b)	Explain in detail about how to choose colors?	[L2][CO5]	[6M]
2	a)	What is a color? List uses of color.	[L1][CO5]	[6M]
	b)	Categorize various graphics available while designing GUI in HCI.	[L4][CO5]	[6M]
3	Discuss about components of Multimedia.		[L2][CO5]	[12M]
4	a)	Illustrate about creation of meaningful graphics, icons and images.	[L2][CO5]	[6M]
	b)	Discuss various possible problems in choosing colors for screen design?	[L1][CO5]	[6M]
5	a)	Examine in detail colors and human vision in HCI.	[L4][CO5]	[6M]
	b)	Explain in brief purpose and importance of usability testing.	[L2][CO5]	[6M]
6	a)	Write short notes on Testing.	[L2][CO5]	[6M]
	b)	Describe elaborately scope of testing.	[L2][CO5]	[6M]
7	a)	Compile different Guidelines for scope of testing	[L6][CO5]	[6M]
	b)	Illustrate with necessary examples, the prototypes in testing	[L3][CO5]	[6M]
8	Analyze various kinds of testing techniques.		[L4][CO5]	[12M]
9	Evaluation procedure for developing and conducting the test		[L4][CO5]	[12M]
10	Summarize the test			
	i)	purpose of testing	[L2][CO5]	[6M]
	ii)	importance of testing	[L2][CO5]	[6M]

UNIT –V
SOFTWARE TOOLS, INTERACTION DEVICES

1	a)	Explain in brief, various specification methods for building an interface.	[L2][CO6]	[6M]
	b)	Discuss the features of interface-building tools.	[L2][CO6]	[6M]
2	Explain the following i) Comparison of pointing devices ii) Speech and auditory interfaces		[L2][CO6]	[12M]
3	Examine the following term i) Indirect pointing devices ii) Function keys of Keyboard		[L3][CO6]	[12M]
4	a)	What is the function of an input device? List various input devices.	[L1][CO6]	[6M]
	b)	Explain in detail about the function of Key board and its function keys.	[L2][CO6]	[6M]
5	Discuss about Image and Video displays?		[L2][CO6]	[12M]
6	Explain in brief about Digitization and generation?		[L2][CO6]	[12M]
7	Illustrate the following i) Indirect pointing devices ii) Speech recognition		[L3][CO6]	[12M]
8	Explain in brief about Building tools?		[L2][CO6]	[12M]
9	Discuss drivers in interaction devices?		[L2][CO6]	[12M]
10	a)	Write about the Borland J Builder interface building tool.	[L1][CO6]	[6M]
	b)	Discuss about Microsoft Visual Studio.	[L2][CO6]	[6M]

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