PRESIDENCY UNIVERSITY
BENGALURU

SCHOOL OF ENGINEERING

TEST - 1

Even Semester: 2018-19

Course Code: CSE 218

Course Name: Human Computer Interaction

Programme & Sem: B.Tech & VIII Sem Group-I

Date: 01 March 2019

Time: 1 Hour

Max Marks: 40

Weightage: 20%

Instructions:
(i)   *Read the question properly and answer accordingly.*
(ii) *Question paper consists of 3 parts.*
(iii) Scientific and Non-programmable calculators are permitted.

Part A

Answer **all** the Questions. **Each** question carries **six** marks.   (2Qx6M=12)

1. Explain why the study of human emotion is needed in HCI.
2. Define cognition and describe its role in designing interfaces.

Part B

Answer **all** the Questions. **Each** question carries **eight** marks.   (2Qx8M=16)

3. Compare and contrast between gestalt theory, problem space theory and analogy in problem solving.
4. "Design of universal usable interface is impossible". Justify the statement with proper explanation.

Part C

Answer the Question. Question carries **twelve** marks.   (1Qx12M=12)

5. Case study – "User Interface designing" is a lab based course in presidency university. In User interface designing lab students need to develop User Interfaces for a web based project by following all the guidelines and principles of designing interfaces. The evaluation of the interfaces will be done based on the rules, principles and guidelines of designing interfaces. If the project is unable to satisfy any one of the guidelines or principles it will be rejected.
   Assume that you are a student registered for User Interface designing lab course. Suggest the Guidelines which you will follow to make your project successful and mention why those Guidelines are to be followed.

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TEST - 2

Even Semester: 2018-19 **Date**: 13 April 2019

Course Code: CSE 218 **Time**: 1 Hour

Course Name: Human Computer Interaction **Max Marks**: 40

Program & Sem: B.Tech & VIII Sem (Group-I) **Weightage**: 20%

Instructions:
(i) *Read the question properly and answer accordingly.*
(ii) *Question paper consists of 3 parts.*
(iii) Scientific and Non-programmable calculators are permitted.

Part A

Answer **both** the Questions. **Each** question carries **seven** marks. (2Qx7M=14)

1. Discuss in detail about conceptual design.

2. Explain the process of design.

Part B

Answer the Question. The Question carries **ten** marks. (1Qx10M=10)

3. Compare Evaluation during active use and Usability testing

Part C

Answer the Question. The Question carries **sixteen** marks. (1Qx16M=16)

4. **Case study** – Election commission of India is planning to conduct elections through online from 2020. Elections will be conducted through a government website, where every voter can register by there ID proofs and can vote. This project will come into act after developing the required website and gathering reviews from public and other government bodies about the website. Based on the reviews gathered the project will be approved. The Election commission formed a development team for developing and making the project success.

Assume that you are one of the development team and prepare a Social Impact Statement for early design review.

PRESIDENCY UNIVERSITY
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SCHOOL OF ENGINEERING

END TERM FINAL EXAMINATION

Even Semester: 2018-19   **Date**: 20 May 2019

Course Code: CSE 218   **Time**: 3 Hours

Course Name: Human Computer Interaction   **Max Marks**: 80

Program & Sem: B.Tech & VIII Sem (Group-I)   **Weightage**: 40%

Instructions:

(i)   Read the question properly and answer accordingly.
(ii)   Question paper consists of three parts.
(iii)   Scientific and Non-programmable calculators are permitted

Part A

Answer **all** the Questions. **Each** question carries **one** mark.   (20Qx1M=20M)

1.

(i)   Human computer interaction is a core subject of
        A. Psychology
        B. Software engineering
        C. Anthropology
        D. None of the above

(ii)   Which one of these is a good reason for taking care to design a good computer human interface?
        A. Not every user is a computer expert
        B. Well-designed HCIs allow the software to be sold at a better price.
        C. Well-designed HCIs use less computer resources.
        D. Well-designed HCIs allow the computer to run faster

(iii)   Which of the following is true about good design?
        A. Good design is just cool graphics
        B. Good design is just common sense
        C. Good design comes from an iterative process with the user in loop
        D. Good design can come from fixing the UI at the end

(iv)   The study of _____ involves how humans perceive the world around them, store and process information
        A. Psychology
        B. Ergonomics
        C. Cognition
        D. Ethnography

(v)   _____ theory helps in developing consistent terminology for objects and actions
        A. Descriptive
        B. Explanatory
        C. Prescriptive
        D. Predictive

(vi)   _____Reasoning derives the logically necessary conclusion from the given premises
        A. Deductive reasoning
        B. Inductive reasoning

C. Abductive reasoning
D. Structured reasoning
(vii) The prototyping phase follows after which of the following steps?
A. Evaluation
B. Building the application
C. Understanding user needs
D. None of the above
(viii) Which of the following describes the Iterative Design process:
A. Design-Code-Launch
B. Design-Prototype-Launch
C. Design-Prototype-Evaluate
D. Design-Evaluate-Code
(ix) You want to test the intuitiveness of the functionality of the application. For this task, you will use:
A. Low fidelity prototypes
B. High fidelity prototypes
C. Waterfall prototypes
D. None of the above
(x) Identify the method which does not belong to Evaluation during active use
A. telephone consultants
B. Discussion groups and news groups
C. Continuous user performance data logging
D. Remote usability testing.
(xi) Consistency inspection belong to which type of evaluation
A. Expert Reviews
B. Usability testing
C. Evaluation during active use
D. None of the above
(xii) _____ help to promote high quality systems in government related applications.
A. Participatory design
B. Social impact statement
C. Expert reviews
D. None of the above
(xiii) _____ is the direct involvement of people in collaborative design
A. Participatory design
B. Social impact statement
C. Expert reviews
D. Conceptual design
(xiv) Paper mockups and prototyping belong to which type of evaluation
A. Expert Reviews
B. Usability testing
C. Evaluation during active use
D. None of the above
(xv) _____ produces a formal report with problems identified and recommendations for changes.
A. Participatory design
B. Social impact statement
C. Expert reviews
D. None of the above
(xvi) Electronic class rooms are example of _____
A. Synchronous distributed interfaces
B. Asynchronous distributed interfaces
C. Face to Face interfaces
D. Random interfaces
(xvii) Identify which is not a challenge of information visualization
A. Importing and cleaning data
B. Finding related information
C. Integrating data mining
D. Handling temporal data

(xviii) _____ enables remote participants to have experiences that are almost as good as being physically co-present
A. Telepresent
B. Electronic commerce
C. Structured work processes
D. Focused partnerships
(xix) Data type by task taxonomy includes ____ basic data types
A. 4
B. 8
C. 7
D. 5
(xx) Audio and Video conferencing is an example of _____
A. Synchronous distributed interfaces
B. Asynchronous distributed interfaces
C. Face to Face interfaces
D. None of the above

Part B

Answer **all** the Questions. **Each** question carries **ten** marks.   (4Qx10M=40M)

2. Explain the role of cognition in human computer interaction.
3. Identify any five goals of collaboration and participation interfaces. Explain briefly.
4. "Designing universally usable interface is impossible". Justify the statement.
5. Differentiate between asynchronous distributed interfaces and synchronous distributed interfaces.

Part C

Answer the Question. The question carries **twenty** marks.   (1Qx20M=20M)

6. Case study – 'Tourist India' is a tourism website which provides information regarding various tourist places in India. The website wants to make an updation to provide virtual tour of tourist places to their web users. For that an interface development team was selected to design virtual tours. Improving Information Visualization is the main theme of updating the website.

Assume that your Team has been selected for updating the website. Discuss about various challenges you have to face for improving the information visualization

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SCHOOL OF ENGINEERING

SUMMER TERM / MAKE UP END TERM EXAMINATION

Semester: Summer Term 2019   **Date:** 22 July 2019

Course Code: CSE 218   **Time:** 2 Hours

Course Name: HUMAN COMPUTER INTERACTION   **Max Marks:** 80

Program & Sem: B.Tech & VII Sem (2015 Batch)   **Weightage:** 40%

Instructions:

(i)   *Read the question properly and answer accordingly.*
(ii)   *Question paper consists of 3 parts.*
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Part A

1. Answer **all** the Questions. **Each** question carries **One** mark.   (20Qx1M=20M)

i. Human computer interaction is a core subject of

   A. Psychology
   B. Software engineering
   C. Anthropology
   D. None of the above

ii. Which one of these is a good reason for taking care to design a good computer human interface?

   A. Not every user is a computer expert
   B. Well designed HCIs allow the software to be sold at a better price.
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iv. The study of _____ involves how humans perceive the world around them, store and process information

   A. Psychology   B. Ergonomics

   C. Cognition   D. Ethnography

v._____ theory helps in developing consistent terminology for objects and actions

    A. Descriptive   B. Explanatory

    C. Prescriptive   D. Predictive

vi._____Reasoning derives the logically necessary conclusion from the given premises

    A. Deductive reasoning   B. Inductive reasoning

    C. Abductive reasoning   D. Structured reasoning

vii. The prototyping phase follows after which of the following steps?

    A. Evaluation   B. Building the application

    C. Understanding user needs   D. None of the above

viii. The following describes the Iterative Design process:

    A. Design-Code-Launch   B. Design-Prototype-Launch

    C. Design-Prototype-Evaluate   D. Design-Evaluate-Code

ix. You want to test the intuitiveness of the functionality of the application. For this task, you will use:

    A. Low fidelity prototypes   B. High fidelity prototypes

    C. Waterfall prototypes   D. None of the above

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    A. telephone consultants   B. Discussion groups and news groups

    C. Continuous user performance data logging   D. Remote usability testing.

xi. Consistency inspection belong to which type of evaluation

    A. Expert Reviews   B. Usability testing

    C. Evaluation during active use   D. None of the above

xii._____ help to promote high quality systems in government related applications.

    A. Participatory design   B. Social impact statement

    C. Expert reviews   D. None of the above

xiii._____ is the direct involvement of people in collaborative design

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xiv. Paper mockups and prototyping belong to which type of evaluation

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xv._____ produces a formal report with problems identified and recommendations for changes.

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C.7

D.5

xx. Audio and Video conferencing is an example of _____

A. Synchronous distributed interfaces

B. Asynchronous distributed interfaces

C. Face to Face interfaces

D. None of the above

Part B

Answer **all** the Questions. **Each** question carries **ten** marks.　　　(4Qx10M=40M)

2. Explain the role of cognition in human computer interaction.

3. Identify any five goals of collaboration and participation interfaces.

4. Designing universally usable interface is impossible? Support your answer.

5. Differentiate between asynchronous distributed interfaces and synchronous distributed interfaces.

Part C

(1Qx20M=20M)

6. Case study – 'Tourist India' is a tourism website which provides information regarding various tourist places in India. The website want to make an updation to provide virtual tour of tourist places to their web users. For that an interface development team was selected to design virtual tours. Improving Information Visualization is the main theme of updating the website.

   Assume that you are one of the team selected for updating the website. Discuss about various challenges you have to face for improving the information visualization

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