SIDDHARTH INSTITUTE OF SCIENCE AND TECHNOLOGY:: PUTTUR
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QUESTION BANK (DESCRIPTIVE)

Subject with Code: HUMAN COMPUTER INTERACTION (19CS0539)

Course & Branch: B. Tech / CSE

Year & Sem: IV & I   **Regulation:** R19

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 the history of Screen design.	[L2][CO1]	[6M]
2	a)	Explain in detail the concept of direct Manipulation.	[L2][CO1]	[6M]
	b)	Examine the importance of a 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 the 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
DESIN 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 the 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 performance.	[L5][CO2]	[6M]
5	a)	Write about the five important interface design goals.	[L1][C02]	[6M]
	b)	Justify the amount of information in screen design.	[L5][CO2]	[6M]
6	a)	Discuss about focus and emphasis in screen designing.	[L2][CO2]	[6M]
	b)	How information retrieval is done from the web in screen designing.	[L1][CO2]	[6M]
7	a)	Illustrate the screen meaning and purpose	[L2][CO2]	[6M]
	b)	What are the 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 present 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 Menus 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 the Menu? Why are menus 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]

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UNIT –IV
GRAPHICS, TESTING

1	a)	What is an Icon? Explain different icons in detail.	[L1][CO5]	[6M]
	b)	Explain in detail 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 the 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 the purpose and importance of usability testing.	[L2][CO5]	[6M]
6	a)	Write short notes on Testing.	[L2][CO5]	[6M]
	b)	Describe elaborately the scope of testing.	[L2][CO5]	[6M]
7	a)	Compile different Guidelines for the 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 ii) importance of testing	[L2][CO5] [L2][CO5]	[6M] [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 the 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 iii) Display technology	[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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