

Code: CS8T3A

**IV B.Tech - II Semester - Regular Examinations - March 2018**

**HUMAN COMPUTER INTERACTION  
(COMPUTER SCIENCE AND ENGINEERING)**

Duration: 3 hours

Max. Marks: 70

**PART – A**

Answer *all* the questions. All questions carry equal marks

11x 2 = 22 M

1.

- a) State the primary human computer communication method.
- b) Define Indirect Manipulation graphical system.
- c) State the Importance of Good Design.
- d) Define common pitfalls in development path of design process.
- e) State the role of Design team in the design process.
- f) Write the purpose of screen in designing.
- g) What is the use of combo box and check box?
- h) What is WIMP? List its elements.
- i) What are the characteristics of icons?
- j) State the benefits of using video in experimentation.
- k) Why image display is necessary?

## PART – B

Answer any **THREE** questions. All questions carry equal marks.

3 x 16 = 48 M

2.a) Compare a 1970's screen, a 1980's screen, and a 1990's and beyond screen. 10 M

b) Differentiate Direct and Indirect manipulation system. 6 M

3.a) Illustrate the psychological responses to poor design. 8 M

b) List the attributes in Human Considerations in Design. 8 M

4.a) Explain about the way in which links aggravate the user.  
Discuss in detail Web Site Navigation Problems. 8 M

b) Inference the properties that provide a visually or aesthetically pleasing composition possessing. 8 M

5.a) What are the typical characteristics of proper screen-based controls? 6 M

b) Identify the characteristics and capabilities of the following device-based controls.

i) Joystick

ii) Light pen 10 M

6.a) What are the issues to be considered in choosing proper colors? 10 M

b) What are the function keys? What are their advantages? 6 M