MANIPAL INSTITUTE OF TECHNOLOGY
MANIPAL
A Constituent Institution of Manipal University

VII SEMESTER B.TECH. (COMPUTER SCIENCE AND ENGINEERING)
END SEMESTER MAKE-UP EXAMINATIONS, FEBRUARY 2022
SUBJECT: HUMAN COMPUTER INTERACTION [CSE 4069]
REVISED CREDIT SYSTEM
19/02/2022[*online*]

TIME : 2.00 PM – 4.50 PM   **MAX.MARKS : 50 M**

Instructions to the Candidate
- Answer both Part A (30 Marks) and Part (20 Marks)
- Part B to be handwritten, scanned and upload on MS Teams
- Missing data may be suitable assumed.

PART–B: Descriptive		
Time:2.20 PM – 3.45 PM		**Max. Marks: 20M**
1A	What kind of input and output devices would you use for the following systems? For each, compare and contrast alternatives, and if appropriate indicate why the conventional keyboard, mouse and CRT screen may be less suitable. a. Tractor-mounted crop-spraying controller b. Tourist information system c. Worldwide personal communications system	3M
1B	"A little psychology is worse than none at all". Do you agree with this statement? Justify your answers in the context of designing usable interactive systems.	3M
1C	Do you think new, fast, high-density memory devices and quick processors have influenced recent developments in HCI? Do they make systems any easier to use? Do they expand the range of applications of computer systems? Justify, your answers with suitable explanations.	4M
2A	Differentiate between the different interaction styles used to accommodate the dialog between user and computer.	5M
2B	a. Why there are only few effective HCI standards? b. How do "golden rules" and heuristics help interface designers take account of cognitive psychology? Illustrate your answer with examples.	3M
2C	For each of the following real world example systems, Identify the key stakeholders for each system and outline how you would gather information on user requirements. (i) An electronic point of sale system for a large supermarket chain. (ii) A system for providing information about train services to waiting passengers (iii) A groupware system to support students on a distance learning degree course. (iv) An electronic banking system running on the world wide web.	2M

-ALL THE BEST-