

DR. BABASAHEB AMBEDKAR TECHNOLOGICAL UNIVERSITY, LONERE

Regular/Supplementary Winter Examination – 2024

Course: B.Tech

Branch : Computer Engineering /Computer Science and Engg

Subject Code & Name: BTCOE504A(Human Computer Interaction)

Semester :V

Max Marks: 60

Date:13/02/2025 Duration: 3 Hr.

Instructions to the Students:

1. Each question carries 12 marks.
2. Question No. 1 will be compulsory and include objective-type questions.
3. Candidates are required to attempt any four questions from Question No. 2 to Question No. 6.
4. The level of question/expected answer as per OBE or the Course Outcome (CO) on which the question is based is mentioned in () in front of the question.
5. Use of non-programmable scientific calculators is allowed.
6. Assume suitable data wherever necessary and mention it clearly.

		(Level/CO)	Marks
Q. 1	Objective type questions. (Compulsory Question)		12
1	In virtual reality which of the senses cannot currently be portrayed? a. Touch b. Hearing c. smell d. sight	3	1
2	Which of the following field is not influence on HCI a.Ergonomics b. Cognitive Science c. Computer science d. All of these	1	1
3	HCI stand for? a .Human computer Interaction b. Human Computer Interface c. Human Computer Interface d. Human Computer Implementation	2	1
4	Which of these is not an interface style? a. Command Line b. Menus c. Natural Language d. Voice Recognition	1	1
5	Which of these is not an interface style? a.Personal Computing b. Hypertext c. Multi-modality d. All of these	2	1
6	semantic network is a? a. A model of Short term memory b. A model of Long term Memory c. A model of Physical Memory d. None of Above	2	1
7	WWW stand for?	2	1

	a. World wide web	b. World waste web	c. None of these	d. All of these		
8	Which approach is not present for user support.				1	1
	a.Command assistamce	b. online tutorial	c. face to face Communication	d. Command Prompt		
9	Explain GOMS ?				3	1
	a. Goal Operator	b. Method	c. Selection	d. All of These		
10	Cognitive model represents				3	1
	a .Interactive user	b. Design of model	c. Screen	d. All of these		
11	Different applications of hypermedia				3	1
	a. Education	b. Training	c. Business	d. All of these		
12	AR stand for?				2	1
	a.Agumented reality	b. Artificial Reality	c. Air Rate	d. All of these		
Q. 2	Solve the following.					12
A)	Explain Input output channel with respect to vision.				3	6
B)	Write a short note on Human Memory				1	6
Q.3	Solve the following.					12
A)	Explain the software life cycle Model in detail.				3	6
B)	State & explain golden rule of design.				3	6
Q. 4	Solve Any Two of the following.					12
A)	Explain different element of Windowing System.				3	6
B)	Analyze Multimodel Interacion.				4	6
C)	Evaluate Model through expert analysis.				4	6
Q.5	Solve Any Two of the following.					12
A)	Discuss Goal and Task Hierarchy in Cognitive Model.				2	6
B)	Explain Face to Face communication in detail.				3	6

C)	Write a note on GOMS.	1	6
Q. 6	Solve Any Two of the following.		12
A)	Explain concept of Virtual and augmented reality.	3	6
B)	Explain Concept of Groupware system.	3	6
C)	Compare Static and Dynamic web content.	4	6
*** End ***			