

PSG COLLEGE OF ARTS & SCIENCE
(AUTONOMOUS)

MSc DEGREE EXAMINATION DECEMBER 2024
(First Semester)

Branch – COMPUTER SCIENCE

HUMAN COMPUTER INTERACTION

Time: Three Hours

Maximum: 75 Marks

SECTION-A (10 Marks)

Answer ALL questions

ALL questions carry EQUAL marks

(10 × 1 = 10)

Question No.	Question	K Level	CO
1	The users are assumed to know little of the tasks is a) Novice user b) Knowledgeable user c) Expert user d) Macro user	K1	CO1
2	The creation of a guidelines document engages the design community in a lively discussion of a) software devices b) Input format c) graphics design d) summary format	K2	CO1
3	The design process is neither strictly bottom-up nor strictly top-down as a) hierarchical b) non-hierarchical c) vertical d) non-vertical	K1	CO1
4	The example of input device is a) Monitor b) Speaker c) Pointing device d) Printer	K2	CO1
5	The most word processors have labeled icons for frequent action in a) Tool bar b) Menu bar c) Status bar d) Work bar	K1	CO1
6	CAM Stands for a) Computer Aided Manufacturing b) Computer Admin Maintenance c) Computer Access Marketing d) Computer Align Mainframe	K2	CO1
7	LEDs to signal the status of the key is a) Tab b) Num lock c) Enter d) Backspace	K1	CO1
8	The direction may simply rotate a symbol on the screen, indicate a direction of motion for a spaceship is a) Select b) Position c) Orient d) Path	K2	CO1
9	The unmatched parenthesis error is a) Syntax b) Illegal Entry c) Invalid data d) Bad File name	K1	CO1
10	Number of filled character spaces as a percentage of total space available in a) Overall density b) Local density c) Global density d) Average density	K2	CO1

Cont...

SECTION - B (35 Marks)

Answer ALL questions

ALL questions carry EQUAL Marks

(5 × 7 = 35)

Question No.	Question	K Level	CO
11.a.	Explain the usability goals and measures in human factors.	K2	CO1
	(OR)		
11.b.	Illustrate about universal usability.		
12.a.	Apply the four pillars of design in managing process.	K3	CO2
	(OR)		
12.b.	Utilize and explain the various usability testing and laboratories in interface design.		
13.a.	Make use of 3D interfaces to Virtual environments.	K3	CO2
	(OR)		
13.b.	Identify the combination of multiple menus and explain with example.		
14.a.	Distinguish between Keyboards and keypads.	K4	CO3
	(OR)		
14.b.	Categorize the pros and cons of face to face interfaces.		
15.a.	Examine the various error message.	K4	CO3
	(OR)		
15.b.	Categorize the different types of colors.		

SECTION - C (30 Marks)

Answer ANY THREE questions

ALL questions carry EQUAL Marks

(3 × 10 = 30)

Question No.	Question	K Level	CO
16	Analyze the role of the following principles Recognize diversity, Golden rules, and Prevent errors.	K4	CO3
17	Classify the importance of Active use.	K4	CO3
18	Explain the form fill-in and dialog boxes.	K5	CO4
19	Interpret about the asynchronous distributed interfaces.	K5	CO4
20	Create a web page for e-quiz.	K6	CO5

Z-Z-Z

END