

# HCI Question Bank for In-sem Exam

<b>UNIT - 1</b>		
<b>No.</b>	<b>Question</b>	<b>Marks</b>
Q1	What is HCI?	5
Q2	Why HCI Study is Important?	5
Q3	What are disciplines involved in HCI?	5
Q4	Explain various principle of HCI.	5
Q5	Explain the concept of User-Centered Design.	7
Q7	List and Explain the Various Application area of HCI.	7
Q8	Express your opinion - "A design should be User-Centric".	5
Q9	Explain different UCD principles.	5
Q10	Explain UCD process steps.	7
Q11	Explain Psychology of everyday things.	5
<b>UNIT - 2</b>		
<b>No.</b>	<b>Question</b>	<b>Marks</b>
Q1	What is reasoning? Discuss with example Inductive versus Deductive Reasoning.	7
Q2	Compare STM and LTM of human with respect to capacity, access time and forgetting.	7
Q3	Differentiate between human short-term memory and long-term memory.	5
Q4	Write short note on: i) Human Input Output Channels ii) Human Memory	8
Q5	What are mental models, and why are they important in interface design?	5
Q6	What can a system designer do to minimize the memory load of the user?	5
Q7	How you will correlate the concept of human input output channels with GUI Design.	5
Q8	How Human emotions play a important role in designing an GUI for any application.	5
Q9	Human memory plays an important role in how well people deal with an interface. Describe two differences between STM and LTM.	5
Q10	What is the difference between recognition and recall in relation to human memory? Explain with Example.	5
Q11	Explain a Model of Structure of Human Memory. What are the types of Long Term Memory? Explain with example.	5
Q12	The human eye has number of limitations. Give three examples. For one of the limitations identified, describe how this should be taken into a account in the design of indivisible interface.	5
Q13	Explain significance of sensory memory in interface design	7
Q14	List and explain five human senses and identify those that are most important to HCI	5
Q15	Suggest ideas for an interface which uses the properties of sound effectively.	5

Q16	Explain following terms related to the human short-term memory. i) Digits span ii) Chunking iii) Recency Effect iv) Closure	8
Q17	Explain Skill acquisition in detail.	5
<b>UNIT - 3</b>		
<b>No.</b>	<b>Question</b>	<b>Marks</b>
Q1	Discuss general principles and goals of user interface design.	5
Q2	Define Ergonomics. Explain with example.	5
Q3	Describe briefly four different interactions styles used to accommodate the dialog between user and computer. Specify advantages and disadvantages of each interaction style.	7
Q4	List different interaction styles. Explain command line interface and menus interface with advantages and disadvantages.	5
Q5	Explain following WIMP interface elements with respect to any text editor. – Icons – Menus – Toolbars –Dialog boxes.	7
Q6	Explain interaction design process.	7
Q7	What is interaction design? What are goals of interaction design?	5
Q8	Why is context important in selecting and applying guidelines and principles for interface design? Illustrate your answer with examples.	5
Q9	What is WIMP interface? Discuss its advantage and disadvantage.	7
Q10	Explain paradigms of Interaction design.	5
Q11	Write short note on process of Interaction design with respect to following points: i) Basic activities ii) Characteristics.	5
Q12	What is WIMP interface? Explain how to use its elements to design user interface.	5
Q13	How menus and pointers are helpful as interaction styles? Explain advantages and disadvantages of these interaction style	5
Q14	Discuss how social environment influences the interaction with the computer. What effect does the organization (Commercial or Academic) to which you belong have on interaction?	5
Q15	How does making a call differ when using: i) Public Phone Box ii) Cell Phone How have these devices being designed to take into account a) The kind of users b) Types of activity being supported c) Context of use.	8
Q16	Explain paradigms of interaction design.	5
Q17	Classify the different models of interaction. Explain any one in detail.	5
Q18	Explain the difference between slips and mistakes with the help of suitable example.	8