

BACHELOR OF TECHNOLOGY (CBCS) (2021-COURSE)
B. Tech. Sem - V Computer Science & Engineering : WINTER : 2024
SUBJECT: HUMAN MACHINE INTERACTION

Day : Friday
Date : 06/12/2024

W-25590-2024

Time : 02:30 PM-05:30 PM
Max. Marks : 60

N.B :

- 1) All questions are **COMPULSORY**.
- 2) Figures to the right indicate **FULL** marks.
- 3) Use of non-programmable **CALCULATOR** is allowed.
- 4) Draw neat and labeled diagram **WHEREVER** necessary.
- 5) Assume suitable data if necessary.

-
- Q.1 Define HMI and explain the importance and advantages of good design. [10]
OR
- Q.1 Explain the various phases of design process in detail. [10]
- Q.2 Write short notes on Usability Principles. [10]
OR
- Q.2 Give the various Interface design activities and explain the design evaluation cycle. [10]
- Q.3 What do you mean by screen design and what are the principles of good screen design. [10]
OR
- Q.3 What is ordering of Screen Data and content? also explain Screen navigation and flow. [10]
- Q.4 What are the main components of mobile app and also explain what is app architecture diagram. [10]
OR
- Q.4 What is mobile app UI design and what are the Pros and Cons of Mobile Web Widgets? [10]
- Q.5 Explain Computer mediated communication and Ubiquitous Computing in detail. [10]
OR
- Q.5 What are the different types of Physical device models available in cognitive model? [10]
- Q.6 What are the six types of interaction tasks applicable to pointing devices? [10]
OR
- Q.6 Explain the difference between direct and indirect pointing along with examples. [10]

* * * * *