



**SIDDHARTH INSTITUTE OF ENGINEERING & TECHNOLOGY::PUTTUR  
(AUTONOMOUS)**

**QUESTION BANK (DESCRIPTIVE)**

**Subject with Code:** Human and Computer Interaction (19CS5020)

**Course & Branch:** M.Tech &CSE

**Year & Sem:** I M. Tech. – II Semester (CSE)

**Regulation:** R19

**UNIT-I**

1. Explain the importance of I/O channels and Memory in HCI with examples? 12M
2. a) Explain the advantages of graphical systems. 6M  
b) List out the characteristics of a web interface. 6M
3. Explain the importance of Devices and Memory in a computer of HCI? 12M
4. Define interaction. Explain the Models – frameworks of it? 12M
5. a) Explain the Principles of user interface design. 6M  
b) Write a short note on the usability assessment in the design process. 6M
6. What is meant by graphical system? Explain the characteristics Of graphical system. 12M
7. Discuss processing and networks in a computer part of HCI? 12M
8. a) Discuss the concept of interactivity paradigms for interaction systems. 6M  
b) Briefly explain the general styles of user interaction. 6M
9. a) What are the problems that are associated in designing the user interface? 6M  
b) Write the characteristics of an Intranet versus the Internet. 6M
10. Define user interface. Explain briefly the benefits of good design 12M

# QUESTION BANK 2019



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### **UNIT – II**

1. Briefly explain about visually pleasing composition concept in screen design. 12M
2. Write a short note on the usability assessment in the design process. 12M
3. a) Discuss about human interaction speeds. 6M  
b) What is meant by basic business function? Explain with example. 6M
4. Explain in detail about the important human characteristics in design. 12M
5. Explain briefly about how to distract the screen user. 12M
6. What is the interface design process and discuss a variety of attributes that Have an important influence on interface and screen design? 12M
7. a) What are the goals of a screen design? 6M  
b) What are the display/read-only screens? 6M
8. Explain the guidelines for presenting information simply and meaningfully on screens.12M
9. Explain the software life cycle process in a HCI software process? 12M
10. What are the commandments in the designing? Explain the Myth in Usability Assessment? 12M



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**UNIT –III**

- |  |     |
|--|-----|
| 1. Discuss about Socio-Organizational issues in Cognitive models?                    | 12M |
| 2 a)What are Window characteristics?   | 6M  |
| b)How to format on Menus? Explain.   | 6M  |
| 3 a) Discuss about components of Multimedia  | 6M  |
| b) Explain about the text for Web pages  | 6M  |
| 4 a)What are the Window operations? Explain.   | 6M  |
| b)Explain about the components of a Window.  | 6M  |
| 5 a) With neat diagrams, Explain various structures of menus.                        | 6M  |
| b) Explain the various types of windows with suitable examples.                      | 6M  |
| 6 a) What is a menu? Why menus are important and also Explain the functions of menu. | 6M  |
| b) Write about various window presentation styles.                                   | 6M  |
| 7 a) What are the various components of a Hypertext? Explain.                        | 6M  |
| b) Discuss the technical issues and problems in WWW site navigation.                 | 6M  |
| 8 Explain in brief about Hypertext and Multimedia?                                   | 12M |
| 9. Explain the various types of Communication and collaboration models?              | 12M |
| 10. a) Discuss about the phrasing of the menu.                                       | 6M  |
| b) What are Window operations? Explain.  | 6M  |



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### **UNIT –IV**

1. Explain in detail about Platforms in Mobile Ecosystem with suitable examples? 12M
2. Briefly Explain about Application frameworks with examples? 12M
3. List in detail about Types of Mobile Applications with suitable examples? 12M
4. Discuss in detail about Mobile Information Architecture? 12M
5. Briefly explain about Mobile 2.0 and Mobile Design part of Mobile 2.0? 12M
6. Discuss about Elements of Mobile Design? 12M
7. Explain about Mobile Design Tools with suitable example? 12M
8. Explain about the Customer Controls with suitable example 12M
9. a) Explain in detail about Mobile Information Architecture? 6M  
b) Explain about Elements of Mobile Design? 6M
- 10.a) List about Tools of Mobile Design? 6M  
b) Explain about Tools of Mobile Design? 6M



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**UNIT –V**

1. Explain the characteristics of device based controls. 12M
2. Explain in detail about Text Entry/Read-only controls. 12M
3. a) How to select the device based controls. Explain in detail. 6M  
b) What are Operable controls? Give example. 6M
4. What are the selection controls? Explain in detail. 12M
5. What is mean by Combination Entry? Describe how these controls are selected. 12M
6. Difference between Drop-down and Pop-Up Combo boxes? 12M
- 7.a) Discuss about components of Multimedia 6M  
b) Explain in detail about choosing colours. 6M
8. What is prototype and explain about kinds of tests? 12M
9. Explain the purpose and importance of usability testing? 12M
10. a) Briefly discuss about creation of meaningful graphics, icons and images with examples 12M

