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**B.C.A. Semester - V**  
**EXAMINATION MAY 2023**  
**Computer Science Elective - Human Computer Interaction**

[Time: 2 Hours]

[Max. Marks:60]

- Instructions:** 1) All questions are compulsory  
 2) Figures to the right indicates full marks.

- Q1 A. Answer the following: (5x1=5)**
- i) Name any one device that helps in pointing and positioning in 3D space.
  - ii) Define Human Computer Interaction.
  - iii) What is a persona?
  - iv) What is turn-taking?
  - v) Define Zoomable User Interface.
- B. Answer the following: (5x1=5)**
- i) "Echoic memory refers to aural stimuli". True or False?
  - ii) Name any two types of keyboards.
  - iii) "The ambiguity of natural language makes it very easy to work with a machine". True or False?
  - iv) What are inlays?
  - v) Define inline paging.
- Q2 A. Give any two points of differences between long-term memory and short-term memory in human. (2)**
- B. Which are the various human senses that can be used for interaction with computers? Give examples of each. (3)**
- C. "The colors used in user interfaces should also correspond to common conventions and user expectations". Give any 5 reasons to justify the statement on why the choice of colors is so critical in user interfaces. (5)**
- Q3 A. "Prototyping important while designing interfaces". True/False? Justify your answer. (2)**
- B. What are back channels? Give two reasons as to why back channels are critical in face-to-face communication. (3)**
- C. List various Interaction styles used for interaction with computers. (5)**

- Q4 A. Define localization/internationalization. (2)  
B. State the three principles of usability. (3)  
C. List any five best practices for Drag and Drop. (5)
- Q5 A. What is direct selection in Web interface design? Give an example. (2)  
B. What is HTML prototype? Give one advantage and one disadvantage of HTML prototyping. (3)  
C. List and explain the elements of a WIMP interface. (5)
- Q6 A. State any two types of selection patterns in web interfaces. (2)  
B. State the goals of evaluation. (3)  
C. Define native mobile applications. List any two pros and cons each of native mobile applications. (5)