



INSTITUTE OF AERONAUTICAL ENGINEERING

(Autonomous)

Dundigal, Hyderabad - 500 043

INFORMATION TECHNOLOGY

ASSIGNMENT QUESTIONS

Course Name	: HUMAN COMPUTER INTERACTION
Course Code	: A70531
Regulations	: R15-JNTUH
Class	: IV B. Tech I Semester
Branch	: Information Technology
Year	: 2018 – 2019
Course Faculty	: Mrs. B.Pravallika, Assistant Professor, IT

OBJECTIVES

To meet the challenge of ensuring excellence in engineering education, the issue of quality needs to be addressed, debated and taken forward in a systematic manner. Accreditation is the principal means of quality assurance in higher education. The major emphasis of accreditation process is to measure the outcomes of the program that is being accredited.

In line with this, Faculty of Institute of Aeronautical Engineering, Hyderabad has taken a lead in incorporating philosophy of outcome based education in the process of problem solving and career development. So, all students of the institute should understand the depth and approach of course to be taught through this question bank, which will enhance learner's learning process.

S. No	Question	Blooms Taxonomy Level	Course Outcome
ASSIGNMENT-I UNIT-I Introduction and The graphical user interface			
1	Discuss in detail the importance of the User Interface for success of a software	Remember	1
2	Discuss the history and importance of good screen design	Remember	2
3	Explain about history of the Human-Computer Interface	Understand	1
4	Explain the characteristics of Graphical User Interface and Web User Interface	Understand	3

S. No	Question	Blooms Taxonomy Level	Course Outcome
5	Explain various Advantages and Disadvantages of Graphical Systems	Understand	3
6	Compare and Contrast the graphical user interface and the web user interface	Understand	3
7	What Comprises a good design?	Remember	1
8	What is Screen design?	Remember	2
9	Explain the benefits of good interface design	Understand	1
10	Explain about GUI Interface designs	Understand	3
11	Explain about the popularity of graphics	Understand	3
UNIT-II			
Design process and Screen Designing			
1	Discuss briefly about the important human characteristics in design of a system	Remember	4
2	Explain about various Human Considerations in screen design	Understand	4
3	What is meant by basic business functions? Discuss in detail the process of determining basic business	Remember	5
4	What are the goals of user interface?	Remember	7
5	Define good screen design. What are the problems with poor design given the factors?	Remember	8
6	State and explain various qualities which provides visually pleasing composition and give suitable examples for each quality.	Understand	7
7	What is the role of screen navigation and flow in developing good screen design?	Remember	7
8	Explain any 4 qualities which provide visually pleasing composition	Understand	8
9	Discuss any 4 techniques used for visual emphasis of important elements on a screen	Remember	5
10	Explain various guidelines for presenting information on screen	Understand	4
11	Explain the types of Statistical Graphics	Understand	5
UNIT-III			
Windows and Components			
1	What are the contents of menus? Explain their structures	Remember	9
2	Explain the guidelines for the following: a) Phrasing the Menu b) Formatting of menus c) Navigating menus	Understand	9
3	What are the different kinds of Graphical Menus? Explain in detail.	Remember	9
4	What are the Components of a Window? Explain them briefly	Remember	9
5	Explain the guidelines for the following: a)Words b)Text c)Messages d)Sentences	Understand	10
6	Discuss and elaborate the issues to be considered in choosing colors for web pages.	Remember	10
7	Compare GUI controls	Understand	9
8	Explain about Words, Messages	Understand	10

S. No	Question	Blooms Taxonomy Level	Course Outcome
9	Explain about Text , Instructional messages	Understand	10
10	Discuss about different types of Messages	Remember	10
UNIT-IV			
Software tools			
1	What are the different specification methods? Explain them in detail.	Remember	11
2	Discuss the various tools for creating user interfaces	Understand	12
3	What is Transition diagram? Explain its advantages and disadvantages with example briefly.	Remember	12
4	Explain the use of Transition Diagram.	Understand	13
5	What are the advantages and disadvantages of Transition diagram?	Remember	14
6	Explain about Statechart diagram.	Understand	12
7	Discuss various Design tools for creating user interface	Remember	12
8	Discuss various Software Engineering for creating user interface	Remember	13
9	What are the different features of user-interface-building tools?	Remember	13
10	Explain the use of Transition Diagram.	Understand	12
UNIT-V			
Interaction Devices			
1	Explain briefly about keyboards, keyboard layouts, keys and function keys.	Understand	12
2	What is Fitt's law? Where it is used?	Remember	12
3	What is speech digitization and generation	Remember	12
4	Give a detail note about direct control pointing devices.	Understand	12
5	Explain briefly about image and video displays	Understand	12
6	Discuss various Indirect-Control pointing devices?	Understand	12
7	What is speech digitization and generation?	Remember	12
8	Discuss various Display Devices	Understand	12
9	Define various kinds of keyboard layouts	Remember	14
10	Explain speech store and forward method	Understand	12

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