CSA021 Unit 3, Unit 4 & Unit 5 Assignment

Q.1 What do you mean by design? Explain the design process with the help of a diagram.

Q.2 Describe design patterns in HCI with the help of examples and diagrams.

Q.3 Explain with the perspective of widgets for K-of-N choices : When the user moves an item over to the 'K' list, should it disappear from the 'N' list?

Q.4 What are the key features of a poor interface design?

Q.5 Differentiate between pagination and breadcrumbs in context of design patterns in HCI.

Q.6 Explain layers of development tools in detail in support of HCI implementation.

Q.7 What is the role of the windowing system?

Q.8 Explain the elements of the windowing system in detail.

Q.9 Demonstrate architectures of windowing systems. Draw diagrams in support of your answer.

Q.10 Elaborate on the user interface management systems (UIMS). How does UIMS add another level above toolkits?

Q.11 What are toolkits? How do toolkits provide abstraction?

Q.12 Explain how evaluation is a key component of HCI?

Q.13 Differentiate between evaluation methods in HCI.

Q.14 Demonstrate Neilsen's Heuristics of HCI evaluation.

Q.15 Write short notes on (i) Ethnography (ii) A/B Testing

Q.16 Differentiate between qualitative and quantitative data types with examples.

Q.17 Explain seven principles of universal design in detail.

Q.18 Explain multi-model HCI. Draw diagrams in support of your answer.

Q.19 What are Elements of Windowing Systems.?

Q.20 Write Down Architectures of Windowing Systems Programming and its Application?

Q.21 What is User Interface Management Systems (UIMS) as a Conceptual Architecture Implementation Considerations.?

Q.22 Explain the Classification Of Evaluation Techniques?

Q.23 What are the universal design principles?

Q.24 Write down the ways of human interaction with the system using sound and gesture with examples?

Q.25 Explain Fitts's Law.

Q. 26 Discuss GOMS with example.

Q. 27 Differentiate between GOMS and KLM.

Q. 28 Explain task analysis in detail.