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QUESTION PAPER CODE: X10303

B.E. / B.Tech. DEGREE EXAMINATIONS, NOVEMBER/DECEMBER 2020
Seventh Semester
Computer Science and Engineering
CS8079 –HUMAN COMPUTER INTERACTION

(Common to Information Technology, Computer and Communication Engineering)
(Regulations 2017)

Answer ALL Questions

Time: 3 Hours

Maximum Marks:100
(10×2=20 Marks)

PART-A

1. What is Reasoning? List its different types.
2. Define anti-aliasing. Why do we need it?
3. Sketch the phases in interaction design process.
4. Compare between learnability and flexibility in the context of usability in design rules.
5. Define congruence.
6. Differentiate Linear text and hypertext.
7. List the advantages and disadvantages of mobile game applications.
8. How Clickstream is used to show the behaviour of users on websites?
9. Write down the advantages of Toggle Selection.
10. Compare between Overlays and inlays with respect to the situation of usage.

PART-B

(5×13=65 Marks)

11. (a) (i) Compare and contrast between short term memory and long term memory of Human memory. (7)
(ii) Exemplify the emerging of ubiquitous computing in the paradigms for interaction. (6)

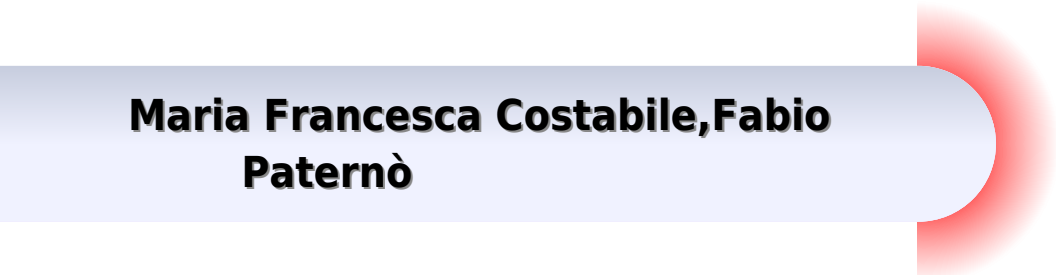
(OR)

- (b) Illustrate briefly the different interaction styles used to accommodate the dialog between user and computer with diagram
12. (a) Explain in detail about the waterfall model of the software life cycle with diagram.

(OR)

Human Computer Interaction Question Papers

**Maria Francesca Costabile, Fabio
Paternò**



Human Computer Interaction Question Papers:

Human-Computer Interaction - INTERACT 2023 José Abdelnour Nocera, Marta Kristín Lárusdóttir, Helen Petrie, Antonio Piccinno, Marco Winckler, 2023-08-24 The four volume set LNCS 14442 14443 14444 14445 constitutes the proceedings of the 19th IFIP TC 13 International Conference on Human Computer Interaction INTERACT 2023 held in York UK in August September 2023 The 71 full papers and 58 short papers included in this book were carefully reviewed and selected from 406 submissions They were organized in topical sections as follows 3D Interaction Accessibility Accessibility and Aging Accessibility for Auditory Hearing Disabilities Co Design Cybersecurity and Trust Data Physicalisation and Cross device Eye Free Gesture Interaction and Sign Language Haptic interaction and Healthcare applications Self Monitoring Human Robot Interaction Information Visualization Information Visualization and 3D Interaction Interacting with Children Interaction with Conversational Agents Methodologies for HCI Model Based UI Design and Testing Motion Sickness Stress and Risk perception in 3D Environments and Multisensory interaction VR experiences Natural Language Processing and AI Explainability Online Collaboration and Cooperative work Recommendation Systems and AI Explainability Social AI Social and Ubiquitous Computing Social Media and Digital Learning Understanding Users and Privacy Issues User movement and 3D Environments User Self Report User Studies User Studies Eye Tracking and Physiological Data Virtual Reality Virtual Reality and Training Courses Industrial Experiences Interactive Demonstrations Keynotes Panels Posters and Workshops

Human Computer Interaction Handbook Julie A. Jacko, 2012-05-04 Winner of a 2013 CHOICE Outstanding Academic Title Award The third edition of a groundbreaking reference The Human Computer Interaction Handbook Fundamentals Evolving Technologies and Emerging Applications raises the bar for handbooks in this field It is the largest most complete compilation of HCI theories principles advances case st *Human-Computer Interaction. Theories, Methods, and Human Issues* Masaaki Kurosu, 2018-07-10 The 3 volume set LNCS 10901 10902 10903 constitutes the refereed proceedings of the 20th International Conference on Human Computer Interaction HCI 2018 which took place in Las Vegas Nevada in July 2018 The total of 1171 papers and 160 posters included in the 30 HCII 2018 proceedings volumes was carefully reviewed and selected from 4346 submissions HCI 2018 includes a total of 145 papers they were organized in topical sections named Part I HCI theories methods and tools perception and psychological issues in HCI emotion and attention recognition security privacy and ethics in HCI Part II HCI in medicine HCI for health and wellbeing HCI in cultural heritage HCI in complex environments mobile and wearable HCI Part III input techniques and devices speech based interfaces and chatbots gesture motion and eye tracking based interaction games and gamification **Human-Computer Interaction - INTERACT 2005** Maria Francesca Costabile, Fabio Paternò, 2005-09-28 We will be sooner or later not only handling personal computers but also multipurpose cellular phones complex personal digital assistants devices that will be context aware and even wearable computers stitched to our clothes we would like these personal systems to become transparent to the tasks they will be performing In

fact the best interface is an invisible one one giving the user natural and fast access to the application he or she intends to be executed The working group that organized this conference the last of a long row tried to combine a powerful scientific program with drastic refereeing with an entertaining cultural program so as to make your stay in Rome the most pleasant one all round I do hope that this expectation becomes true July 2005 Stefano Levialdi IEEE Life Fellow INTERACT 2005 General Chairman 1 Peter J Denning ACM Communications April 2005 vol 48 N 4 pp 27 31 Editors Preface INTERACT is one of the most important conferences in the area of Human Computer Interaction at the world wide level We believe that this edition which for the first time takes place in a Southern European country will strengthen this role and that Rome with its history and beautiful setting provides a very congenial atmosphere for this conference The theme of INTERACT 2005 is Communicating Naturally with Computers

HCI International 2023 - Late Breaking Papers Helmut Degen,Stavroula Ntoa,Abbas Moallem,2023-11-25 This seven volume set LNCS 14054 14060 constitutes the proceedings of the 25th International Conference HCI International 2023 in Copenhagen Denmark in July 2023 For the HCCII 2023 proceedings a total of 1578 papers and 396 posters was carefully reviewed and selected from 7472 submissions Additionally 267 papers and 133 posters are included in the volumes of the proceedings published after the conference as Late Breaking Work These papers were organized in the following topical sections HCI Design and User Experience Cognitive Engineering and Augmented Cognition Cultural Issues in Design Technologies for the Aging Population Accessibility and Design for All Designing for Health and Wellbeing Information Design Visualization Decision making and Collaboration Social Media Creative Industries and Cultural Digital Experiences Digital Human Modeling Ergonomics and Safety HCI in Automated Vehicles and Intelligent Transportation Sustainable GreenSmart Cities and Smart Industry eXtended Reality Interactions Gaming and Gamification Experiences Interacting with Artificial Intelligence Security Privacy Trust and Ethics Learning Technologies and Learning Experiences eCommerce Digital Marketing and eFinance

HCI International 2023 - Late Breaking Papers Vincent G. Duffy,Heidi Krömker,Norbert A. Streitz,Shin'ichi Konomi,2023-11-17 This seven volume set LNCS 14054 14060 constitutes the proceedings of the 25th International Conference HCI International 2023 in Copenhagen Denmark in July 2023 For the HCCII 2023 proceedings a total of 1578 papers and 396 posters was carefully reviewed and selected from 7472 submissions Additionally 267 papers and 133 posters are included in the volumes of the proceedings published after the conference as Late Breaking Work These papers were organized in the following topical sections HCI Design and User Experience Cognitive Engineering and Augmented Cognition Cultural Issues in Design Technologies for the Aging Population Accessibility and Design for All Designing for Health and Wellbeing Information Design Visualization Decision making and Collaboration Social Media Creative Industries and Cultural Digital Experiences Digital Human Modeling Ergonomics and Safety HCI in Automated Vehicles and Intelligent Transportation Sustainable GreenSmart Cities and Smart Industry eXtended Reality Interactions Gaming and Gamification Experiences Interacting with Artificial

Intelligence Security Privacy Trust and Ethics Learning Technologies and Learning Experiences eCommerce Digital Marketing and eFinance

Human-Computer Interaction. Theoretical Approaches and Design Methods Masaaki Kurosu, 2022-06-16 The three volume set LNCS 13302 13303 and 13304 constitutes the refereed proceedings of the Human Computer Interaction thematic area of the 24th International Conference on Human Computer Interaction HCII 2022 which took place virtually in June July 2022 The 132 papers included in this HCI 2022 proceedings were organized in topical sections as follows Part I Theoretical and Multidisciplinary Approaches in HCI Design and Evaluation Methods Techniques and Tools Emotions and Design and Children Computer Interaction Part II Novel Interaction Devices Methods and Techniques Text Speech and Image Processing in HCI Emotion and Physiological Reactions Recognition and Human Robot Interaction Part III Design and User Experience Case Studies Persuasive Design and Behavioral Change and Interacting with Chatbots and Virtual Agents

An Introduction to Human-Computer Interaction (Psychology Revivals) Paul Booth, 2014-09-11 Originally published in 1989 this title provided a comprehensive and authoritative introduction to the burgeoning discipline of human computer interaction for students academics and those from industry who wished to know more about the subject Assuming very little knowledge the book provides an overview of the diverse research areas that were at the time only gradually building into a coherent and well structured field It aims to explain the underlying causes of the cognitive social and organizational problems typically encountered when computer systems are introduced It is clear and concise whilst avoiding the oversimplification of important issues and ideas

Gesture in Embodied Communication and Human Computer Interaction Stefan Kopp, Ipke Wachsmuth, 2010-04-12 The International Gesture Workshops GW are interdisciplinary events for those researching gesture based communication across the disciplines The focus of these events is a shared interest in understanding gestures and sign language in their many facets and using them for advancing human machine interaction Since 1996 International Gesture Workshops have been held roughly every second year with fully reviewed proceedings published by Springer The International Gesture Workshop GW 2009 was hosted by Bielefeld University's Center for Interdisciplinary Research ZiF Zentrum für interdisziplinäre Forschung during February 25-27 2009 Like its predecessors GW 2009 aimed to provide a platform for participants to share discuss and criticize recent and novel research with a multidisciplinary audience More than 70 computer scientists linguistics psychologists neuroscientists as well as dance and music scientists from 16 countries met to present and exchange their newest results under the umbrella theme Gesture in Embodied Communication and Human Computer Interaction Consistent with the steady growth of research activity in this area a large number of high quality submissions were received which made GW 2009 an exciting and important event for anyone interested in gesture related technological research relevant to human computer interaction In line with the practice of previous gesture workshops presenters were invited to submit their papers for publication in a subsequent peer reviewed publication of high quality The present book is the outcome of this effort Representing the

research work from eight countries it contains a selection of 28 thoroughly reviewed articles **Human-Computer Interaction. Interacting in Various Application Domains** Julie A. Jacko, 2009-07-24 The 13th International Conference on Human Computer Interaction HCI International 2009 was held in San Diego California USA July 19-24 2009 jointly with the Symposium on Human Interface Japan 2009 the 8th International Conference on Engineering Psychology and Cognitive Ergonomics the 5th International Conference on Universal Access in Human Computer Interaction the Third International Conference on Virtual and Mixed Reality the Third International Conference on Internationalization Design and Global Development the Third International Conference on Online Communities and Social Computing the 5th International Conference on Ambient Cognition the Second International Conference on Digital Human Modeling and the First International Conference on Human Centered Design A total of 4 348 individuals from academia research institutes industry and governmental agencies from 73 countries submitted contributions and 1 397 papers that were judged to be of high scientific quality were included in the program These papers dress the latest research and development efforts and highlight the human aspects of the design and use of computing systems The papers accepted for presentation thoroughly cover the entire field of human computer interaction addressing major advances in knowledge and effective use of computers in a variety of application areas

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