BE/sem IIII/comp/ CBGS/HCF / 09-12-2016 Human machine Interaction



Q.P. Code: 724100

(3 Hours)

[Total Marks: 80

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- (2) Solve any 3 from remaining Questions
- (3 Please specify your answers with neat sketches and Example wherever necessary
- (4) Assume any data if not specified
- 1. Solve any **five** of the following.

20

- (a) What are the three levels of processing? Explain
- (b) Explain Goal Directed design process in brief.
- (c) Mention steps in constructing persona
- (d) What do you mean by direct manipulation and indirect manipulation
- (e) Discuss issues related to Long Term Memory and short Term Memory.
- (f) What do you mean by keyboard accelerators?
- 2. (A) How reading is important in UI Design? Write your comments related 10 to the quote "Poor Design may affect Reading".
 - (B) In the state of Maharashtra, Water Distribution Company want to provide self- help portal for its customers. The portal consists of online meter logging facility, Bill Payments, VDS i.e Voluntary Deposit Scheme for Bill. Complaints and other facilities. Being a Subject Matter Expert (SME) provide the detailed analysis and for the same provide the Interface that will be used by people in all Districts of Maharashtra
- 3. (A) What are the advantages and Disadvantages of Digital or Graphical 10 systems? Explain in brief.
 - (B) It is necessary to provide state of an art digital KIOSK for Rural India where citizens can register for Birth/ Death Certificates, Insurance premium gayments, Postal Schemes such as Investments, Money Transfer etc. The application will be easy and multilingual to be configured in Local Language. Provide suitable Analysis and Interface design for the same.



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4.	(A)		ride all factors of Interface design? Provide innovative web ication by integrating the technologies that are used in Interface on.	10			
	(B)	of the later of	t do you mean by device based and screen based control,	10			
5.	(A)		at do you mean by response time? What are various nodologies adopted for Feedback and guidance?	10			
	(B)	Prov	Provide a systematic design analysis for Municipal Corporation's				
		Mob	ile App; to perform Tax and billing related transactions such as				
		Regi	stration of client, Describe the Property, get Tax and water Charge				
		bills	, pay tax, Complaints and many other relevant operations.				
6.	W	ite SI	nort Notes on ANY FOUR	20			
0.	VVI	Street Contract	AND STATE OF THE S	20			
		(a)	Qualitative and Quantitative Research				
		(b)	Mental Model				
		(c)	Gestalt's Principles				
		(d)	Graphics Icons and Images				
		(e)	Colors				
		10	WALNESS OF THE STREET				