

PRN No.	
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PAPER CODE	U315-2104ACESE
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(AY:2025-26) December 2025 (ENDSEM) EXAM  
TY (SEMESTER - I)

COURSE NAME: Human  
Computer Interaction

Branch: Information  
Technology

COURSE CODE: IT 31234A

T.Y (Pattern 2023)

Time: [1Hr 30 Min]

[Max. Marks: 40]

Instructions to candidates:

- 1) Figures to the right indicate full marks. Use of scientific calculators is allowed.
- 2) Use suitable data wherever required.
- 3) All questions are compulsory. Solve any two sub questions each from Questions 1 and 2.
- 4) Solve any one sub question (2 marks) from Questions 3, 4, 5 and 6 and sub question of 4 marks is compulsory from questions 3, 4, 5, and 6.

Q. No.	Question Description	Max. Marks	CO mapped	BT Level
Q.1	a) Define Interaction Design and explain its relation with HCI.	[4]	[1]	[1]
	b) Differentiate between good and poor interaction design with suitable examples.	[4]	[1]	[2]
	c) Explain the need for design with reference to "Design of Everyday Things."	[4]	[1]	[4]
Q2	a) Explain the role of ergonomics in HCI design.	[4]	[2]	[2]
	b) Describe the process of creating a persona with example.	[4]	[2]	[3]
	c) Discuss how evaluation techniques are integrated in the software design process.	[4]	[2]	[4]
Q3	a) Differentiate between direct manipulation and command language interaction styles.	[2]	[3]	[2]
	<b>OR</b>			
	b) What is a user journey map? Why is it important in HCI?	[2]	[3]	[2]
	c) Explain with example how interaction devices affect usability.	[4]	[3]	[3]

Q4	a) Define Information Architecture and its importance in interface design.	[2]	[4]	[1]
	<b>OR</b>			
	b) What is card sorting? Explain with an example.	[2]	[4]	[2]
Q.5	c) Explain the balance between "Function and Fashion" in UX design with an example.	[4]	[4]	[5]
	a) What are formative and summative testing techniques?	[2]	[5]	[2]
	<b>OR</b>			
Q.6	b) State the golden rules of interface design.	[2]	[5]	[1]
	c) Discuss expert analysis as an evaluation method with example.	[4]	[5]	[4]
	a) Define Goal and Task Hierarchy Models.	[2]	[6]	[1]
	<b>OR</b>			
	b) What are linguistic models in HCI?	[2]	[6]	[2]
	c) Explain prototyping tools used in UI/UX design with example.	[4]	[6]	[3]

Note: [BT Level – 1. Remember, 2. Understand, 3. Apply, 4. Analyze, 5. Evaluate, 6. Create]