



Yashoda Technical Campus, Satara

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Faculty of Engineering
Department of Computer Science and Engineering

Subject: Human Computer Interaction

Subject Code: BTCOE

Sr. No.	Question	CO	Level
1	Interpret long term memory in detail	CO1	L3
2	Explain concept of human Input output channels in detail.	CO1	L2
3	Examine how text devices use in interaction	CO1	L4
4	Explain different types of reasoning.	CO1	L2
5	What are different positioning and painting devices? Explain in detail	CO1	L1
6	What does long term memory of Computer Consists of? explain	CO1	L1
7	write note on Reasoning and problem Solving	CO1	L1
8	write a note on Devices for Virtual Reality and 3d Interaction.	CO1	L1
9	state & explain elements of WIMP Interface	CO1	L3
10	Examine how text devices use in interaction	CO1	L4
11	Explain display technology CRT in detail	CO1	L2
12	Interpret short term memory model in detail	CO1	L3

Unit No 1

Vision of department: To lead in technical, quality education, innovation, research for development of sustainable & inclusive technology for the society.

Mission of department: 1. To create ambience of academic excellence through state of art infrastructure. 2. To create student-centric pedagogy that will lead to employability. 3. To create a software engineering professional with knowledge of multidisciplinary fields, can provide innovative products & service to society. 4. To train and motivate the students for **lifelong learning**, employability, and entrepreneurship



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Sr. No.	Question	CO	Level
1	Explain interaction design process with diagram	CO2	L3
2	Examine the activities in the water fall model of software life cycle.	CO2	L3
3	Justify Shneiderman's eight golden rules of interface design.	CO2	L4
4	Explain Activities in software life cycles.	CO2	L2
5	Where we use screen design and layout in HCI.	CO2	L1
6	Justify Nielsons ten heuristics in details.	CO2	L4
7	Which factors limit speed of interactive system ?	CO2	L1
8	Enlist and explain different interaction styles.	CO2	L3
9	Explain concept of multithreading in dialog system.	CO2	L2
10	What do we understand by Scenarios in Design?	CO2	L1
11	What is Design and explain the Golden Rule of Design.	CO2	L1
12	State Shneiderman's Eight Golden Rules of Interface Design	CO2	L3

Unit No 2

Vision of department: To lead in technical, quality education, innovation, research for development of sustainable & inclusive technology for the society.

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