# **HUMAN COMPUTER INTERACTION** Marks (30)

**Q1: Marks**

1. What is the main aim of the Don Norman’s Book (The Design of Everyday things)? (02)
2. Explain Deductive and Abductive reasoning with examples. (04)

**Q2:**

Analyze the following scenario and write down seven stages of action for given particular (06)

scenario for solution.

**Scenario is:**

**Suppose I want to go to University, but the tyre of my car got punctured. Now I have to repair it.**

You are required to write the seven stages of Gulf of Execution and Evaluation to solve the scenario.

**Q3:**

a) Differentiate slip and mistake. (03)

b) Explain self perception and object perception. (03)

**Q4:**

1. Write the steps involved in perceptual process. (02)
2. Differentiate between perception and recognition. (04)

**Q5:**

1. A graphic designer, wants to design a 3d shape using Adobe Illustrator, he select a (03)

shape, apply some gradient on it and then apply drop shadow effect.

In the given scenario in the light of interaction identify the Goal, Problem domain and the task.

1. Explain Gulf of Execution and Gulf of Evaluation. (03)