

**UNIT -1**  
**Assignment – 1**  
**Marks – 10 Marks**  
**Deadline – on or before 17-09-2025**  
**Submit any 1 question**

 **Assignment Title: 1**

**"Analyzing the Human-Computer Interaction of a Real-World System"**

 **Objective:**

To apply the principles of Unit I by evaluating the human, computer, and interaction components in a real-world interactive system.

 **Assignment Task:**

Choose any **one interactive system or device** you use daily (e.g., ATM, mobile app, online shopping site, smart TV, elevator panel, fitness tracker, etc.).

Analyze its HCI based on the following criteria:

 **Evaluation Criteria (Total: 10 Marks)**

S.No	Criteria	Description	Marks
1	<b>Human I/O Channel Mapping</b>	Identify how the system uses visual, auditory, and haptic channels.	2
2	<b>Memory &amp; Problem-Solving</b>	Describe any memory load or problem-solving steps users encounter.	2
3	<b>Device and Processing Elements</b>	Identify input/output devices, memory types, or processors involved.	2
4	<b>Interaction Style &amp; Elements</b>	Discuss the interaction style (e.g., menu, form) and UI elements (e.g., buttons, feedback).	2
5	<b>Suggestions for HCI Improvement</b>	Suggest 1–2 improvements based on Unit I principles.	2

 **Submission Format:**

- Word/PDF report (2–3 pages)
- Optional: Screenshots or hand-drawn diagrams

 **Learning Outcome:**

Students will understand how HCI concepts apply to daily-use systems and improve their observational and analytical skills in user interface design.

## Assignment Title: 2

### "HCI Evolution Timeline Poster – From Batch to Beyond"

#### Objective:

To help students understand and visualize the historical evolution of Human-Computer Interaction by creating a **creative timeline or infographic**.

#### Assignment Task:

Create a **poster (digital or hand-drawn)** that visually represents the **evolution of HCI** from the batch processing era to natural user interfaces. Include real-time examples, key milestones, technologies, and interaction styles for each phase.

#### Required Sections on the Poster:

1. **Batch Processing Era**
2. **Command-Line Interface**
3. **Graphical User Interface (GUI)**
4. **Web Interface**
5. **Mobile & Touch Interfaces**
6. **Natural User Interfaces (NUI) – AR/VR, Voice, etc.**

Include for each:

- Year/period
- One real-world example
- Key interaction style or innovation

#### Submission Format:

- Digital submission (PDF/image) or hand-drawn scanned copy
- Use of icons, screenshots, or diagrams is encouraged

#### Evaluation Rubric (Total: 10 Marks)

Criteria	Description	Marks
Content Accuracy	Correct and relevant historical information	3
Visual Clarity	Layout, readability, neatness	2
Real-Life Examples	At least 1 example per era	2
Creativity & Design	Visual appeal and engagement	2
Timeliness	Submitted on or before deadline	1

#### Learning Outcome:

Students will gain a deeper understanding of HCI evolution, identify paradigm shifts, and connect theory to real-world examples through creative expression.



Department of Computer Science and Engineering

Assignment- 1-Title: 1

Student Name:

USN:

Semester:

Section:

Submission Date:

Marking Rubric (10 Marks)

S.No	Criteria	Description	Marks
1	Human I/O Channel Mapping	Identify how the system uses visual, auditory, and haptic channels.	/2
2	Memory & Problem-Solving	Describe any memory load or problem-solving steps users encounter.	/2
3	Device and Processing Elements	Identify input/output devices, memory types, or processors involved.	/2
4	Interaction Style & Elements	Discuss the interaction style (e.g., menu, form) and UI elements (e.g., buttons, feedback).	/2
5	Suggestions for HCI Improvement	Suggest 1–2 improvements based on Unit I principles.	/2
		<b>TOTAL</b>	<b>/10</b>

Signature - Student

Signature – Faculty



Department of Computer Science and Engineering

Assignment-1- Title: 2

Student Name:

USN:

Semester:

Section:

Submission Date:

Marking Rubric (10 Marks)

Criteria	Description	Marks
Content Accuracy	Correct and relevant historical information	/3
Visual Clarity	Layout, readability, neatness	/2
Real-Life Examples	At least 1 example per era	/2
Creativity & Design	Visual appeal and engagement	/2
Timeliness	Submitted on or before deadline	/1
	<b>TOTAL</b>	<b>/10</b>

Signature - Student

Signature – Faculty