Wadia College of Engineering, Pune

NAME OF STUDENT:	**CLASS:**
SEMESTER/YEAR:	**ROLL NO:**
DATE OF PERFORMANCE:	**DATE OF SUBMISSION:**
EXAMINED BY:	**EXPERIMENT NO: 2**

TITLE : GAMING APP USING JAVA/ PYTHON

PROBLEM STATEMENT: To develop gaming control using Java/ Python HCI.

OBJECTIVES:

1. To understand HCI design process and graphic design
2. To understand design principles, principles to support usability, golden rules and heuristics, HCI patterns.

OUTCOMES:

1. Usability of rules and graphic designs
2. Adaptability of HCI Patters

PRE-REQUISITES:

1. Knowledge of design process along with graphic design
2. Knowledge of various gaming control applications

APPARATUS:

THEORY:
HCI focused on understanding the academic study of the way people interact with technology. However, a large part of HCI is about doing things and making things design. Interaction design is not just about the artifacts that is produced, whether a physical device or a computer program, but about understanding and choosing how that is going to affect the people work. Design is achieving goals within constraints.

QUESTIONS:
1. Explain Interaction Design Basics and Various Interaction Styles for Human and Computer.
2. Elaborate Software Processes applied in HCI for Construction, Structuring, and Development of Software in HCI.
3. Write Short Note for HCI Design Principle and Rules including following terms:
   a. Design Principles
   b. Principles to Support Usability
   c. Golden Rules Heuristics
   d. HCI Patterns
   e. Design Rules

      f.   HCI Design Standards

4. Discuss Direct Manupulation employed in various HCI Applications
5. What is Role of Universal Design, User-Centered Design, Task Analysis/ GOMS, and Graphic Design in the Design Process Phase of HCI.