

**COMPUTER SCIENCE 705 and SOFTWARE ENGINEERING 702**  
**Advanced Human Computer Interaction**  
**(Time allowed: Two hours)**

**NOTE:** Answer ALL 3 Questions from section A and 1 question from section B. The question you select from section B must NOT be the question related to your seminar topic. All questions are 25 Marks

**Section A** (75 Marks)

Answer **all** questions from this section. All questions are 25 marks.

1. Question from Gerald's lectures
2. Question from Beryl's lectures
3. Question from your project

**Section B** (25 marks)

Answer **1** question from this section. You must NOT answer the question related to your seminar topic. (See exclusion lists below)

1. **Computer Mediated Communication** – not to be answered by (bkun007, kwei009, fhaq002, hgu005, ksun011, ktch003, rsu006, ezur001, vkun004)
2. **Smell/Olfactory output** – not to be answered by ( echi026, slei015, ssre003)
3. **Virtual Worlds and Gaming** – not to be answered by (chir008, clee204, fhal010, spat204, sbas022, rmad012, zlee003) 7
4. **Augmented Reality Head-mounted Displays** – not to be answered by (gshe045, dchi033, shhn001, jpar255, nnaz002) 5
5. **Haptic Interfaces** - not to be answered by (wmao002 ggil016, tip005, rpor002)
6. **Evoting** – not to be answered by (jpen054 jli125 gdot022, rkak004)

No restriction on question from section B bwan050, klom004, prei033, ycha171, syap022

**example question**

**music interfaces** Discuss what kind of features make an innovative musical interfaces are better designed for the professional musician in comparison to the the casual user