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HUMCOM1- Recitation 1- January 26, 2022

1. List down 5 interface milestone?
 - a. Babbage Analytical Engine (1822)
 - b. Punched cards (1950)
 - c. Command Line Interface (1960)
 - d. Light Pen (1951)
 - e. Mouse (1963)
2. Requirements of designing interactive.
 - a. Who are the users
 - b. What activities are being carried out
 - c. Where the interaction is taking place
3. List down some interdisciplinary fields for interaction design
 - a. Design Practices
 - b. Graphic Design
 - c. Product Design
 - d. Artist Design
 - e. Industrial Design
4. Who is involved in ID? Benefits of ID?
 - a. It is ideally carried out by multidisciplinary teams, where the skill sets of engineers, designers, programmers, psychologists, anthropologists, sociologists, marketing people, artists, toy makers, product managers, and others are drawn upon.
 - b.
 - 1) b.1 More ideas being generated
 - 2) b.2 New methods developed
 - 3) b.3 More creative and original designs being produced
5. What is User Experience (UX)?
 - a. the user experience refers to how a product behaves and is used by people in the real world.
6. Why do we need to understand the users?
 - a. The main reason for having a better understanding of people in the contexts in which they live, work, and learn is that it can help designers understand how to design interactive products that provide good user experiences or match a user's needs.
 - b. Learning more about people and what they do can also reveal incorrect assumptions that designers may have about particular user groups and what they need.
 - c. Being aware of cultural differences is also an important concern for interaction design, particularly for products intended for a diverse range of user groups from different countries.
7. What are the Core characteristics of interaction design?
 - a. Users should be involved throughout the development of the project
 - b. Specific usability and user experience goals need to be identified, clearly documented, and agreed to at the beginning of the project
 - c. Iteration is needed through the core activities

8. 6 Goals of usability.
 - a. Effective to use (effectiveness)
 - b. Efficient to use (efficiency)
 - c. Safe to use (safety)
 - d. Having a good utility (utility)
 - e. Easy to learn (learnability)
 - f. Easy to remember how to use (memorability)
9. Why is Accessibility and Inclusiveness important? What's the differences?
 - a. Accessibility refers to the extent to which an interactive product is accessible by as many people as possible. Accessibility can be achieved in two ways: first, through the inclusive design of technology, and second, through the design of assistive technology. When designing for accessibility, it is essential to understand the types of impairments that can lead to disability as they come in many forms
 - b. Accessibility: the extent to which an interactive product is accessible by as many people as possible. Examples, focus is on people with disabilities; for instance, those using android OS or apple voiceover. On the other hand, inclusiveness is making products and services that accommodate the widest possible number of people. For example, smartphones designed for all and made available to everyone regardless of their disability, education, age, or income
10. Desirable and undesirable aspects of user experience goals?
 - a. Desirable
 - 1.) Satisfying
 - 2.) Enjoyable
 - 3.) Engaging
 - 4.) Pleasurable
 - 5.) Entertaining
 - b. Undesirable
 - 1.) Boring
 - 2.) Frustrating
 - 3.) Unpleasant
 - 4.) Cutesy
 - 5.) Gimmicky