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**BSCS-2F**

**1.** **Progressive disclosure:** is an interaction design pattern that sequences information and actions across several screens a step-by-step signup flow The purpose is to lower the chances that users will feel overwhelmed by what they encounter.

**2.** **Interaction Styles:** all the ways the user can communicate or otherwise interact with the computer system.

**3.** **Tangible Interaction:** encompasses user interfaces and interaction approaches that emphasize. tangibility and materiality of the interface.

**4.** **Tangible Interaction:** to the perceived and actual properties of the thing, primarily those fundamental properties that determine just how the thing could possibly be used.

**5. Interaction Design Patterns:**  design patterns applied in the context human-computer interaction, describing common designs for graphical user interfaces. A design pattern is a formal way of documenting a solution to a common design problem.

**6.** **Multimodal Affective Computing:** This new scientific understanding of emotions provided inspiration to various researchers for building machines that will have abilities to recognize, express, model, communicate, and respond to emotions.