1. a) Graphic & interaction designers

Software engineers

Software designers

Museum curators

Educational advisors

b) User Experience designers

UI developers

User Interface designers

Web designers

Interaction designers

1. Effective to use(Effectiveness)

Efficient to use(Efficiency)

Safe to use (safety)

Have good utility(Utility)

Easy to learn (Learnability)

Easy to remember how to use(Memorability)

* **Effective to use**

Product should be effectiveness. Because user should be able to accomplish their task correctly.

* **Efficient to use**

User should be able to accomplish their task very quickly and minimum number of steps. So Product design to use very efficiently.

* **Safe to use**

Product have low opportunity for users to make error. As well as if they do make error, can they find easily.

* **Have good utility**

Product offer the more functionalities that users need to complete their task.

* **Easy to learn(learnability)**

User should be able to understand all the thing about product how to use the product.

* **Easy to remember how to use(memorability)**

Easy to use product because user easy to remember how to use the product.

1. User Control

Responsiveness

Connectedness

Real-Time Interactions

Personalization

1. Design values

Design principles

Design patterns

**SENG 21263**

**Interactive Application Development**

Assignment 02

**J.A Anjana Shakthi**

**SE/2016/046**