## The Design of Everyday Things: Study guide for Ch 7

<ol> <li>The two forms of product innovation, include _incremental _ innovation and _breakthrough _ innovation.</li> </ol>
2. Basic competitive dimensions (by real-world importance), include _Quality_, _Time_, and _Cost
3. Please define <b>Featuritis</b> :
Featuritis is the tendency to add excessive features to a product without considering its necessity
or impact, often leading to complexity and a decline in user experience.
4. What are the factors that contribute to feature creep and how?
Feature creep stems from unclear project vision, stakeholder requests, competitive pressure, changing requirements, poor user research, and inadequate project management. Mitigation involves a clear scope, prioritizing user needs, and consistent communication.
5. "New products are invariably more _complex_, more _sophisticated_, and different in _detail_ than the first release of a product."
6. True <u>discipline</u> and <u>effective</u> companies can avoid feature creep.
7Technology change rapidly, but _human psychology andbehavior_ change slowly.
8. What is Stigler's law?
Stigler's Law states that scientific discoveries are often not named after their original discoverers, highlighting the collaborative and cumulative nature of knowledge.
9Innovations changes paradigms, lives, and industries, while _improvements make things better.

10. \_Incremental innovation\_ starts with existing products and makes them better. \_Radical innovation\_ starts with fresh, often driven by new technologies that make possible new capabilities.