

Find an everyday handheld device, e.g. remote control, smart phone, etc. and examine how it has been designed, paying particular attention to how the user is meant to interact with it.

From your first impressions, write down what first comes to mind as to what is good and bad about the way the device works.

iPad Pro(2018)

Good Way

Thanks to its powerful processor, it can open applications that require a lot of power very easily.

Multitasking on iPad is easier and more powerful than ever before. It is possible to do more than one job by switching between applications. It is possible to transfer data between applications.

When we look at the size, it has a large screen at the level where we can do the necessary operations.

It has a very good sound system.

It has a face recognition system so instead of typing the password, it's enough to look at the camera.

Touch screen interactions are accurate and responsive.

It's simple to organize and add content and apps.

Device is reliable.

The number of file types supported is limited.

Bad Way

The quality of the camera is not good enough.

Not open to customization.

Color options are very few.

Full screen support is not available for some apps.

Give a description of the user experience resulting from interacting with it.

The overall design and iPadOS interface provide a practical user experience.

Battery life lasts all day.

Great for portability.

It can sync with all your other Apple devices (you must have other apple devices).

If you buy a pen, you start using the iPad instead of real paper for almost every area.

Compile a set of usability and user experience goals that you think will be most relevant in evaluating the device. Decide which are the most important ones and explain why.

Usability Goals:

Effective to use —> The device facilitates the effective completion of routine chores. Fast access to the most critical applications and features. Provides excellent responsiveness and dependability.

Efficient to use —>

Easy to learn —> The device is simple to learn for new users. It has a user-friendly UI.

Easy to remember how to use —> After a certain amount of time, it can be learned to use very simply. One of its most important features is that it is very easy to remember after learning how to use it.

Safe to use —> Protects users' data. It provides secure data exchange. If necessary, it activates the special mode for children and works accordingly.

User Experience Goals:

Satisfying —> Its use is really satisfying, especially the effect of the animations used. It has a very satisfying style when switching between applications.

Entertaining —> There are thousands of apps and games in the app store. These games and apps are extremely entertaining.

Helpful —> By clicking on the hint application, we can get all the necessary information.

Supportive of creativity —> Contributes to user creativity through drawing applications

Enhancing Sociability —> Thanks to social media applications, it is extremely easy to socialize. Some social media apps have special features for iPad. Thanks to these, the user experience reaches extremely advanced dimensions.

Translate each of your set of usability and user experience goals into two or three specific questions. The use them to assess how well your device fares.

Does it have multi-touch feature?

How is the response time?

How is the screen resolution?

How good is pen support?

Is the device easy to use?

How are the customization features?

Is it possible for users to learn how to operate the product without the need for a manual or other forms of assistance?

Finally, discuss some possible improvements to the design of the device.

The camera system can be improved. At least 4k 60 FPS should be standardized.

It should be possible to transfer data more easily with other operating systems.

Must be 120Hz or higher

Memory can be increased via external devices