Name:	Mendoza, Ysabel Dominique G.	Date: January 26, 2022	
Introduction to Interaction Design		Lesson 1: Activity	Score:

Lesson 1 | In-Depth Activity

1. Choose 3 device or digital appliances that you use every day.

    a. From your first impressions, write down a minimum of 5 good and a minimum of 5 bad about the way the item (device/app/etc) works.

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

    c. Outline (identify) some of the core micro-interactions that are supported by it. Are they pleasurable, easy, and obvious?

    d. Based on our discussions of this chapter about interaction design, enumerate a set of usability and user experience goals that you think will be the most relevant in evaluating the device

DEVICE OR DIGITAL APPLIANCE	A	B	C	D
Laptop	Good • Efficient • Portable • Mobility • Compact size • Easy to set up Bad • Heavy • Sensitivity • Expensive • Frequent Updates • Battery life	- I enjoy using laptops because it helps me in tasks every day. It is smooth to use	• Animations • Data Input • Swipe - It is easy and pleasurable	• Effective to use – 2 because it is doing its job • Efficient to use – 1 because of its efficiency • Have good utility – 3 because of its functionality • Easy to remember how to use – 4 because some of the actions is not easily remembered
Cellphone	Good • Portable • Lightweight • Efficient • Easy communication • Fast access Bad • Battery Life • Distraction • Security issue • Cyber crime • Dangerous Radiation	- Using cellphone helps me easily contact people in different areas. It's easy to use	• Animated Buttons • Animations • Data Input • Swipe - It is easy and pleasurable	• Effective to use – 2 because its doing its job • Efficient to use – 3 because of the efficiency • Have good utility – 4 it gives the right functionality • Easy to learn – 1 because it is easy to understand

				• Easy to remember how to use – 5 not all can easily remember how to use
Television	Good • Bigger picture • Provides Educational channels • Entertainment • Gives information • Marketing tool like ads Bad • Manipulative • Cause eye strain • Health issues • Imitate what to see in the TV • Expensive	- I enjoy using the tv because it gives me entertainment.	• Animations - Easy and obvious	• Efficient to use – 3 because of its efficiency • Have good utility - 4 provides right functionality • Easy to learn – 1 because of the use of remote control • Easy to remember how to use – 2 because it uses remote controls