Task 1: (Individual Work): Due Date: Friday 21st February, 2020

1. Provide one example of good UID and one bad design. State one aspect of the interface which makes it good or bad design. Explain why this is so.
2. Describe (with examples) **one** financial and **one** social implication of bad interface design.

3. Your team is to create a mobile application to support student learning at DUT. What are some of the decisions you'll have to make about a-d below? In each case, state at least one factor you would consider before making the decision.
   a. Use (task) and context
   b. User
   c. Interface
   d. Hardware
4. In designing the application in question three above, how would you cater for the physical differences of the intended users of the mobile application.