What are requirements

* Chapter 11

What are plus and minus of survey

* Data collections methods

What is usability and how is it measured

* Usability testing

Know surveys, diaries, scenarios, personas, probes – What are they and how do they work

* Data collections methods

What is a use case

* Chapter 11

What are steps of interaction design

* Chapter 11
* Chapter 3

What are assumptions and claims

* Chapter 11
* Chapter 3

Here we continue some thinking from last term

What is a metaphor, theory, model, framework, vision and paradigms.

What and how do prototypes operate: vertical & horizontal

* Prototypes

What is a Wizard of OZ prototype

* Prototypes

How does evaluation take place

* Prototypes
* Chapter 14
* Chapter 15

Interface – very quick overview is all that is necessary – know the definitions.

* Interfaces