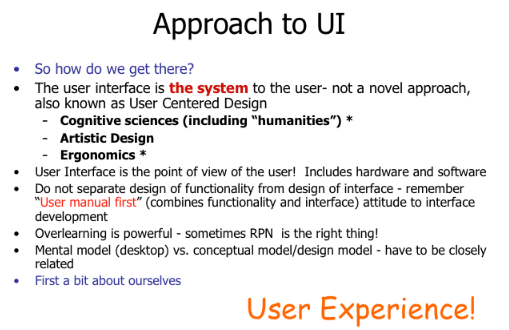
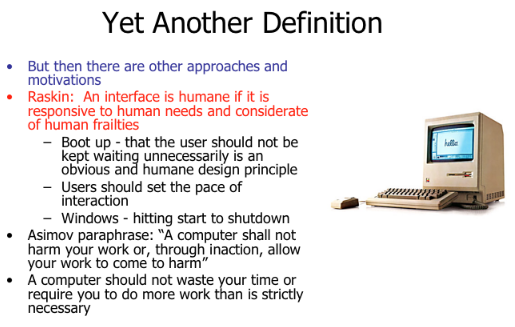
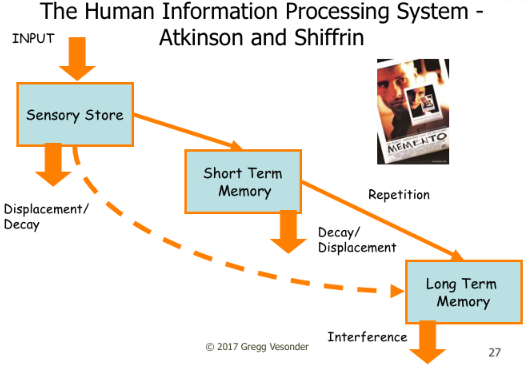
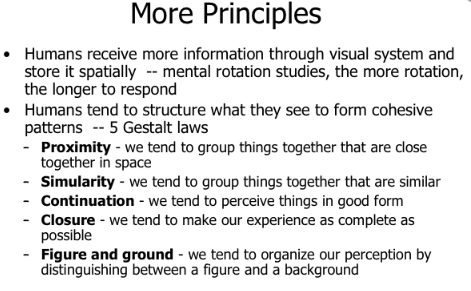
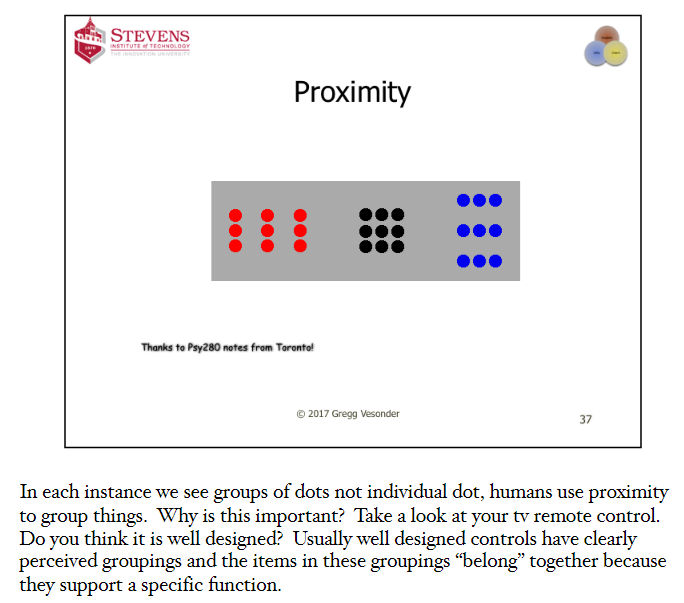
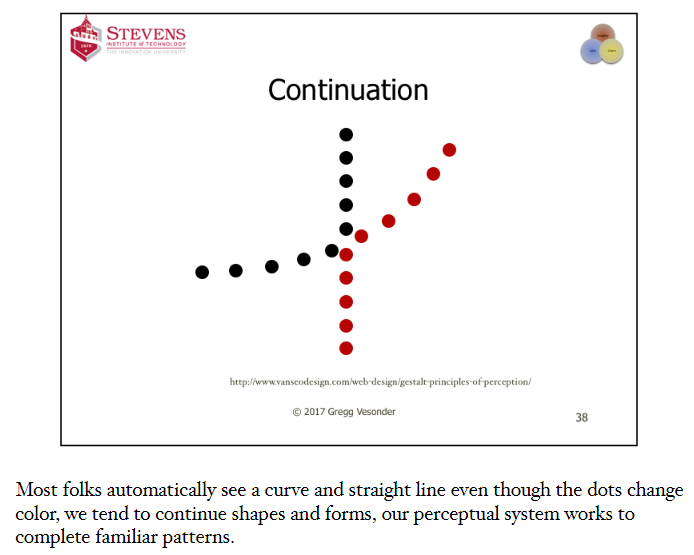
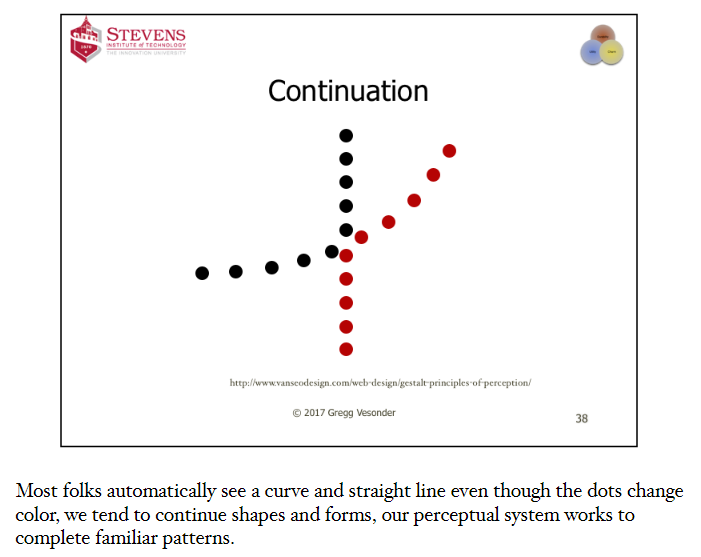
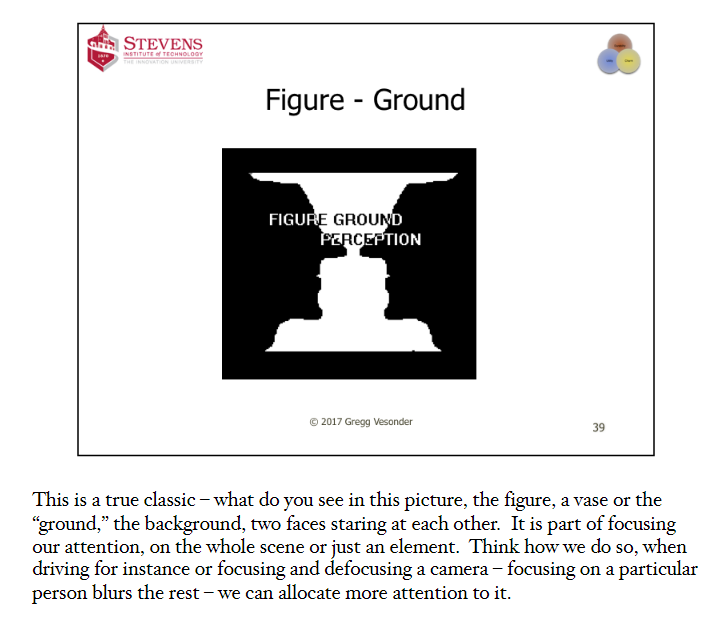
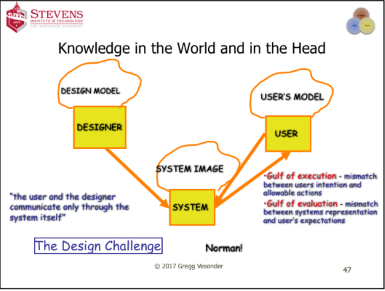
Week 1



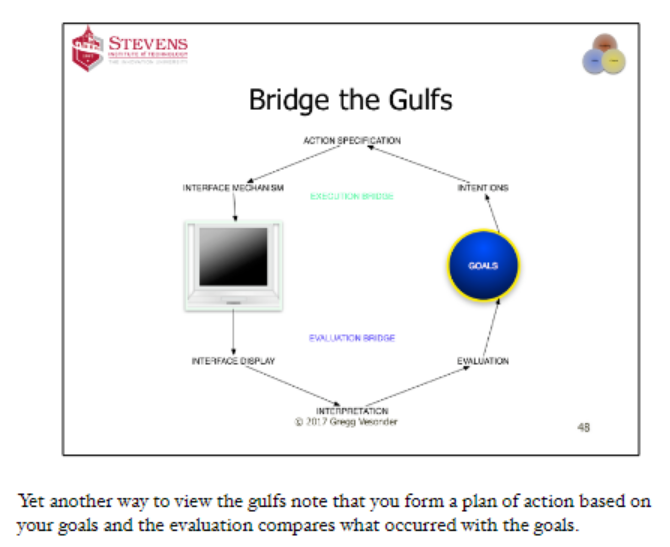


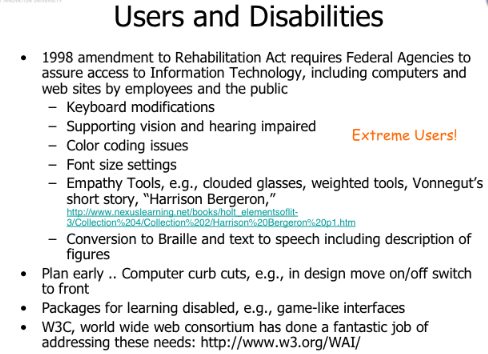


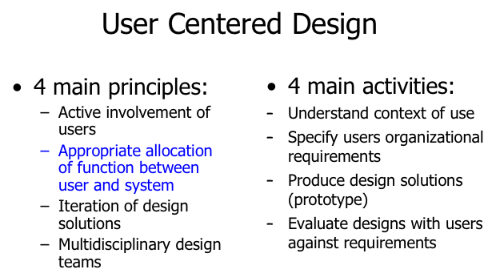


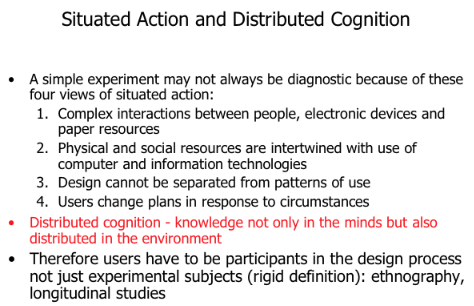
The bottom line is that the designer has a view of how the user should interact with the system. But unfortunately the designer is not there when the user interacts with the system . So the designer has to work hard to make sure the system contributes to the formation of a User’s model that is equivalent to the designer’s model. The designer wants to avoid both the gulf of execution and the gulf of evaluation --Users should understand what is the appropriate

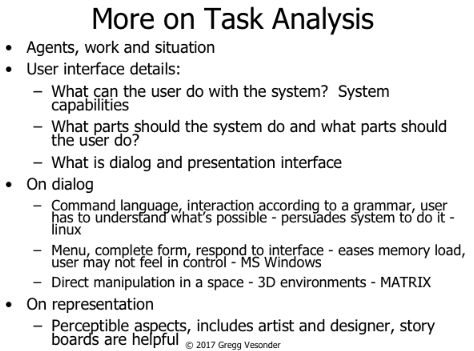
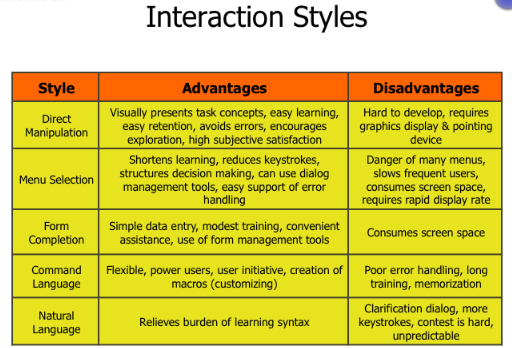
action at any given state and the system should permit the user to do the action. When the user does the action the system should respond predictably.

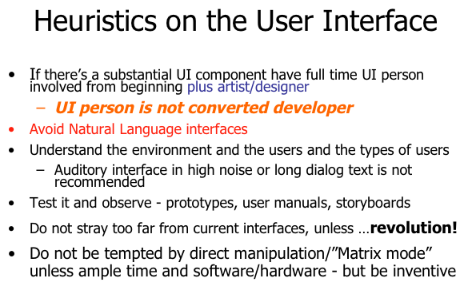
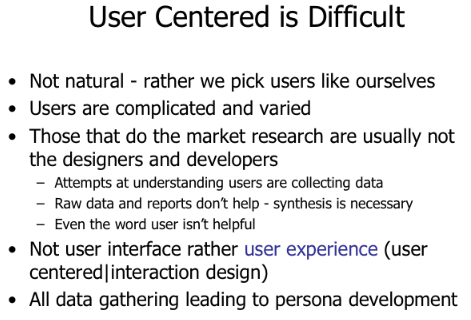
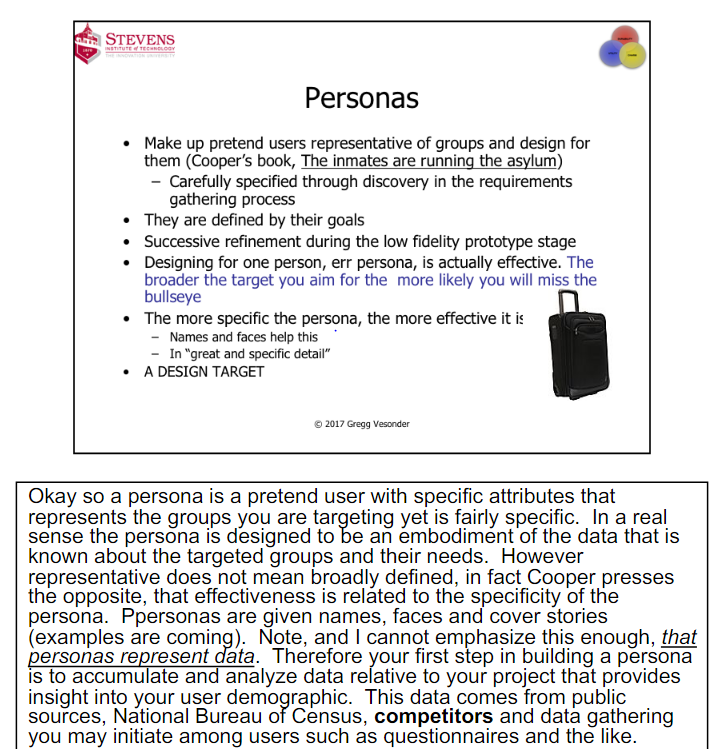


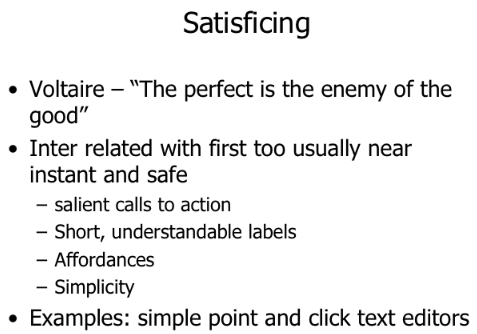
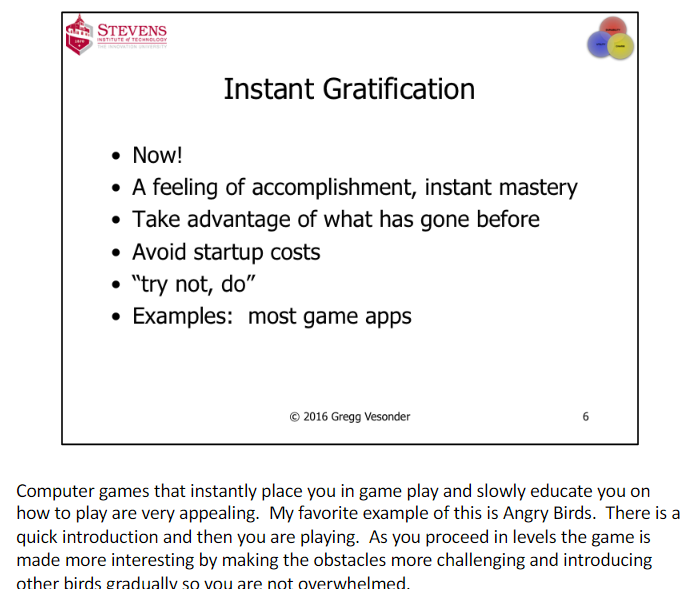
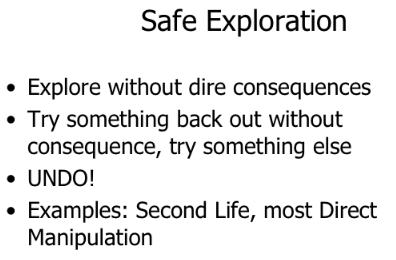
WEEK 2

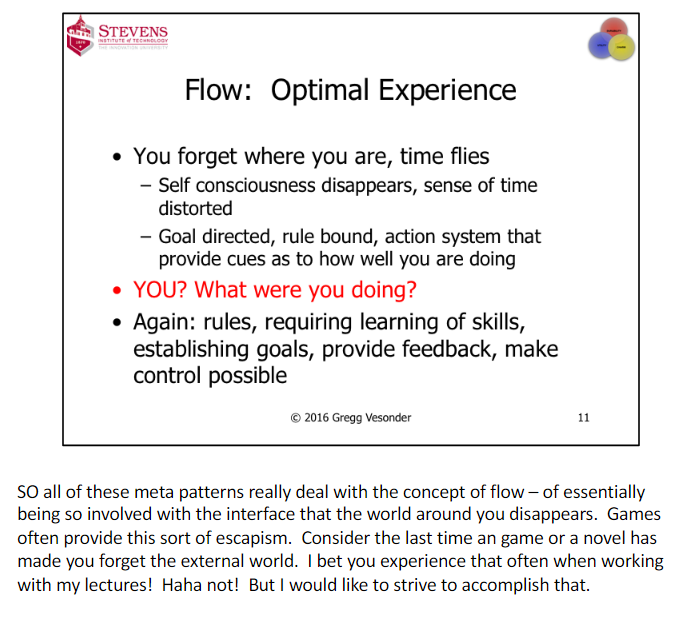
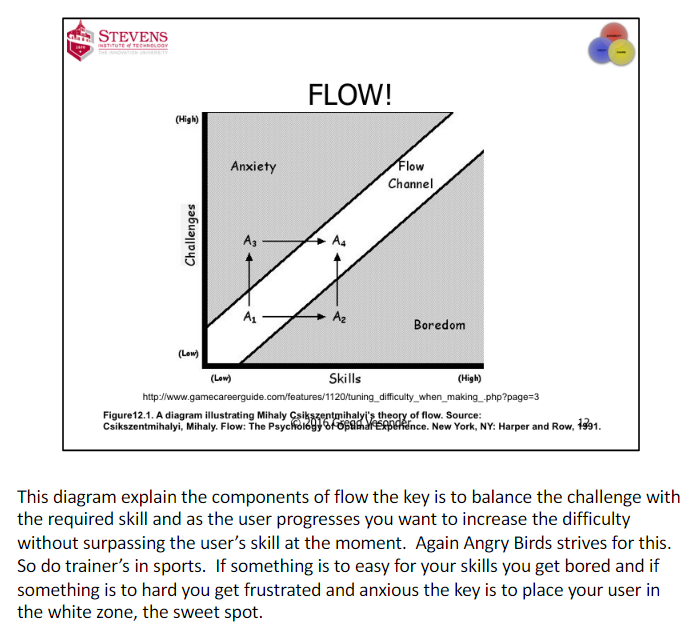
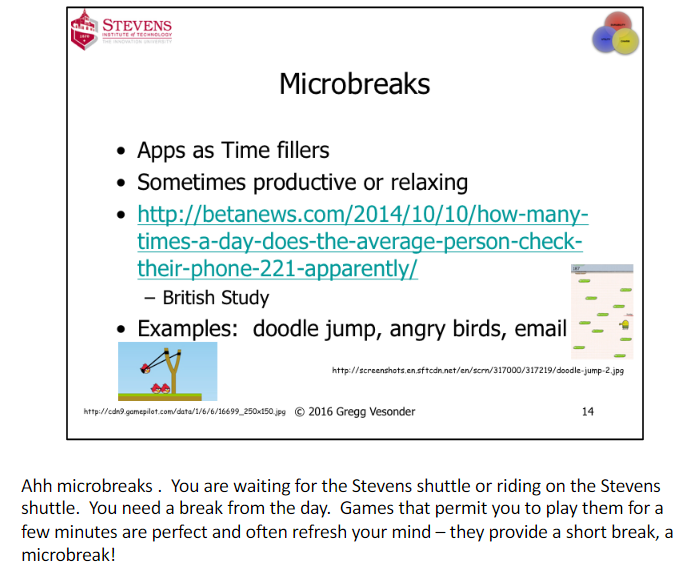
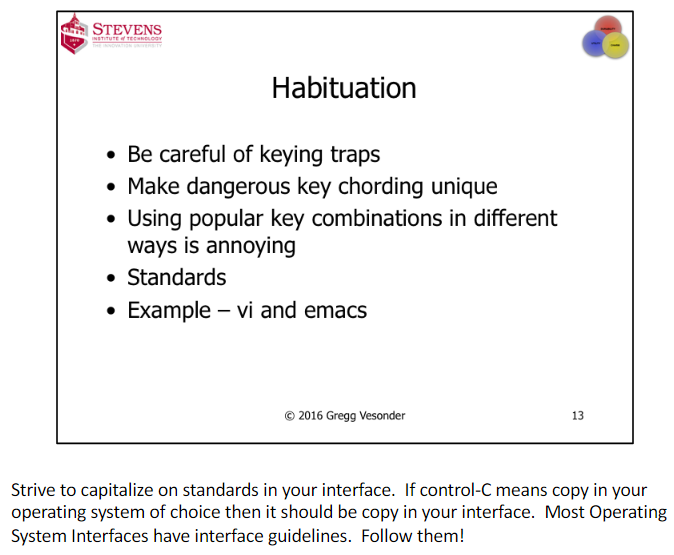
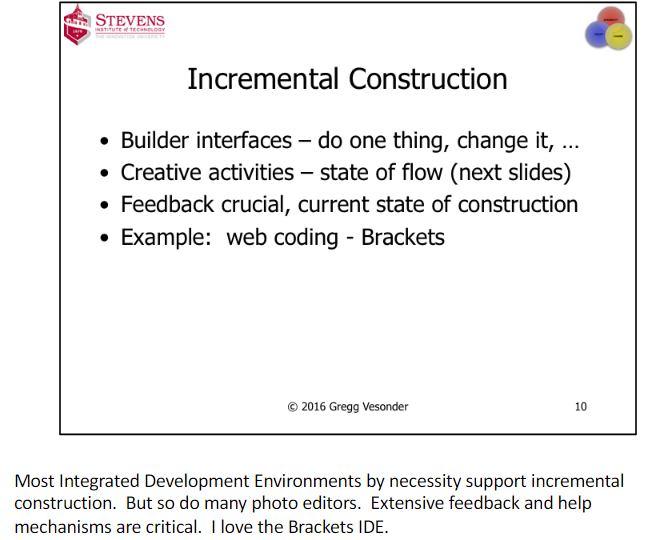
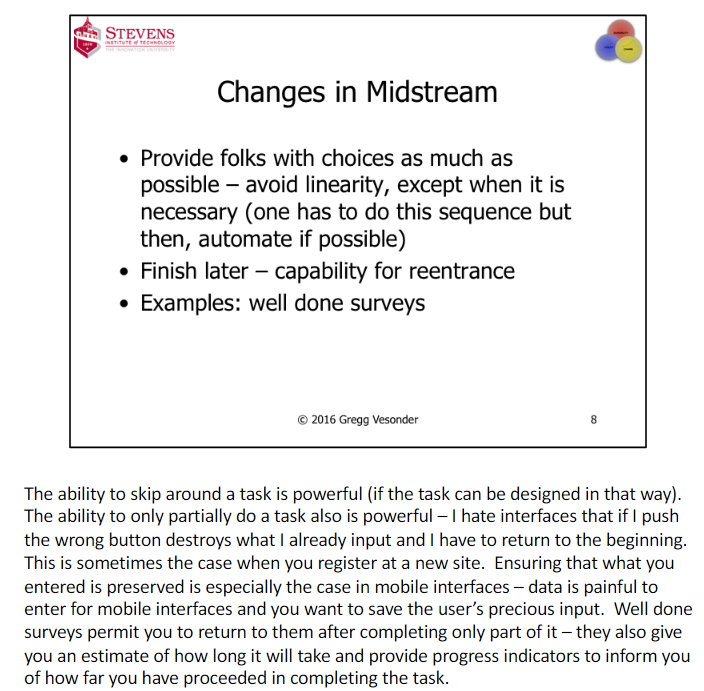


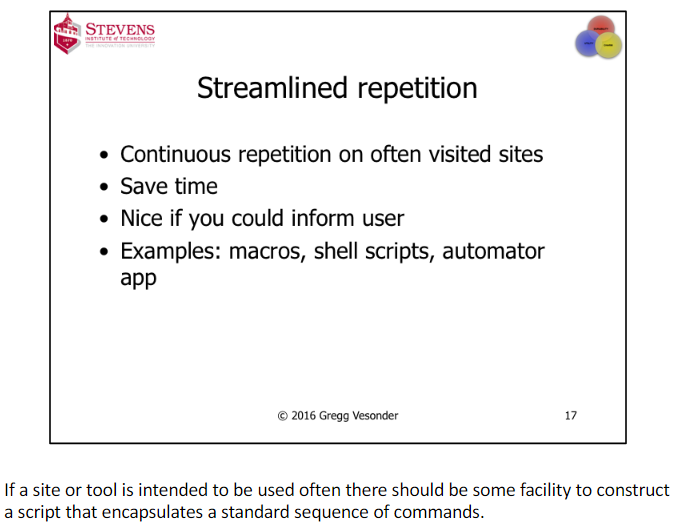
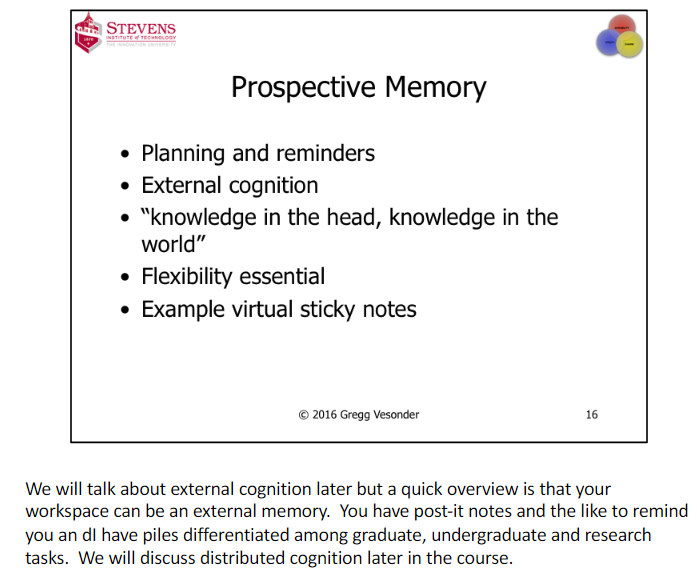
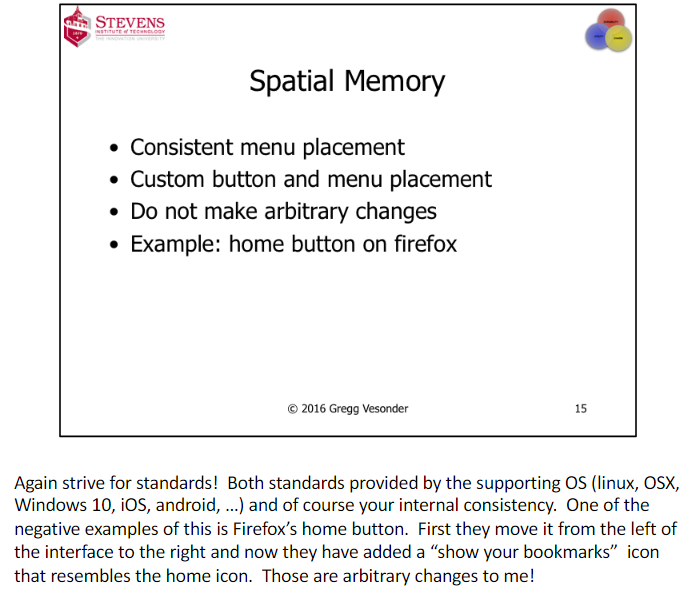


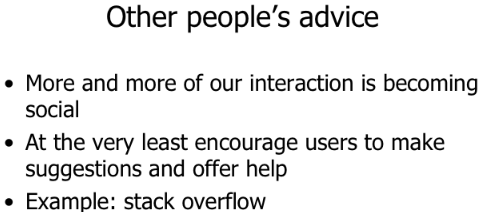
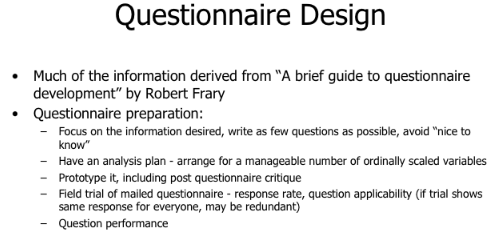


WEEK 3



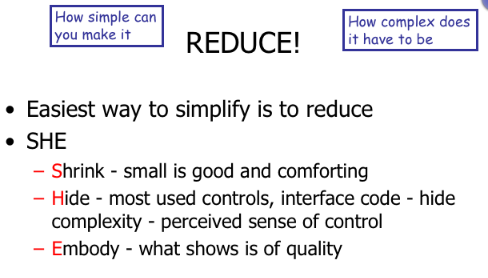
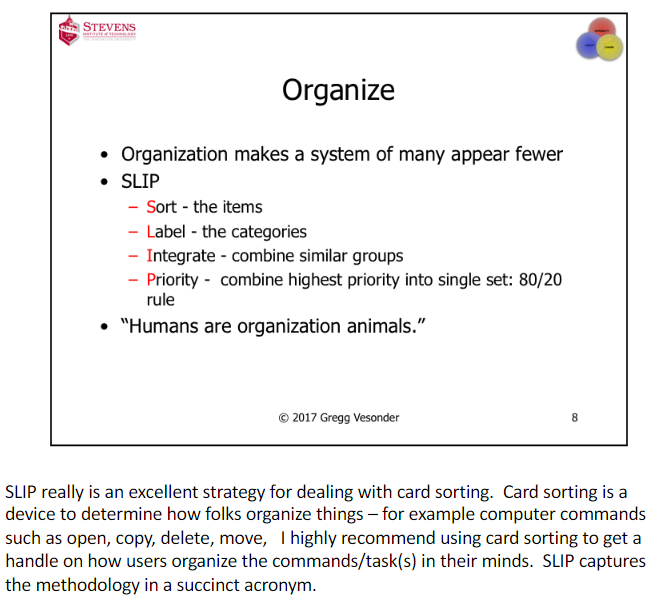


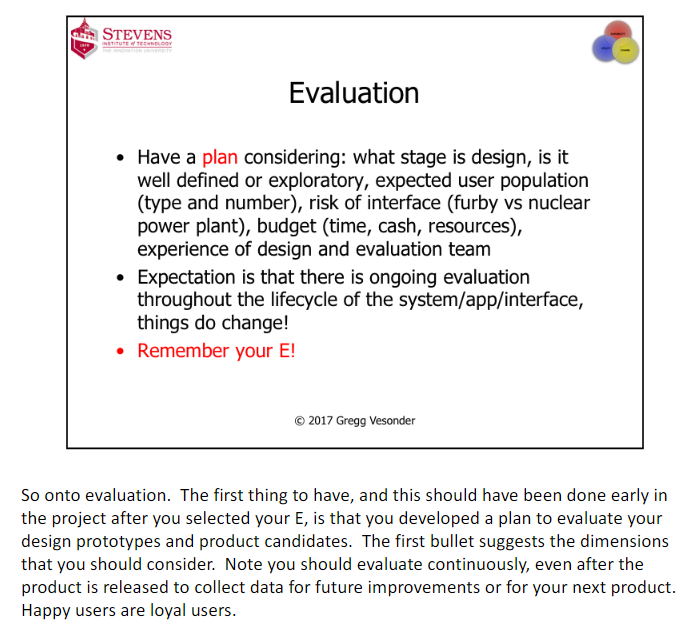


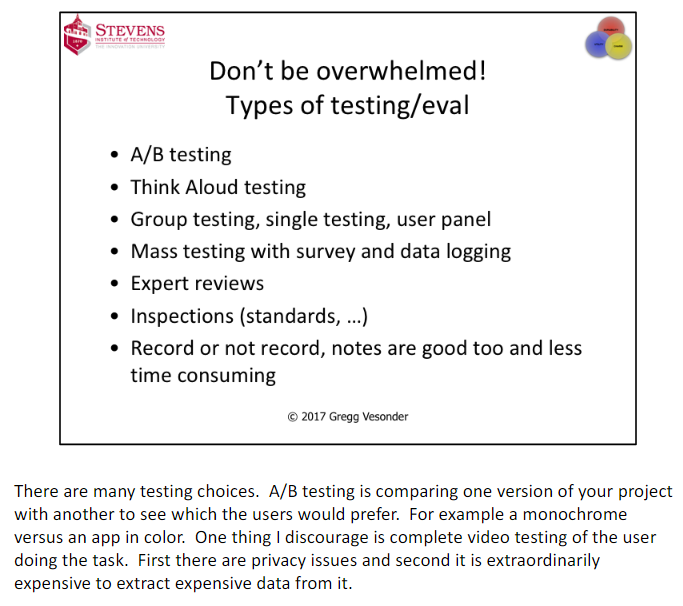
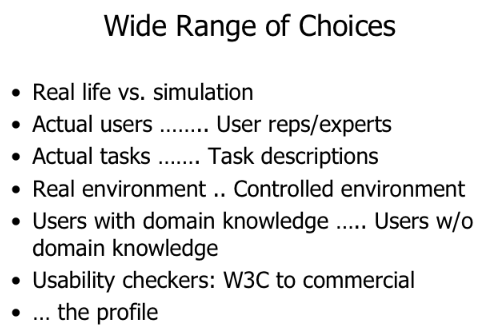


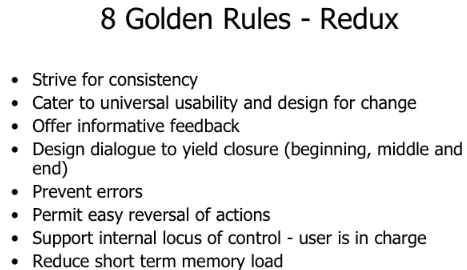
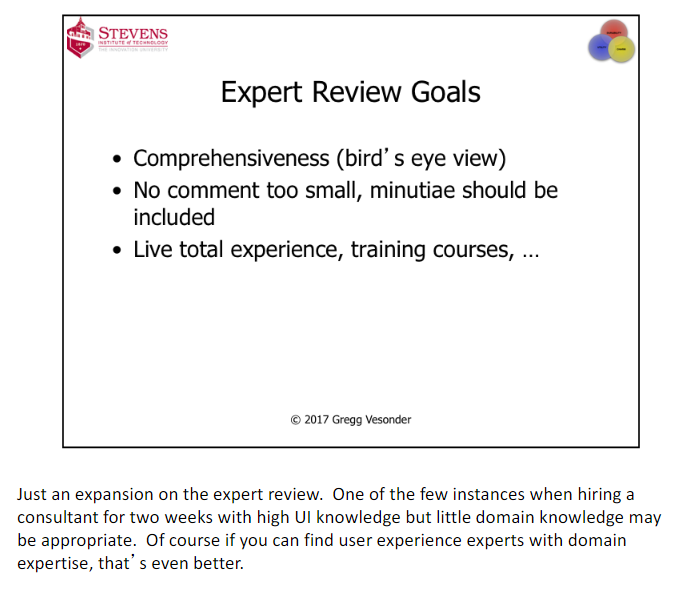
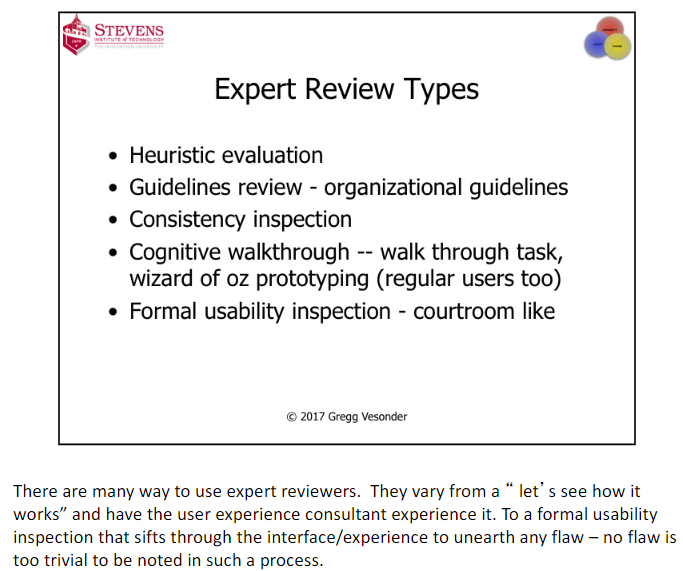
LOOK at ppt for most of week 3, 4 and some of the rest

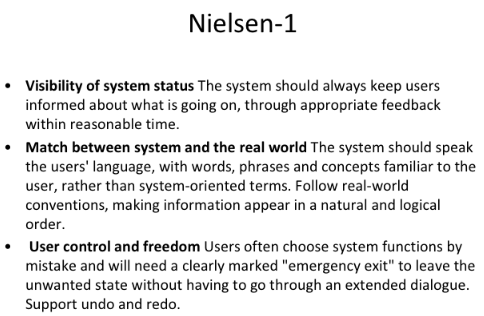
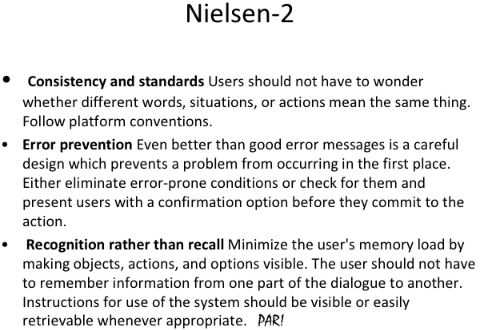
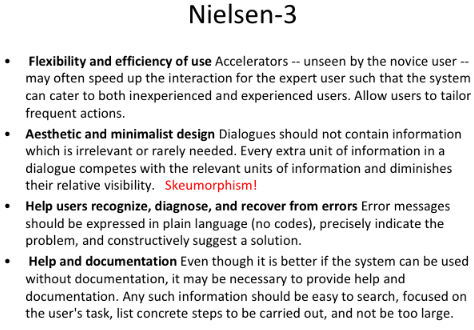
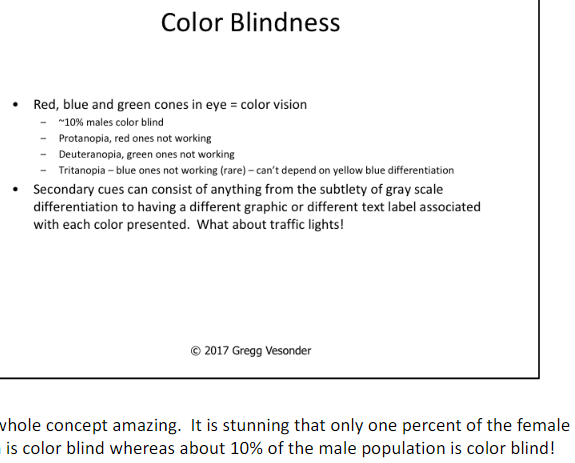
Week 4

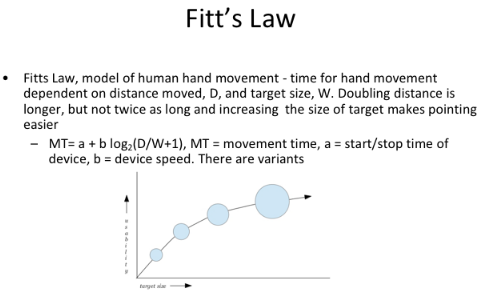
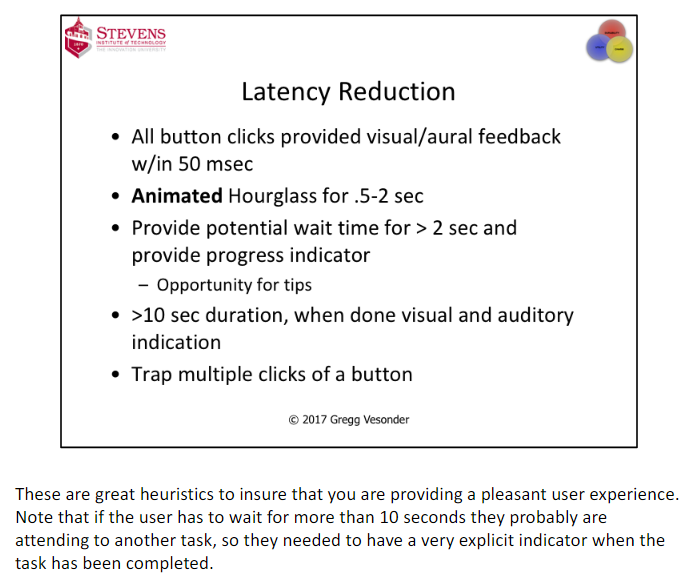
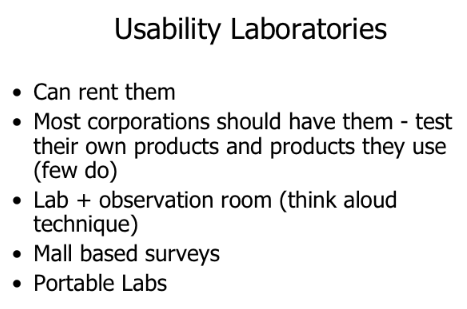


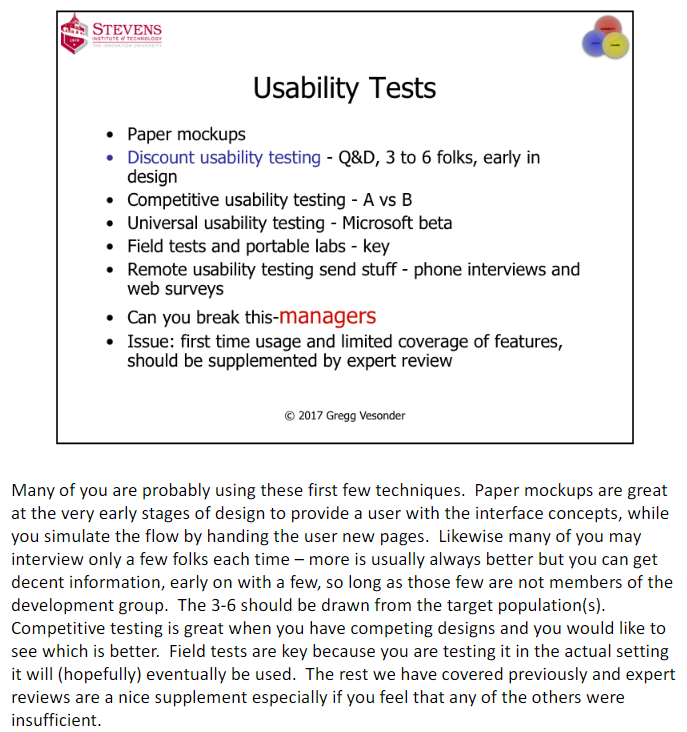
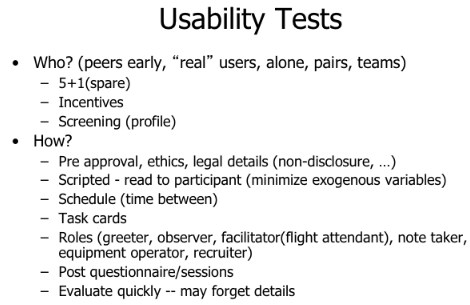
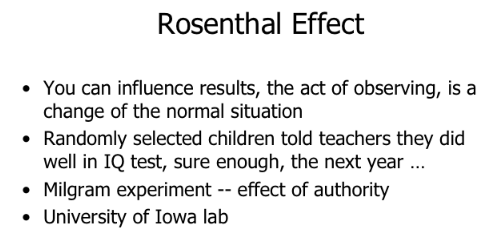
WEEK 5

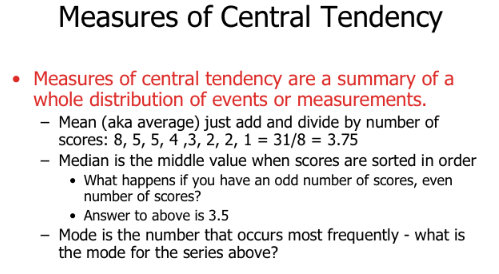
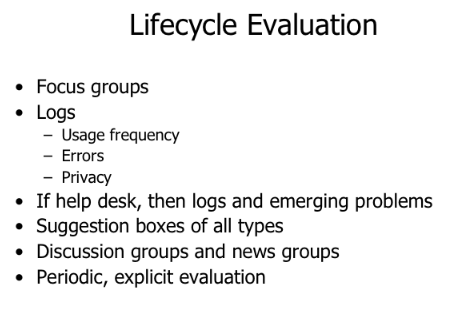
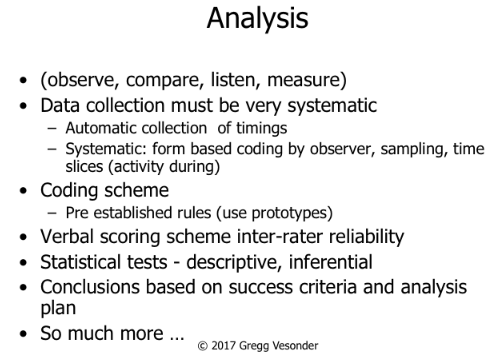
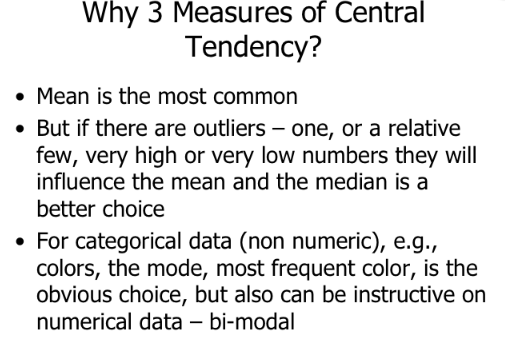


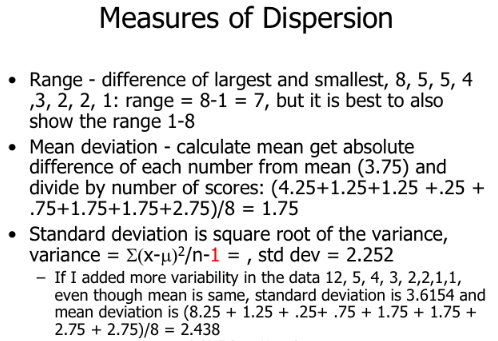
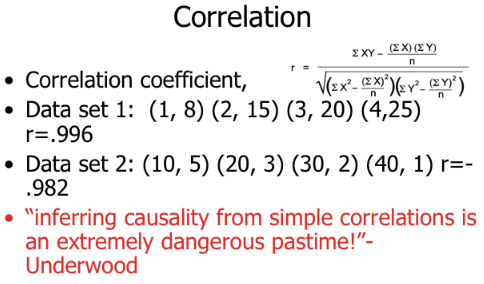
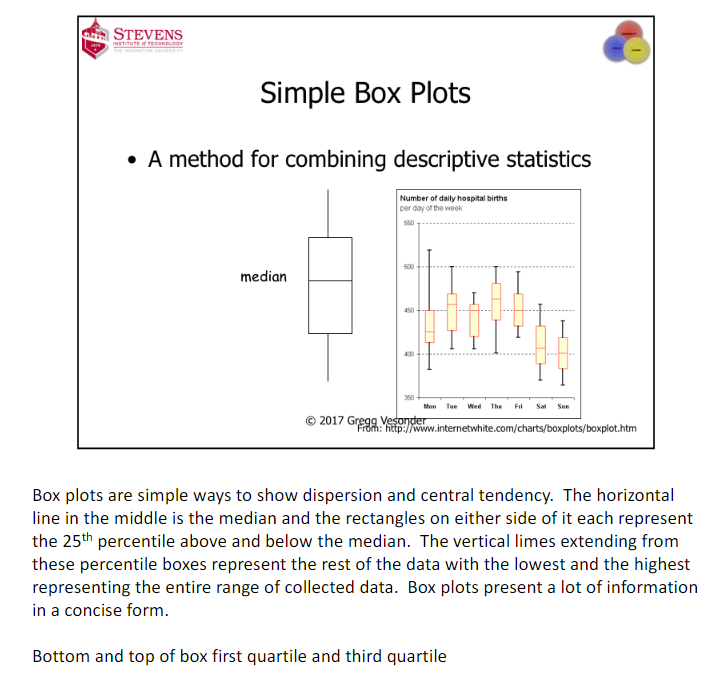


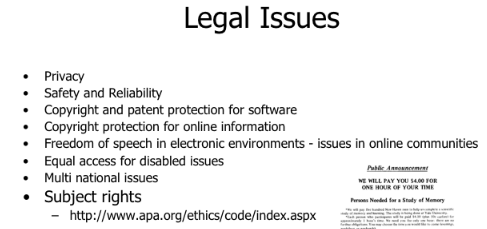


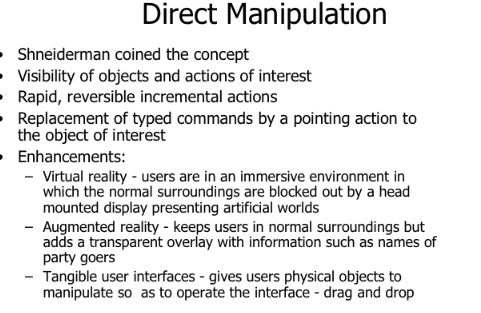


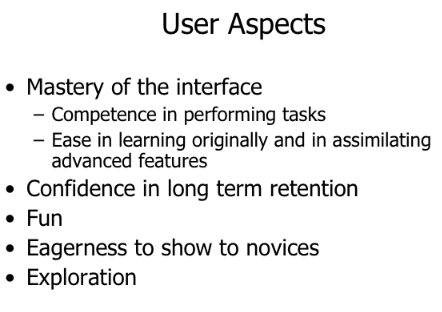


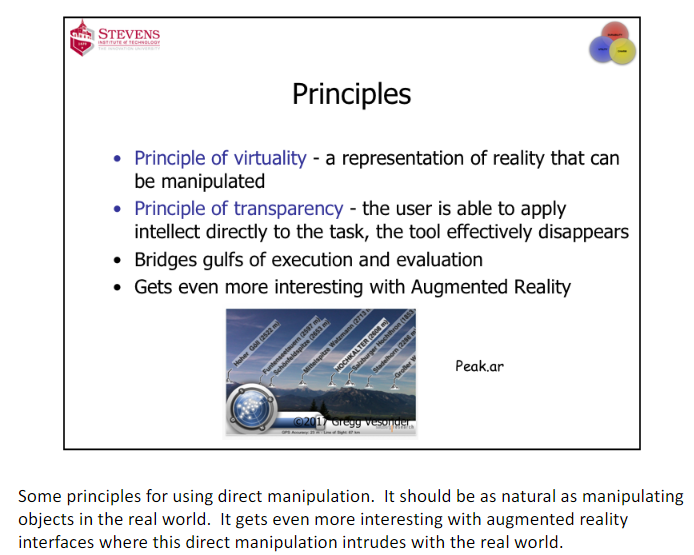
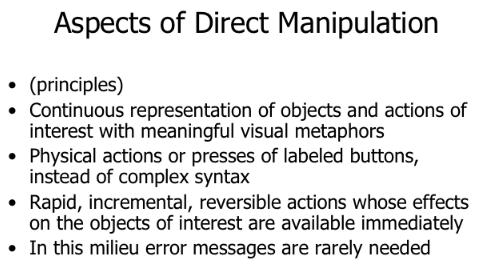
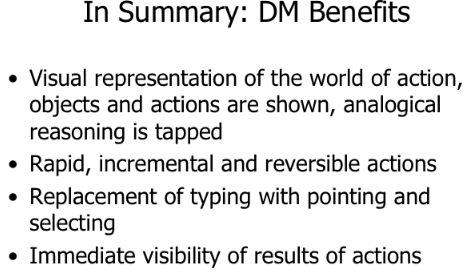
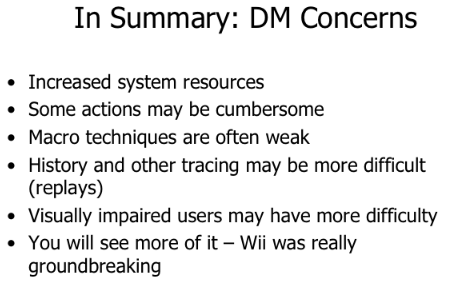


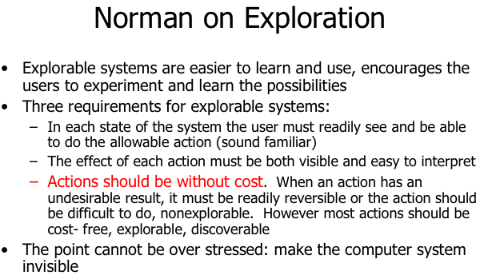
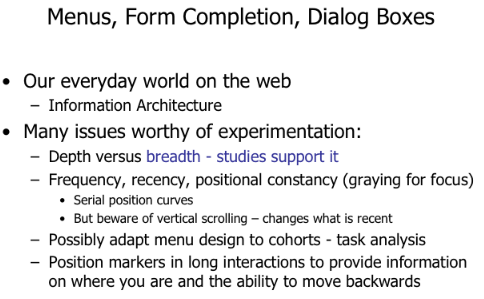
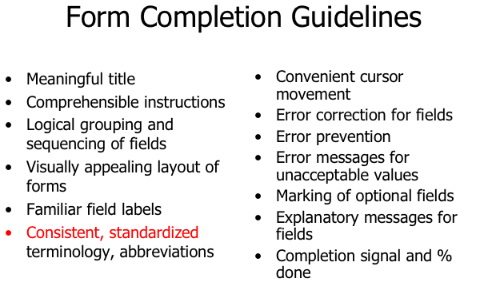
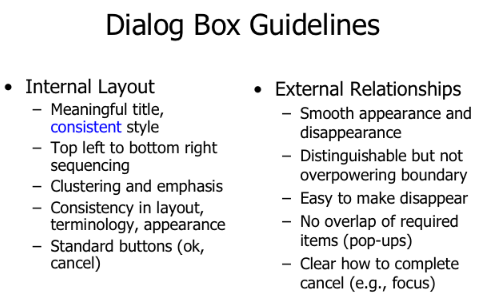


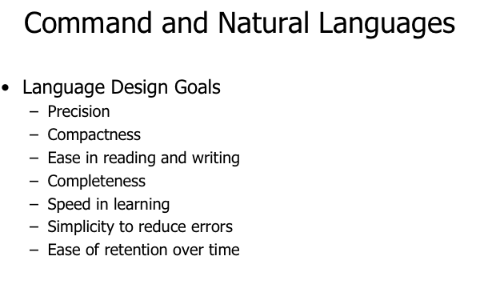
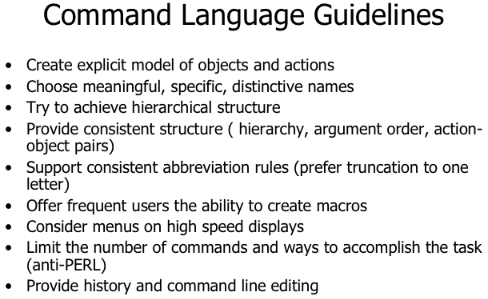
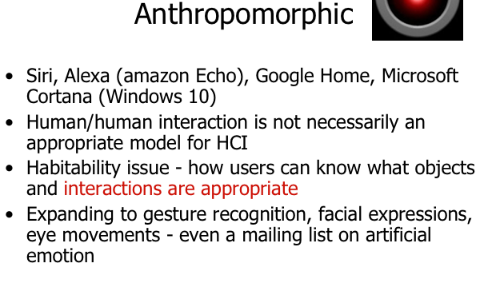
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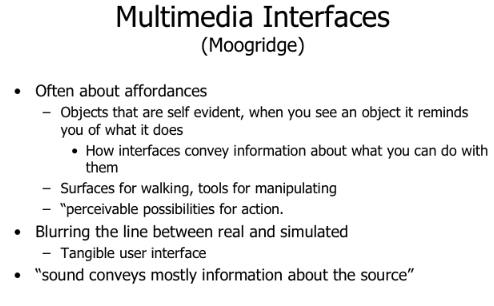










WEEK 7

