

# HCI ESCAPES

PLAY

QUIT

# SIGN IN

EMAIL

PASSWORD

[FORGOT PASSWORD?](#)

[SIGN UP](#)

[LOG IN](#)

[DEVELOPER MODE](#)

PLAYER MODE

HCI  
ESCAPES

START

BACK

# DEVELOPER MODE

EMAIL

PASSWORD

[FORGOT PASSWORD?](#)

SIGN UP

LOG IN

PLAYER MODE

DEVELOPER MODE

HCI  
ESCAPES

START

BACK

# SIGN UP

X

NAME

EMAIL

PASSWORD

DATE OF BIRTH

Select



SIGN UP

# DEV MODE SIGN UP

NAME

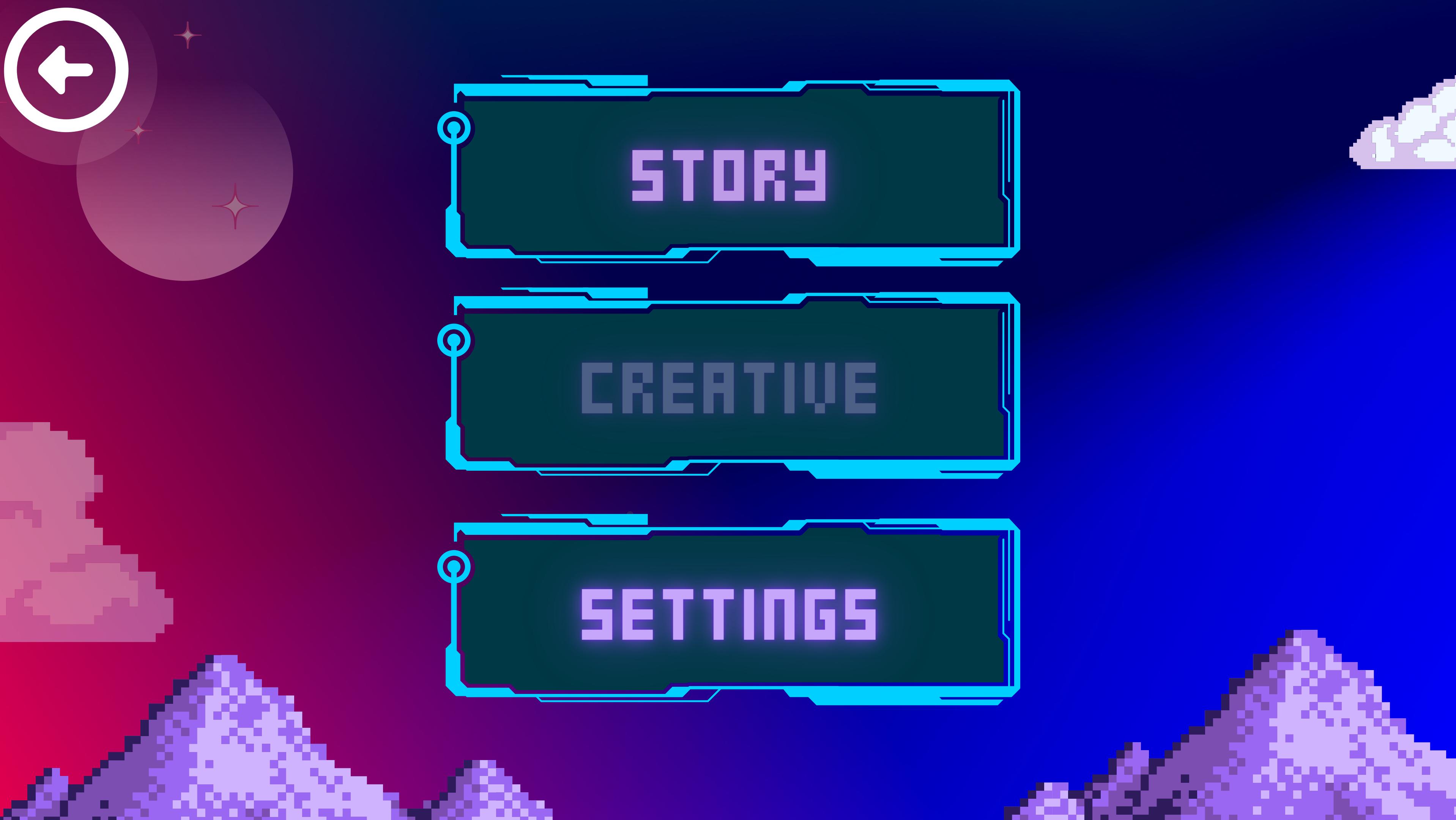
SCHOOL EMAIL

PASSWORD

PROFESSOR ID

CODE (SENT TO EMAIL)

[SIGN UP](#)



STORY

CREATIVE

SETTINGS

# SETTINGS

DISPLAY MODE

FULL SCREEN ▾

VOLUME



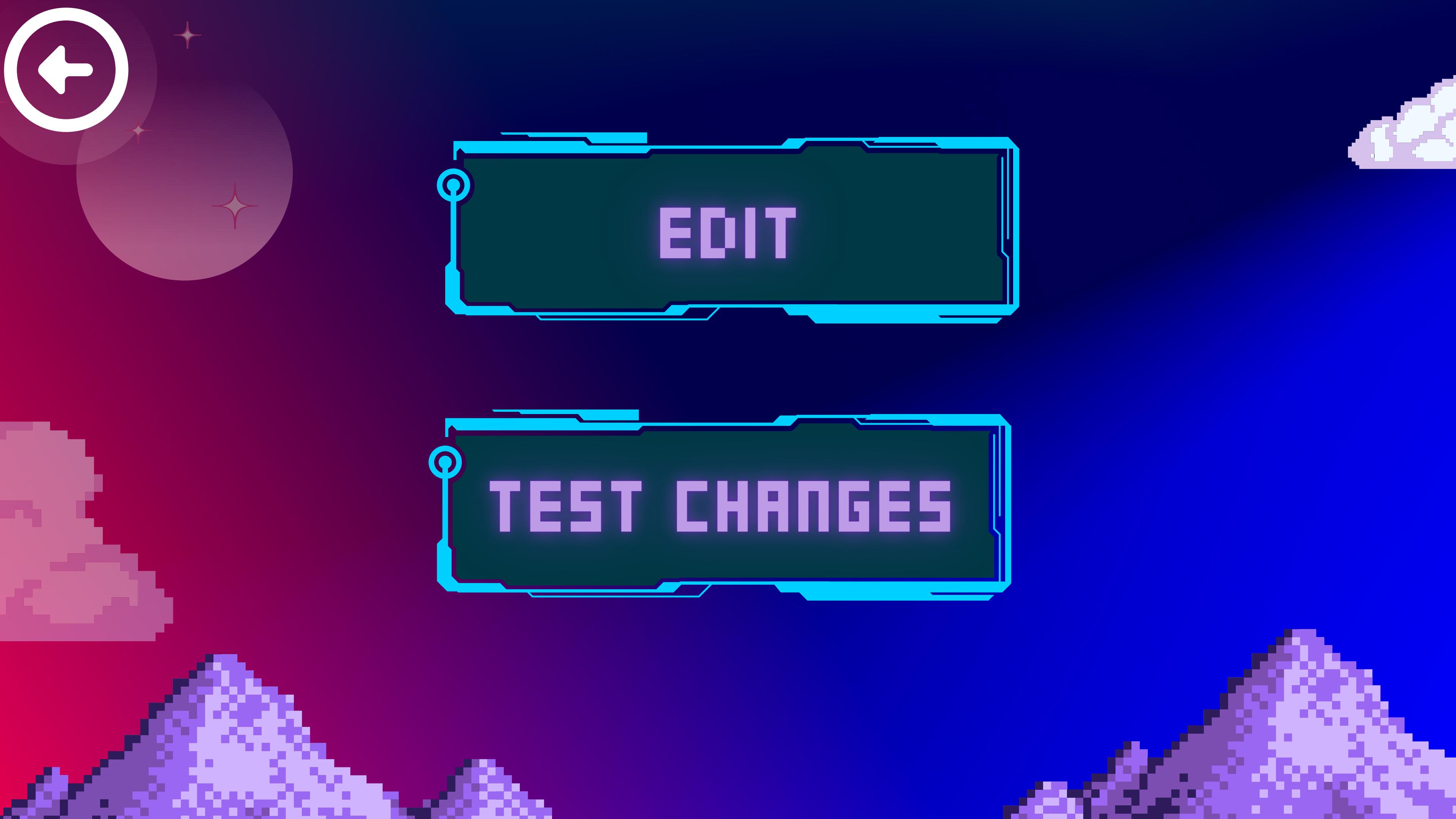
BACKGROUND MUSIC



SOUND EFFECTS



[BACK](#)



EDIT

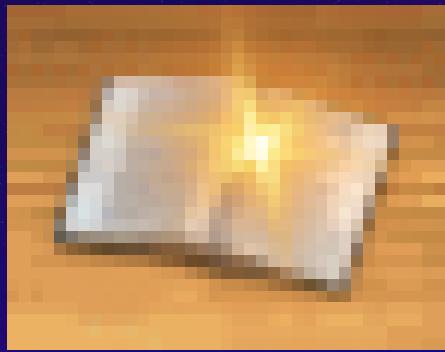
TEST CHANGES

YOU, A FAMOUS DETECTIVE, ARE HIRED BY THE  
PRINCIPAL OF (SCHOOL NAME) TO SOLVE THE  
MYSTERY OF THE SCHOOL'S RECENT MISSING  
OBJECTS, AND TO CATCH THE THIEF BEHIND THE  
ROBBERIES

CONTINUE

# TUTORIAL: HINTS

THERE WILL BE GLOWING BOOKS SCATTERED  
THROUGHOUT THE LEVEL WHICH WILL GIVE YOU  
HINTS ON THE LEVEL'S QUESTION. INTERACT WITH  
THEM TO SEE THE HINT TO THE QUESTION.



CONTINUE

# TUTORIAL: ITEMS

THERE WILL BE GLOWING INTERACTABLE ITEMS SCATTERED THROUGHOUT THE LEVEL WHICH YOU WILL NEED TO GET TO THE NEXT LEVEL. INTERACT WITH THEM TO OBTAIN THE ITEM.



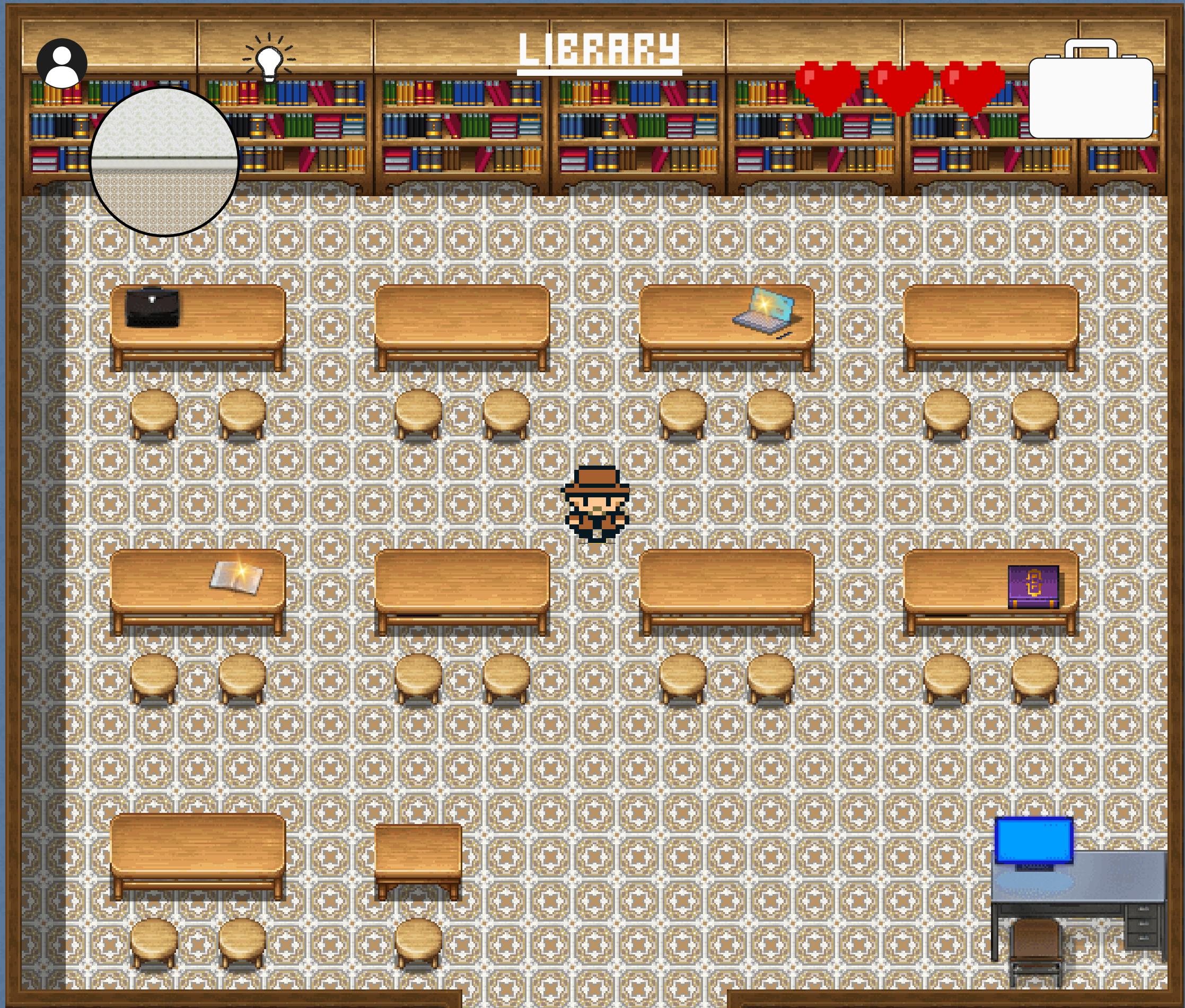
CONTINUE

# TUTORIAL: COMPUTERS

TO PROGRESS THROUGH THE LEVEL,  
KINDLY USE THE COMPUTER TO  
ANSWER THE LEVEL'S QUESTION



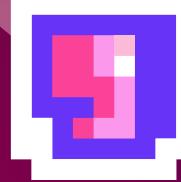
CONTINUE



YOU HAVE SUCCESSFULLY  
OBTAINED AN ITEM!



# QUESTION NUMBER 1



What is the main goal of interaction design?



- A. TO DO WHATEVER YOUR BOSS TOLD YOU EVEN WHEN IT'S DAMAGING THE PRODUCT.
- B. REDUCE THE NEGATIVE ASPECTS OF THE USER EXPERIENCE WHILE ENHANCING THE POSITIVE ONES.
- C. ALLOWING INNOVATORS TO ALWAYS INNOVATE THE PRODUCT EVEN WHEN IT CAUSES THE USER CONFUSION.

# HINT ON QUESTION 1

Interaction design objective is to make the product be as much as useful for the user.



**YOU HAVE ANSWERED  
INCORRECTLY!**

**YOU WILL BE DEDUCTED A HEART, PLEASE**

**TRY AGAIN**

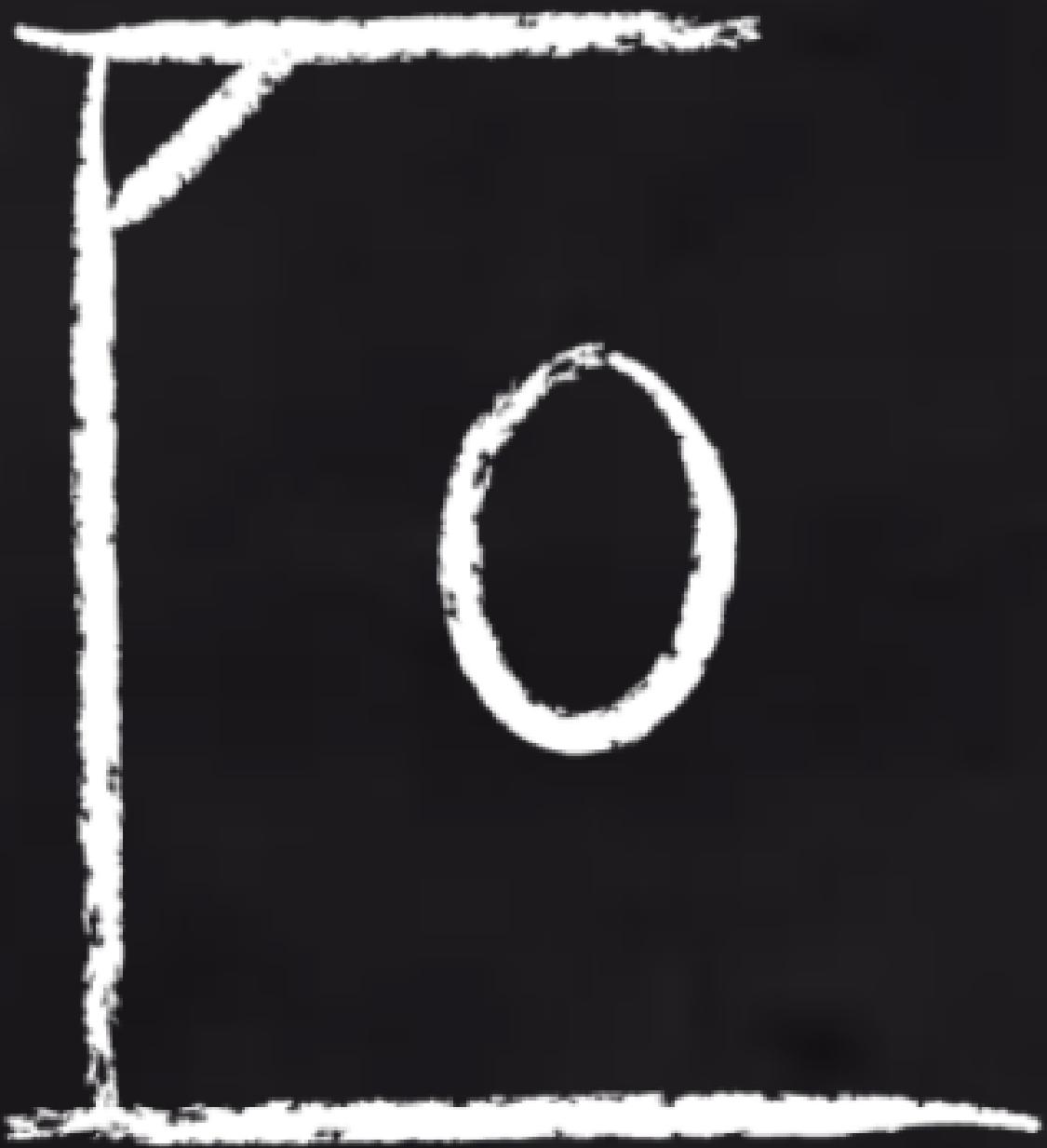


THE CORRECT ANSWER IS...

B.

REDUCE THE NEGATIVE ASPECTS OF THE USER EXPERIENCE  
WHILE ENHANCING THE POSITIVE ONES.





00:30

E

e

S

s



|          |         |
|----------|---------|
|          |         |
| RANKINGS |         |
| 1.       | LEO     |
| 2.       | CARL    |
| 3.       | NEORON  |
| 4.       | ADRIEL  |
| 5.       | EMMAN   |
| 6.       | JAMES   |
| 7.       | VINCENT |
| 8.       | RAFAEL  |
| 9.       | ZEKE    |
| 10.      | JOSH    |

# YOUR TIME



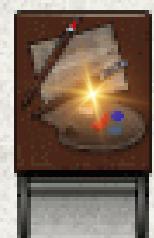
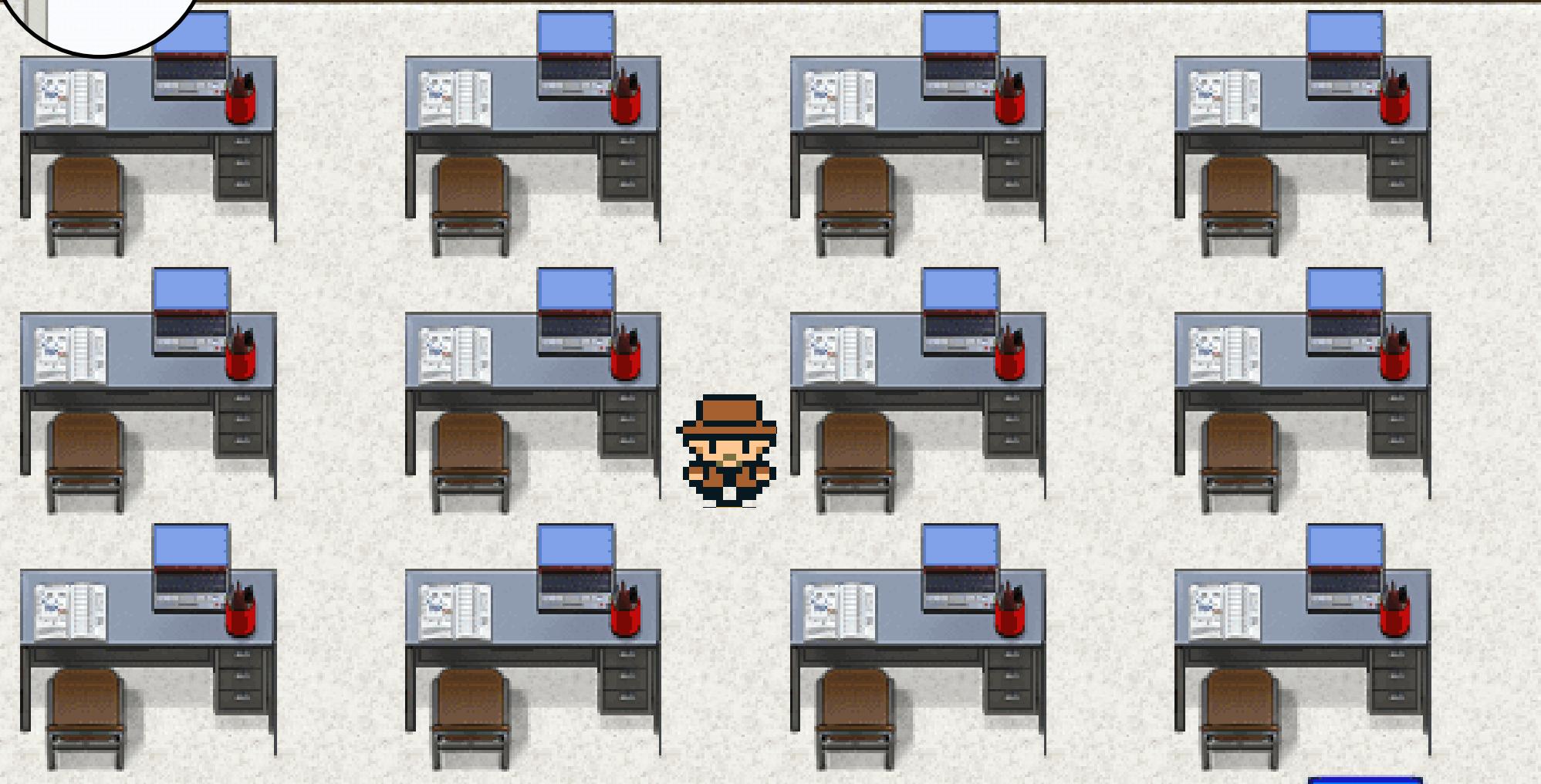
01:45



YOU ARE RANKED 13!

CONTINUE

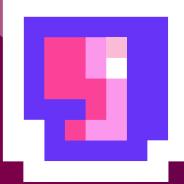
# COMPUTER LAB



YOU HAVE SUCCESSFULLY  
OBTAINED AN ITEM!



# QUESTION NUMBER 2



The user thinks they are interacting with a computer, but a developer is responding to output rather than the system.



A. USER INTERFACE

B. INTERACTION DESIGN

C. WIZARD-OF-OZ

# HINT ON QUESTION 2

Name of a Movie.



**YOU HAVE ANSWERED  
INCORRECTLY!**

**YOU WILL BE DEDUCTED A HEART, PLEASE**

**TRY AGAIN**



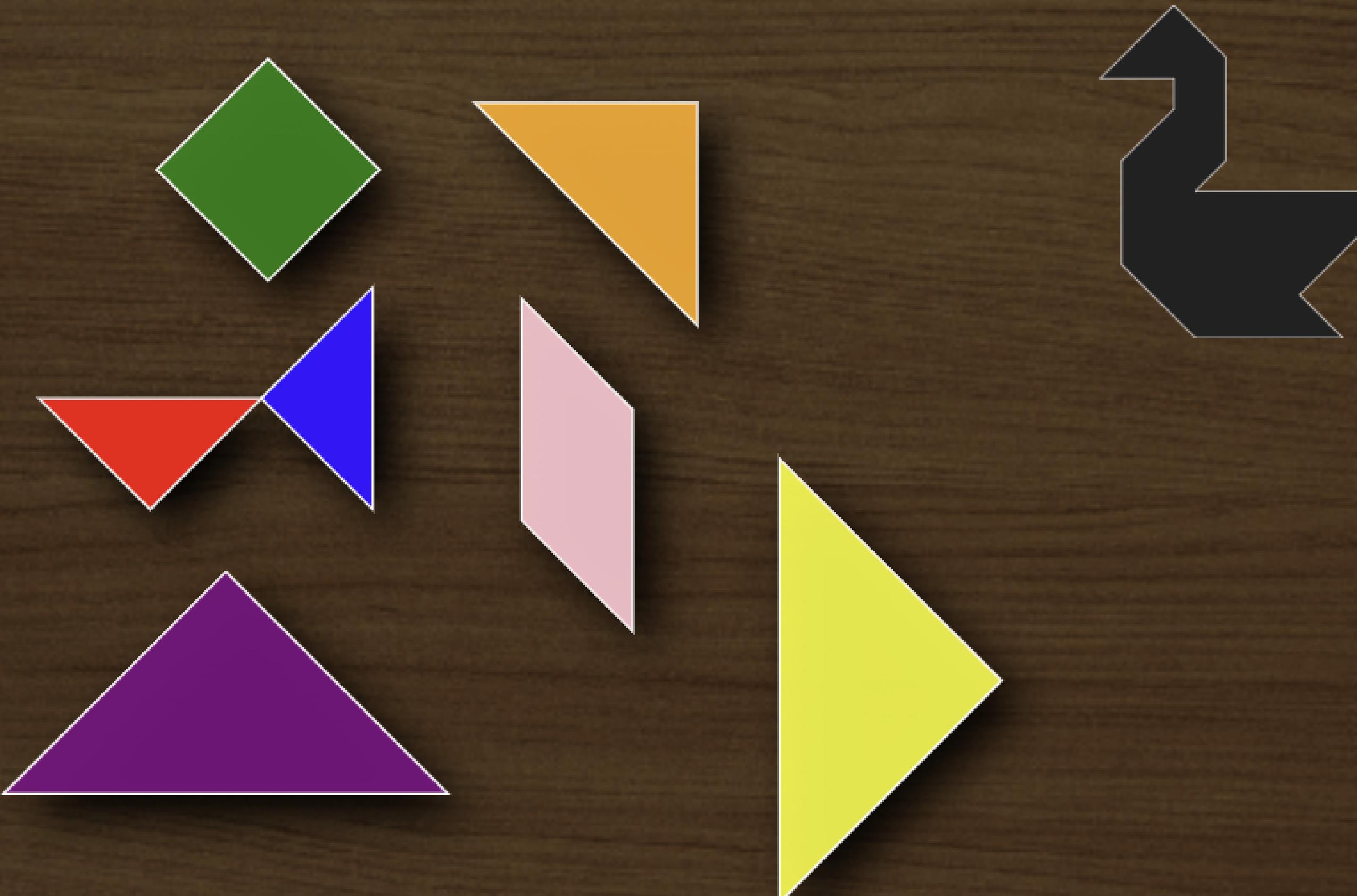
THE CORRECT ANSWER IS...

C .

WIZARD-OF-OZ



# Build a Swan



00:45



## RANKINGS

1. LEO
2. CARL
3. NEORON
4. ADRIEL
5. EMMAN
6. JAMES
7. VINCENT
8. RAFAEL
9. ZEKE
10. JOSH

# YOUR SCORE

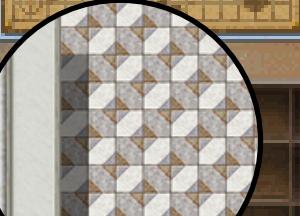
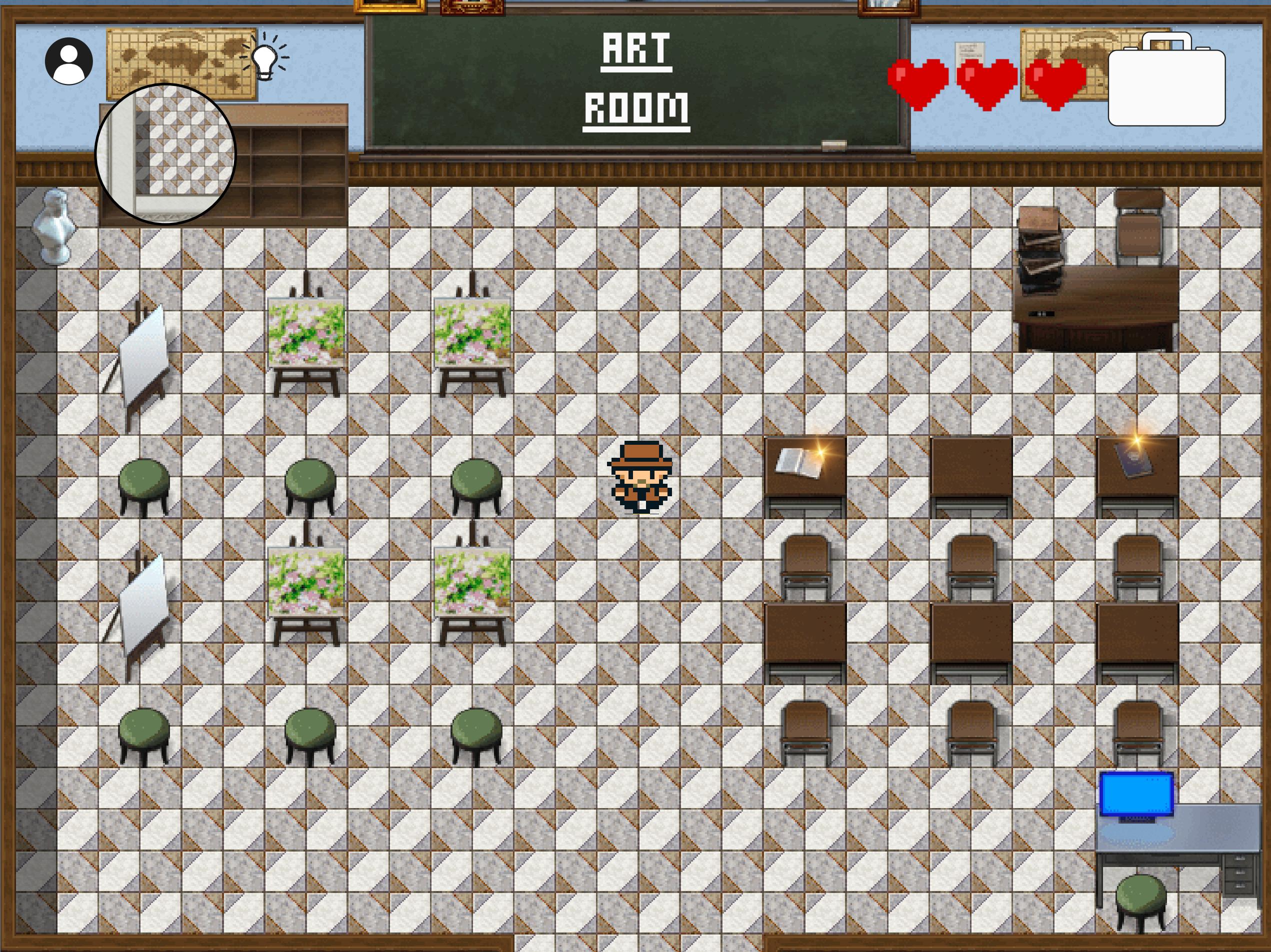


1:30

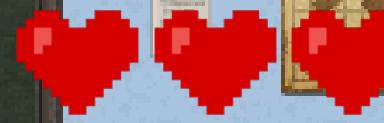


YOU ARE RANKED 13!

CONTINUE



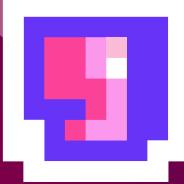
ART  
ROOM



YOU HAVE SUCCESSFULLY  
OBTAINED AN ITEM!



# QUESTION NUMBER 3



This is a small trial run of the main study. The aim is to make sure that the proposed method is viable.



A. PILOT STUDY

B. TRIAL STUDY

C. CASE STUDY

# HINT ON QUESTION 3

This study is flying a plane.



**YOU HAVE ANSWERED  
INCORRECTLY!**

**YOU WILL BE DEDUCTED A HEART, PLEASE**

**TRY AGAIN**



THE CORRECT ANSWER IS...

A.

PILOT STUDY



01 : 10



## RANKINGS

1. LEO
2. CARL
3. NEORON
4. ADRIEL
5. EMMAN
6. JAMES
7. VINCENT
8. RAFAEL
9. ZEKE
10. JOSH

# YOUR TIME

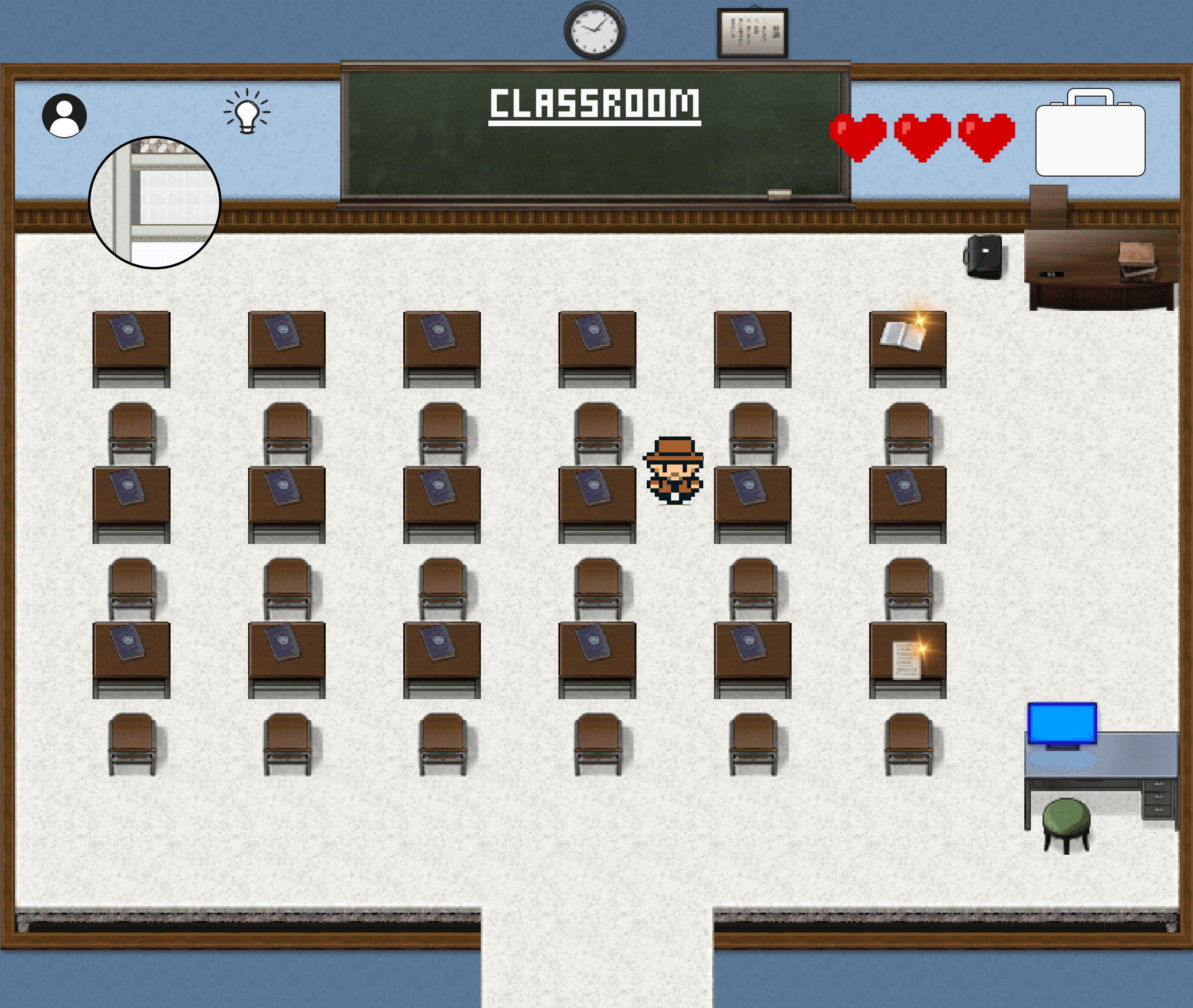


01:45

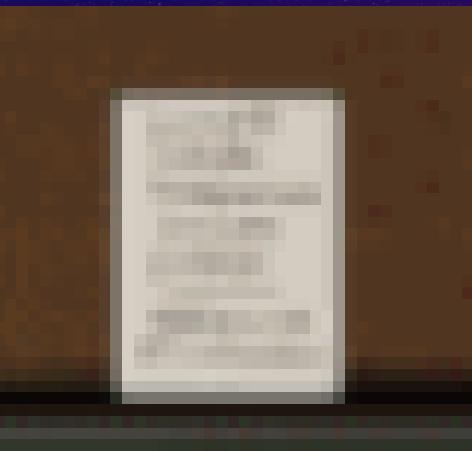


YOU ARE RANKED 13!

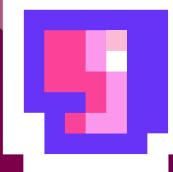
CONTINUE



YOU HAVE SUCCESSFULLY  
OBTAINED AN ITEM!



# QUESTION NUMBER 4



It is the process of determining the usability and acceptability of the product/design measured in terms of a variety of usability and user-experience criteria.



A. CLASSIFYING

B. OVERVIEW

C. EVALUATING

# HINT ON QUESTION 4

Criteria needs measurements



**YOU HAVE ANSWERED  
INCORRECTLY!**

**YOU WILL BE DEDUCTED A HEART, PLEASE**

**TRY AGAIN**



THE CORRECT ANSWER IS...

C.

EVALUATING



00 : 10



## RANKINGS

1. LEO
2. CARL
3. NEORON
4. ADRIEL
5. EMMAN
6. JAMES
7. VINCENT
8. RAFAEL
9. ZEKE
10. JOSH

# YOUR TIME

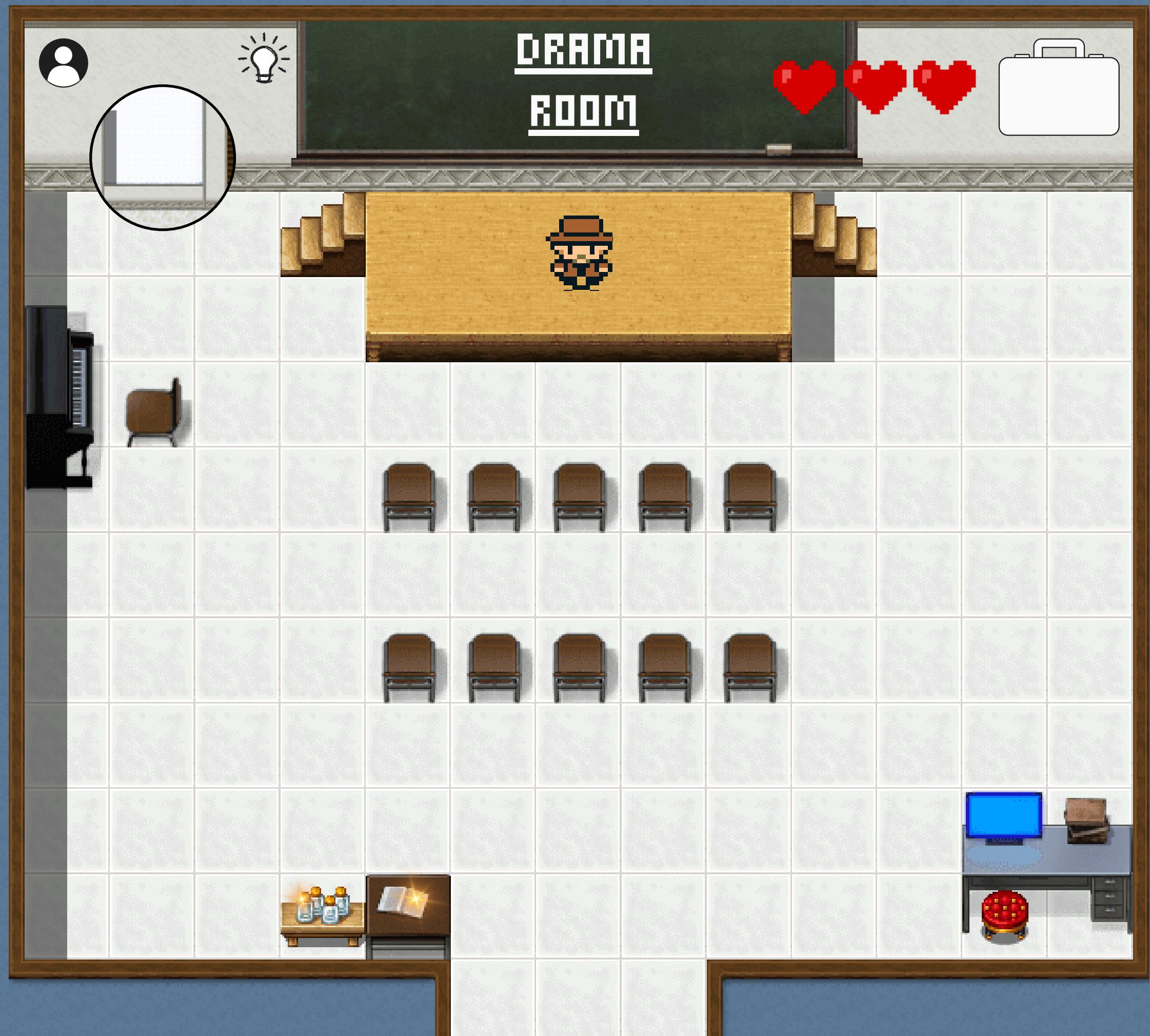


01:45



YOU ARE RANKED 13!

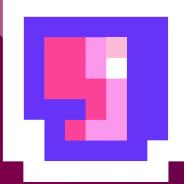
CONTINUE



YOU HAVE SUCCESSFULLY  
OBTAINED AN ITEM!



# QUESTION NUMBER 5



Which does not involve reflective cognition?



- A. MENTAL EFFORT
- B. DREAMS
- C. DECISION MAKING

# HINT ON QUESTION 5

Reflective cognition involves slow rational decisions.



**YOU HAVE ANSWERED  
INCORRECTLY!**

**YOU WILL BE DEDUCTED A HEART, PLEASE**

**TRY AGAIN**



THE CORRECT ANSWER IS...

B.

DREAMS



## ACROSS

1 Young parent doesn't have a problem, being doubly full of energy (7)

6 Lightbeam is intermittently ready (3)

7 Merchants retract point about dart (7)

8 Vibrate at high frequency: about 1000 (7)

12 Be allowed to spring? (3)

13 Wary of mixed-up trend (7)

## DOWN

1 Upended containers hint at break in race (3,4)

2 Part of longer age! (3)

3 Initially, Ted Danson gets around a little bit (3)

4 Stare at heart of storm (3)

5 One not counted among the loudest and most inquisitive (7)

9 Skinless thighbone of large bird (3)

10 Made almost insane (3)

11 At first, you'd be about to give word of departure (3)

**SCORE : 0 0 0 0**

|    |  |    |    |    |  |   |
|----|--|----|----|----|--|---|
| 1  |  | 2  | 3  | 4  |  | 5 |
|    |  | 6  |    |    |  |   |
| 7  |  |    |    |    |  |   |
|    |  |    |    |    |  |   |
| 8  |  | 9  | 10 | 11 |  |   |
|    |  | 12 |    |    |  |   |
| 13 |  |    |    |    |  |   |

## RANKINGS

1. LEO
2. CARL
3. NEORON
4. ADRIEL
5. EMMAN
6. JAMES
7. VINCENT
8. RAFAEL
9. ZEKE
10. JOSH

# YOUR TIME



01:45



YOU ARE RANKED 13!

CONTINUE

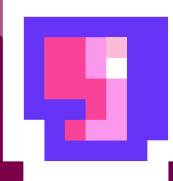
# SCIENCE ROOM



YOU HAVE SUCCESSFULLY  
OBTAINED AN ITEM!



# QUESTION NUMBER 6



Why should one use prototype?



- A. PROTOTYPES ENCOURAGE REFLECTION.
- B. TO PROVIDE THE USER AN EXAMPLE.
- C. PROTOTYPES WILL PROVIDE THE FINAL VERSION OF THE PRODUCT.

# HINT ON QUESTION 6

Prototype provide study and example for its developer.



**YOU HAVE ANSWERED  
INCORRECTLY!**

**YOU WILL BE DEDUCTED A HEART, PLEASE**

**TRY AGAIN**



THE CORRECT ANSWER IS...

B.

TO PROVIDE THE USER AN EXAMPLE.





00:10

AMID  
APPROACH  
BAYS  
BEET  
BITTEREST  
EFFICIENTLY  
ESPIES  
ESPOUSE  
FATE  
FATTENS  
GUESSER  
GUTSY  
GYMS  
HIDEBOUND  
HINT  
ISLE  
KILLJOYS  
KILOHERTZES  
KINGFISHERS  
KINKED  
LEAF  
~~LURIDNESS~~

S L O K H C X E R O G R A P H Y  
S A M U I K I N G F I S H E R S  
E N T U N L A W B A Y S C R E T  
N O E S T F O S W O M L A B S U  
D Z L T E T U H J L L U O E S G  
I S S S T I F L E A Q S R E E H  
R E I U O A L A F R A E P T U I  
U T P S O I F T I I T F P O G D  
L O Z E K I I O R T L Z A R U E  
E M F A G P V T I O V L E T S B  
S E L T R Y M B E S P I E S E O  
D E K N I K M U O R A M I D F U  
D E P M U R E S U O P S E Y U N  
G Z Y L T N E I C I F F E E L D

## RANKINGS

1. LEO
2. CARL
3. NEORON
4. ADRIEL
5. EMMAN
6. JAMES
7. VINCENT
8. RAFAEL
9. ZEKE
10. JOSH

# YOUR TIME



01:45



YOU ARE RANKED 13!

CONTINUE



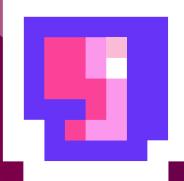
# MUSIC ROOM



YOU HAVE SUCCESSFULLY  
OBTAINED AN ITEM!



# QUESTION NUMBER 7



This type of sampling technique has access to all members of target population.



A. PROBABILITY SAMPLING

B. SATURATION SAMPLING

C. NON-PROBABILITY

# HINT ON QUESTION 7

Probability will choose only proportion of population.



**YOU HAVE ANSWERED  
INCORRECTLY!**

**YOU WILL BE DEDUCTED A HEART, PLEASE**

**TRY AGAIN**



THE CORRECT ANSWER IS...

B.

SATURATION SAMPLING





00:10

|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| 7 | 5 | 2 |   | 3 | 1 |   |   |
| 3 |   | 6 | 5 |   | 9 | 8 | 2 |
| 4 | 8 | 9 |   |   | 5 | 1 | 3 |
|   | 8 |   | 5 |   | 4 | 6 | 9 |
|   |   | 3 |   | 2 |   | 8 | 1 |
| 6 |   | 2 |   |   |   |   | 5 |
|   | 7 | 3 |   |   |   |   | 6 |
|   | 4 |   | 7 |   | 1 |   |   |
|   | 5 |   | 2 | 8 |   | 4 |   |

## RANKINGS

1. LEO
2. CARL
3. NEORON
4. ADRIEL
5. EMMAN
6. JAMES
7. VINCENT
8. RAFAEL
9. ZEKE
10. JOSH

# YOUR TIME

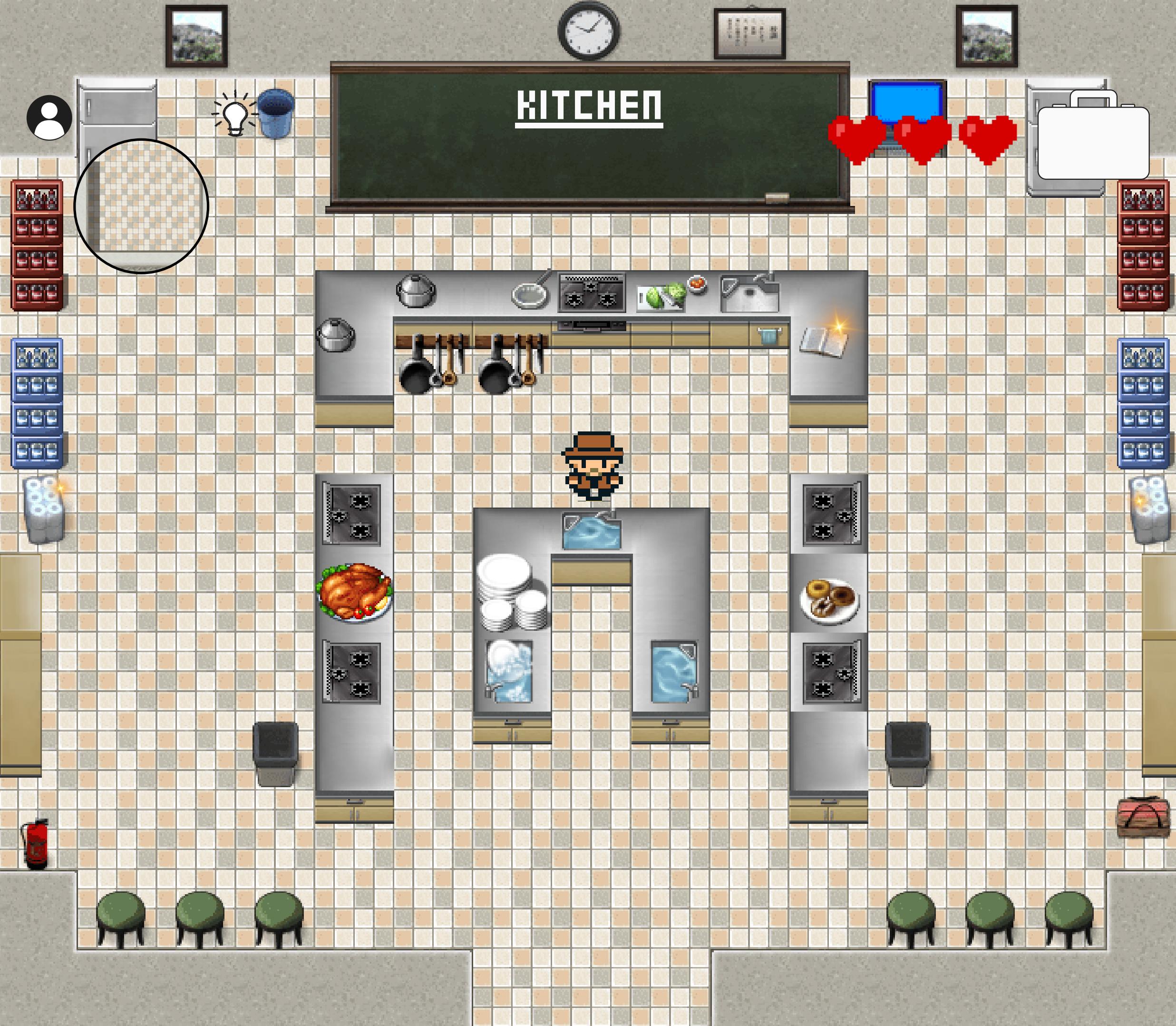


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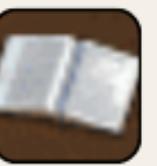
YOU ARE RANKED 13!

CONTINUE





INVENTORY



## DONUTS

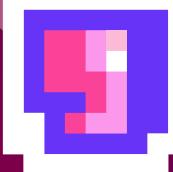


A donut, also called doughnut, is a kind of fried dough confectionery. Donuts are typically ring shaped with a hole in the middle. Bakers also make oval shaped donuts, which are often filled with custards or fruit preserves.

YOU HAVE SUCCESSFULLY  
OBTAINED AN ITEM!



# QUESTION NUMBER 8



It refers to the data collection and analysis activities necessary to characterize the users, their task, and the context of use before product development begins.



- A. USER JOURNEY
- B. USER ATTENTION
- C. USER RESEARCH

# HINT ON QUESTION 8

Development is where the testing begin meaning we need to conduct \_\_\_\_.



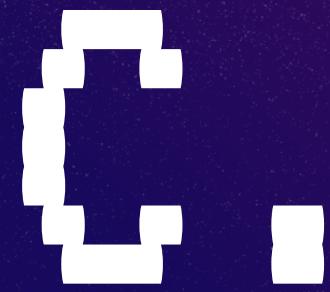
**YOU HAVE ANSWERED  
INCORRECTLY!**

**YOU WILL BE DEDUCTED A HEART, PLEASE**

**TRY AGAIN**



THE CORRECT ANSWER IS...



USER RESEARCH



# Wordle

D R E A M



00:10

Q W E R T Y U I O P

A S D F G H J K L

ENTER

Z

X

C

V

B

N

M



## RANKINGS

1. LEO
2. CARL
3. NEORON
4. ADRIEL
5. EMMAN
6. JAMES
7. VINCENT
8. RAFAEL
9. ZEKE
10. JOSH

# YOUR TIME

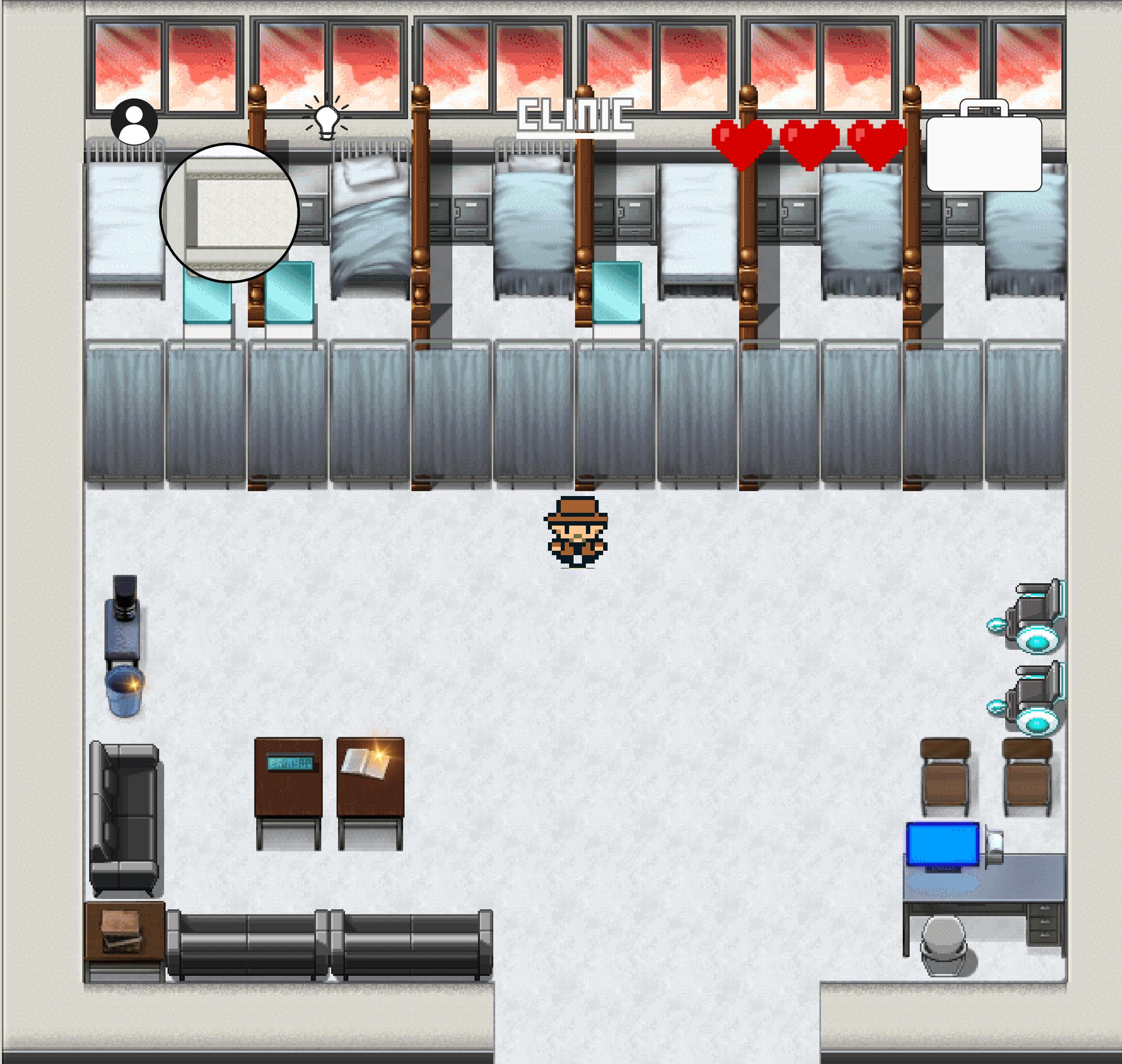


01:45



YOU ARE RANKED 13!

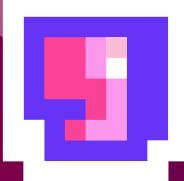
CONTINUE



YOU HAVE SUCCESSFULLY  
OBTAINED AN ITEM!



# QUESTION NUMBER 9



Requirements arise from an understanding of the users -----



A. LIKE

B. WANTS

C. NEEDS

# HINT ON QUESTION 9

The focus of requirements will always be based on what can help the users the most.



**YOU HAVE ANSWERED  
INCORRECTLY!**

**YOU WILL BE DEDUCTED A HEART, PLEASE**

**TRY AGAIN**



THE CORRECT ANSWER IS...

C .

NEEDS

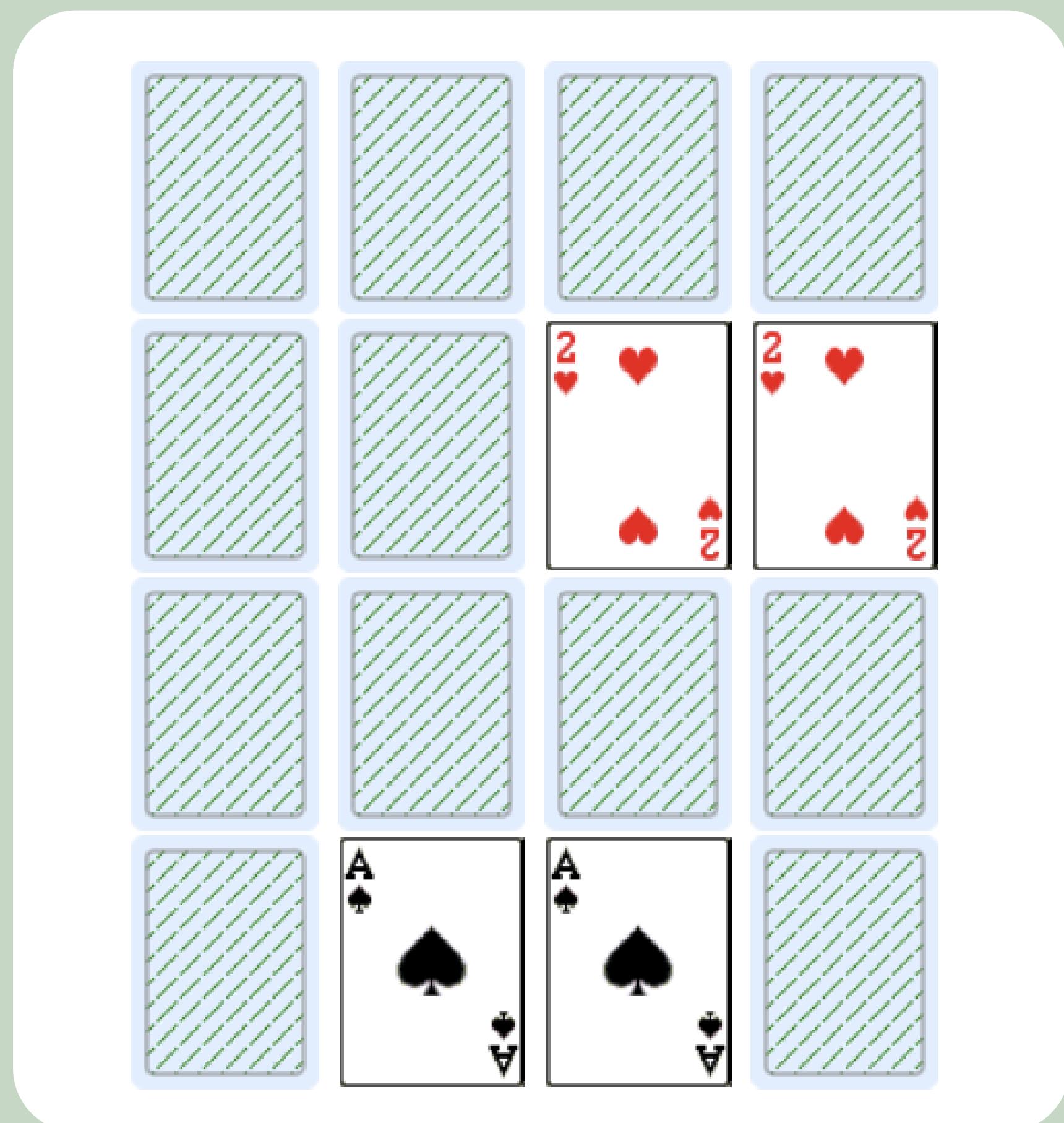


00:10



## RANKINGS

1. LEO
2. CARL
3. NEORON
4. ADRIEL
5. EMMAN
6. JAMES
7. VINCENT
8. RAFAEL
9. ZEKE
10. JOSH



# YOUR TIME

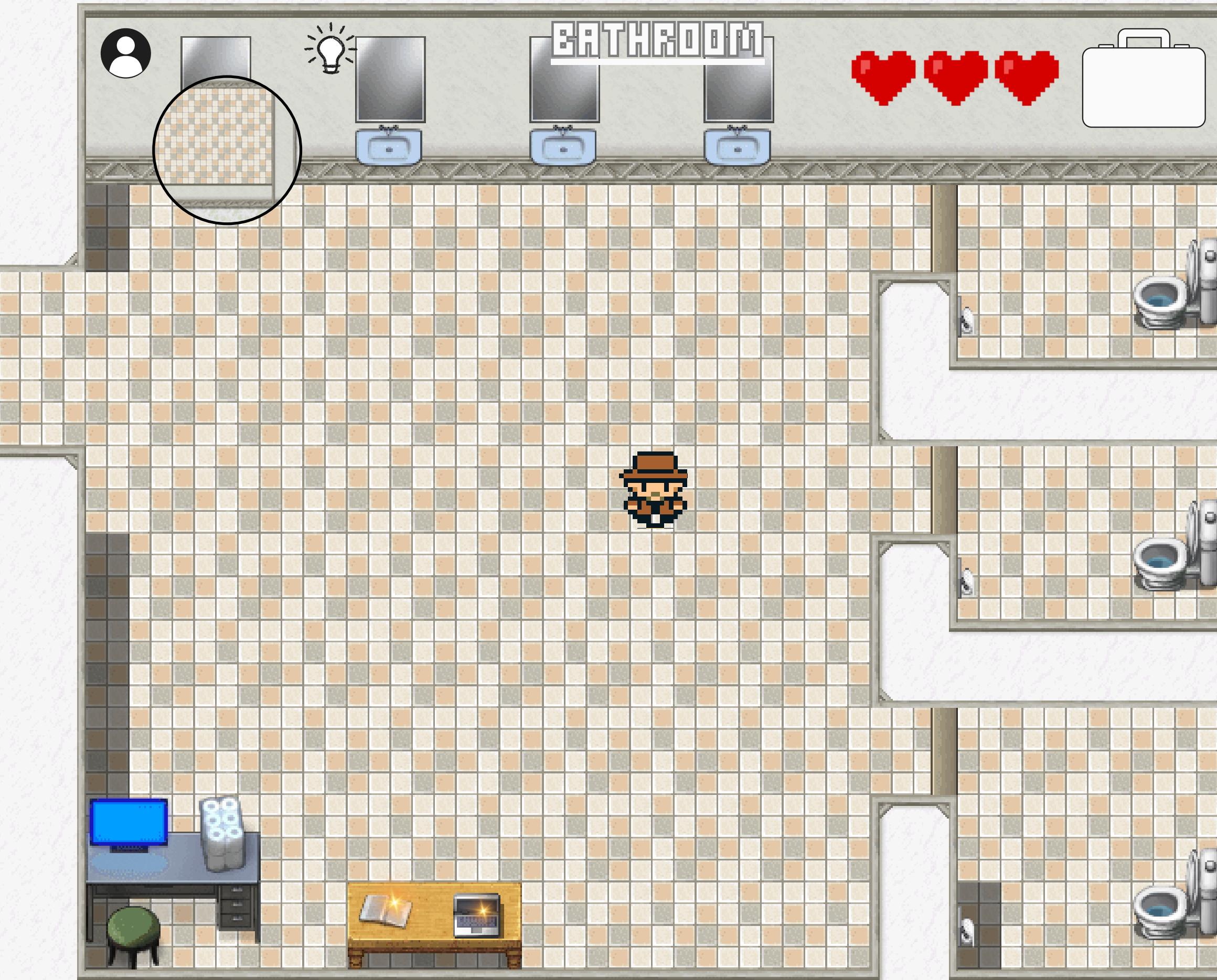


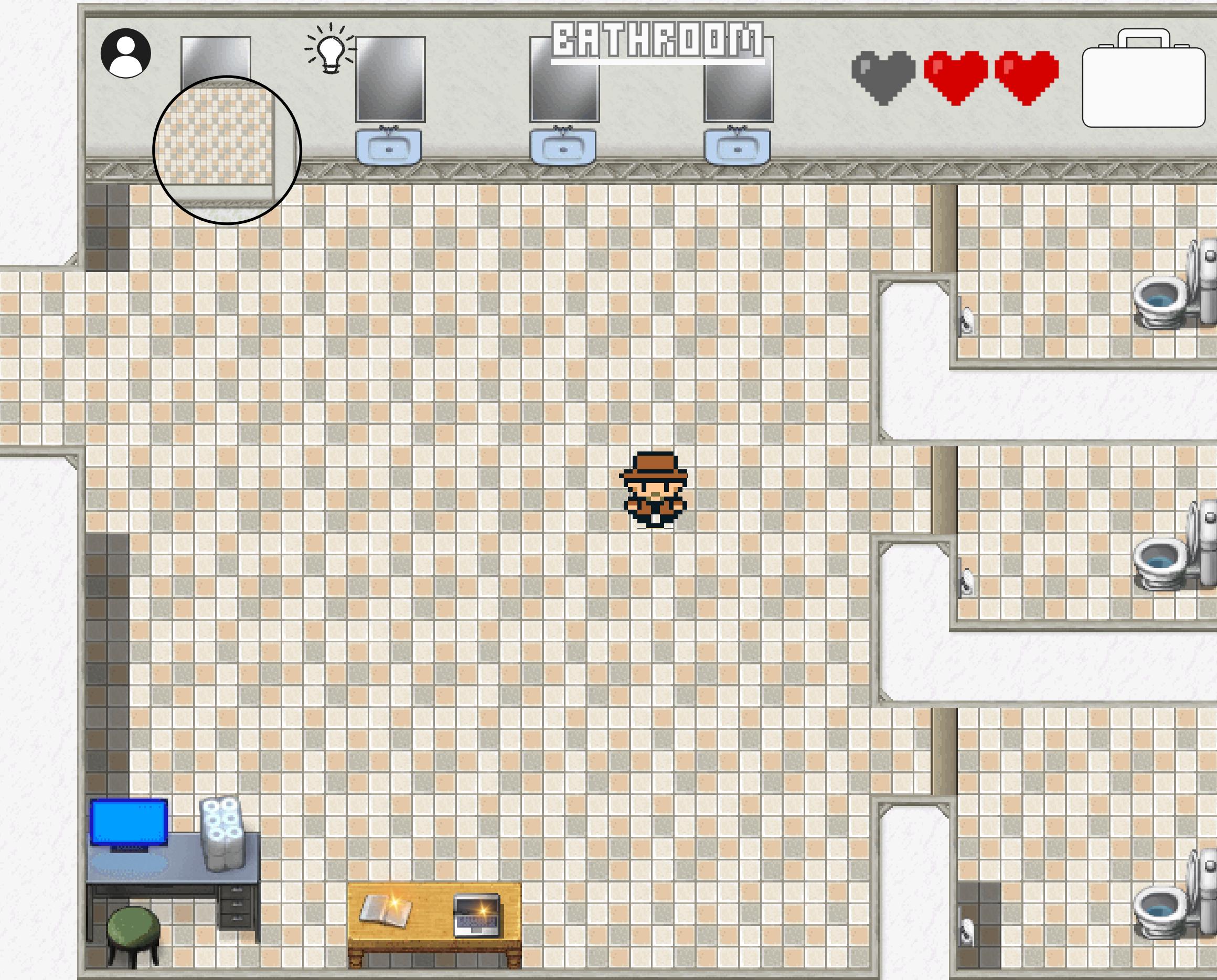
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YOU ARE RANKED 13!

CONTINUE

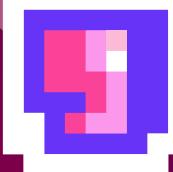




YOU HAVE SUCCESSFULLY  
OBTAINED AN ITEM!



# QUESTION NUMBER 10



If a user complains that the phone case you designed is rugged and has an uneven surface but very durable, which parts of the phone case will you improve?



- A. DESIGN IT TO BE MORE DURABLE SINCE DURABILITY IS THE NEED OF EVERY PHONE.
- B. DESIGN IT TO BE SMOOTHER AND SILKIER WITHOUT REDUCING THE DURABILITY.
- C. DON'T DO ANYTHING SINCE THE USER IS NONE OF YOUR CONCERN.

# HINT ON QUESTION 10

Improve on what makes the user more comfortable and reliable.



**YOU HAVE ANSWERED  
INCORRECTLY!**

**YOU WILL BE DEDUCTED A HEART, PLEASE**

**TRY AGAIN**



THE CORRECT ANSWER IS...

B.

DESIGN IT TO BE SMOOTHER AND SILKIER WITHOUT  
REDUCING THE DURABILITY.



00:10

THE MORE YOU TAKE,  
THE MORE YOU LEAVE  
BEHIND. WHAT AM I?



## RANKINGS

1. LEO
2. CARL
3. NEORON
4. ADRIEL
5. EMMAN
6. JAMES
7. VINCENT
8. RAFAEL
9. ZEKE
10. JOSH

# YOUR TIME



01:45



YOU ARE RANKED 13!

CONTINUE

# PRINCIPAL'S OFFICE



YOU HAVE OBTAINED ALL THE ITEMS  
AND CLUES THAT THE THIEF LEFT  
BEHIND, AND USING YOUR DEDUCTION  
SKILLS, YOU HAVE FOUND THAT THE  
MASTERMIND BEHIND THE STEALINGS  
IS...

CONTINUE

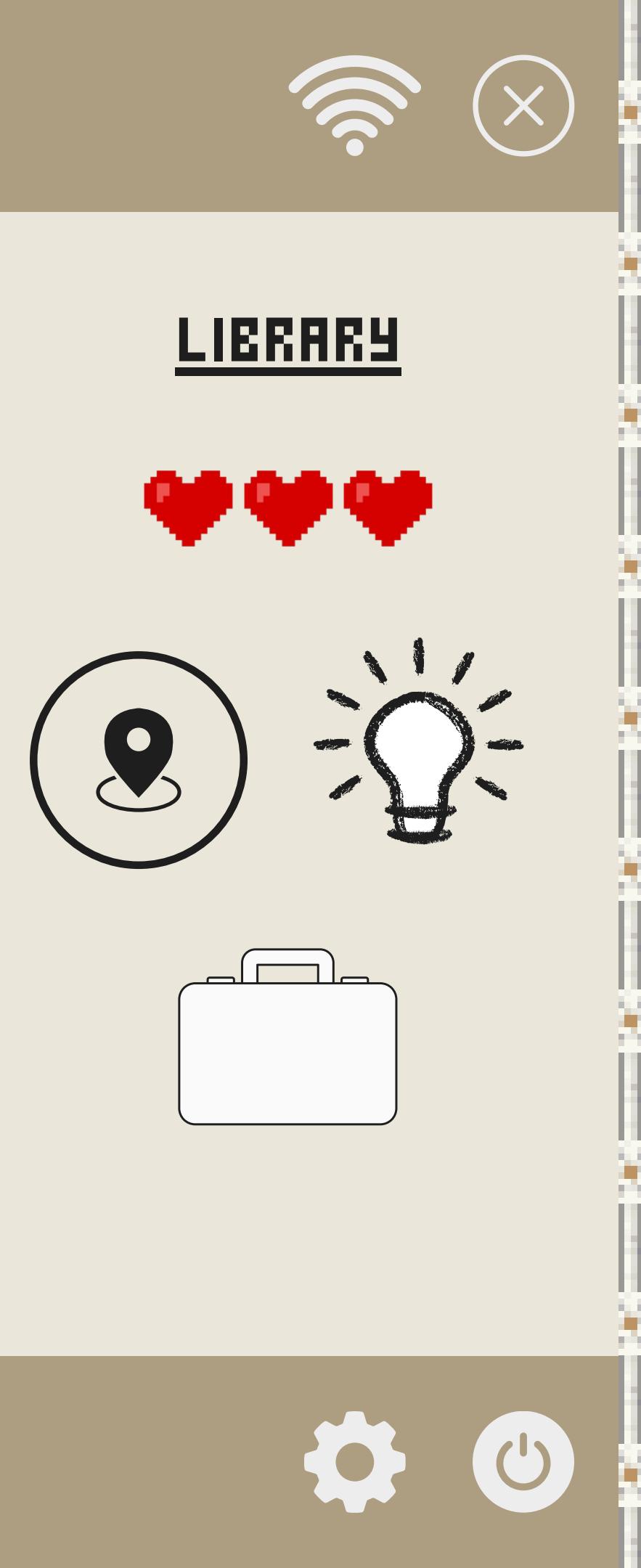
THE THIEF IS

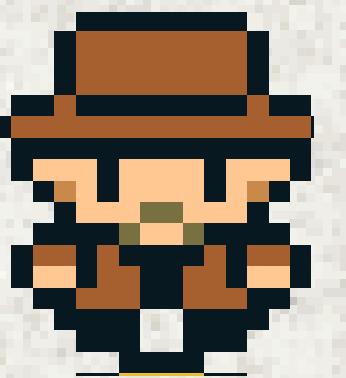
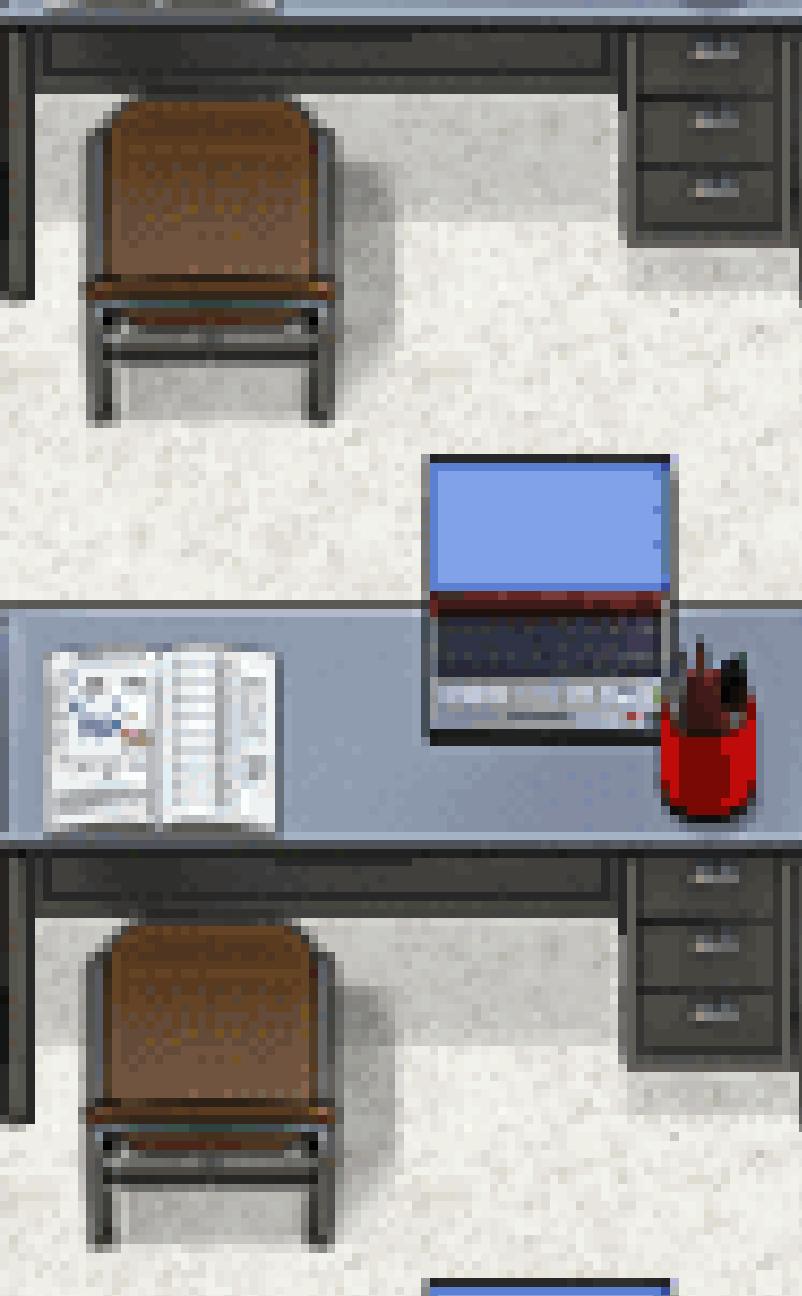


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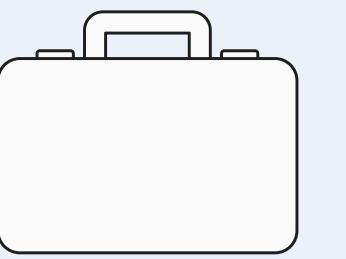
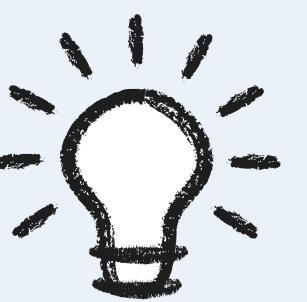
# GAME OVER

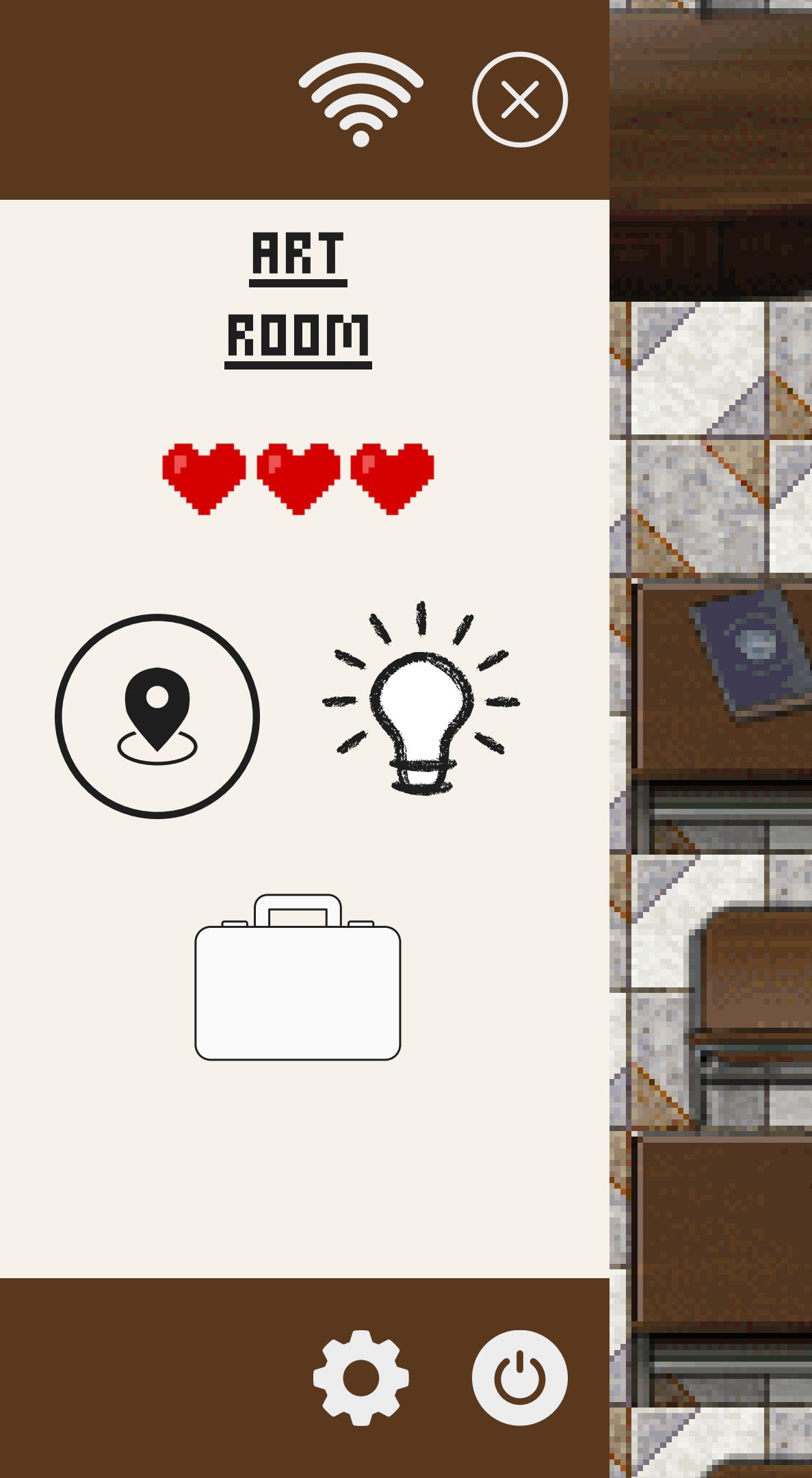
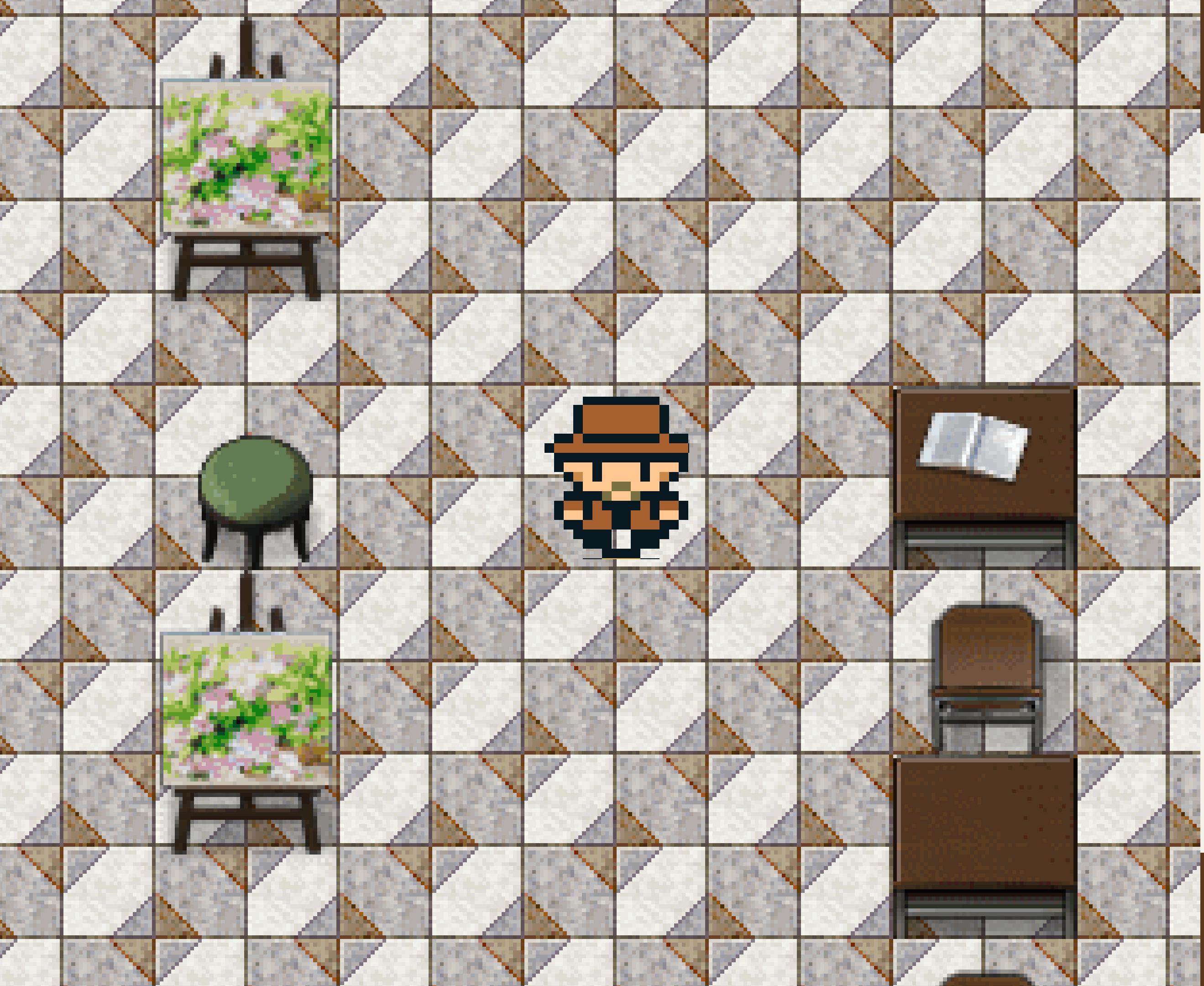
YOU HAVE RUN OUT OF  
HEARTS, GOING BACK TO  
YOUR LAST SAVED POINT





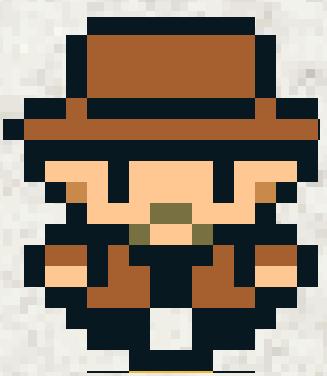
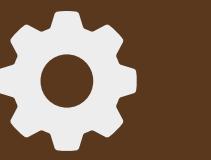
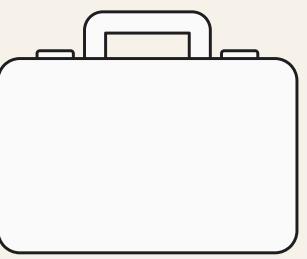
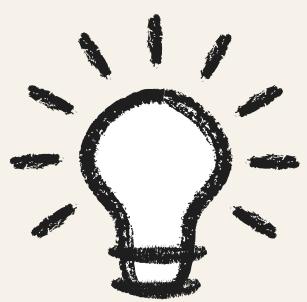
## COMPUTER LAB





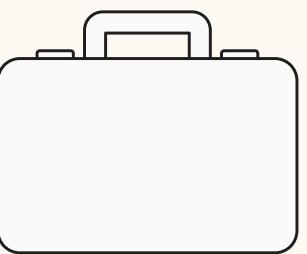


## CLASSROOM



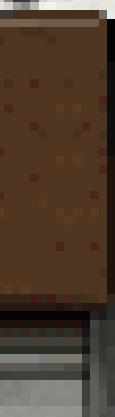
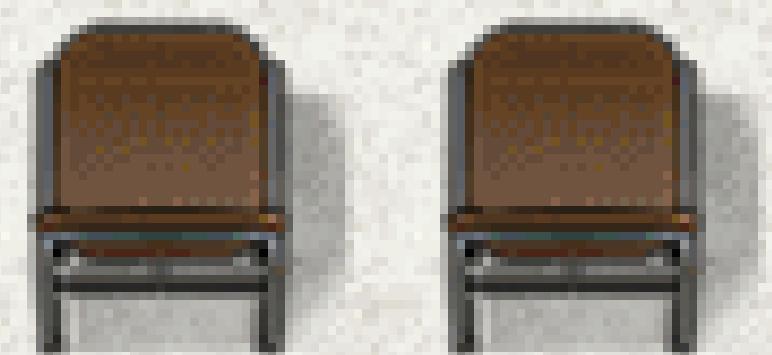
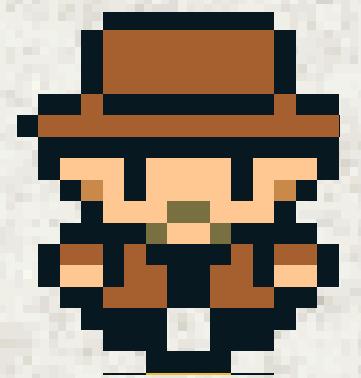
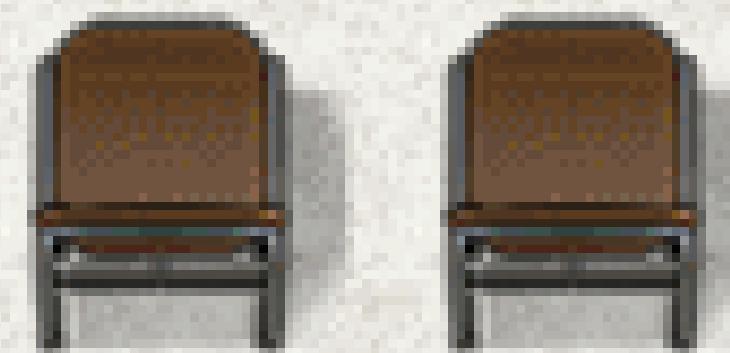
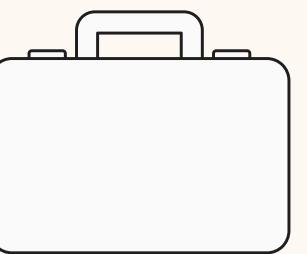
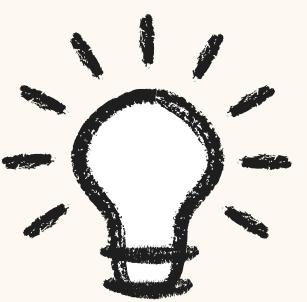


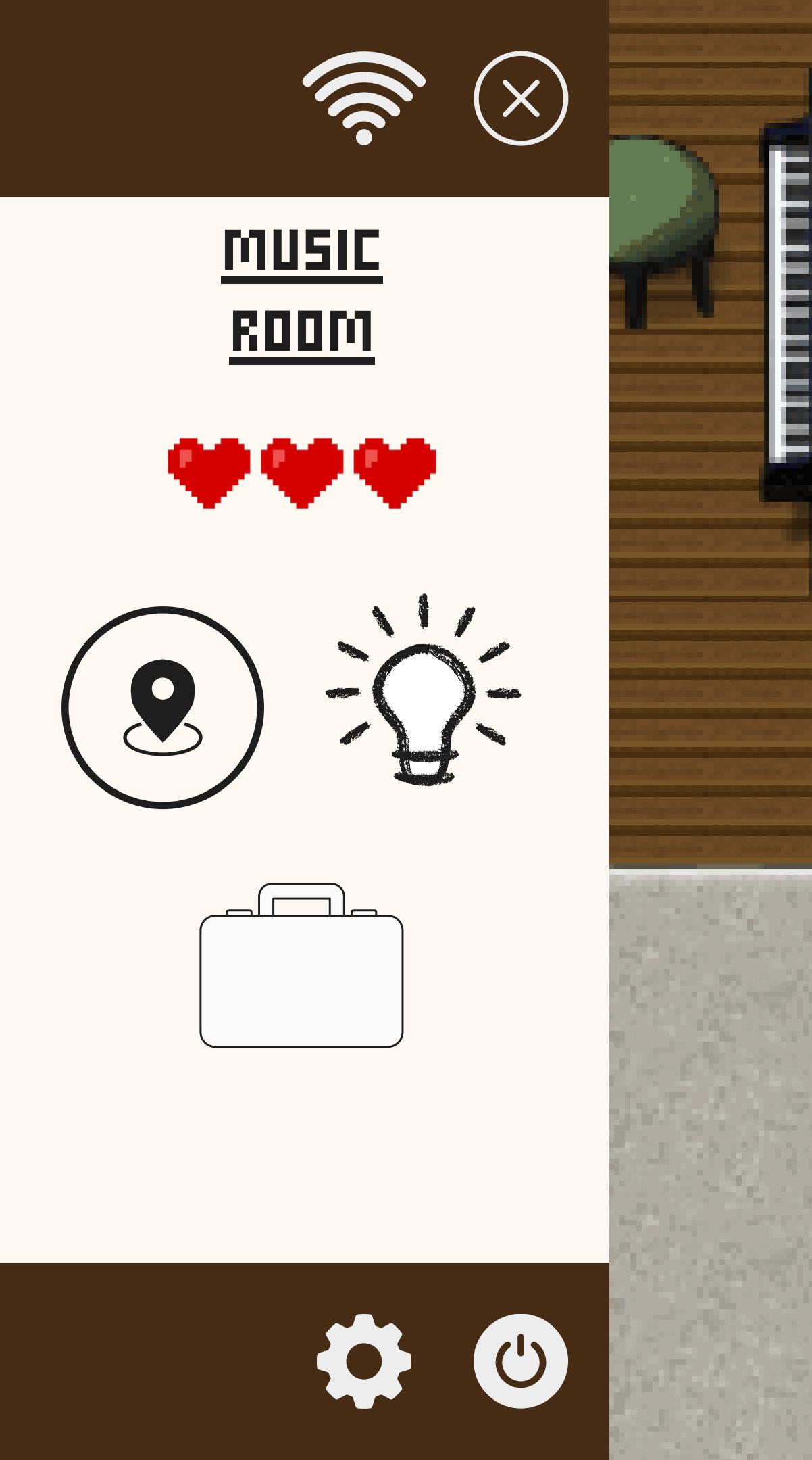
## Drama Room





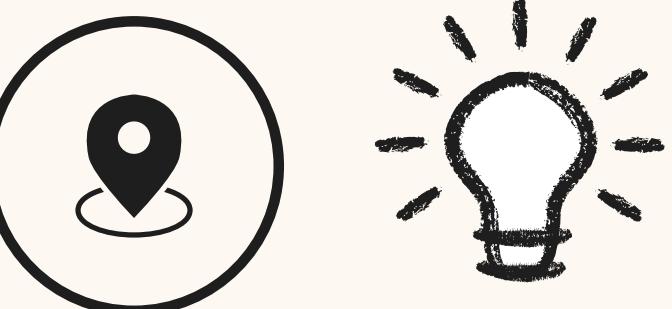
## SCIENCE ROOM





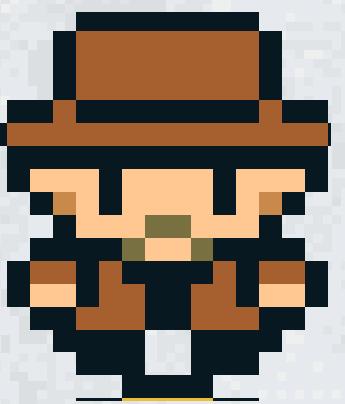
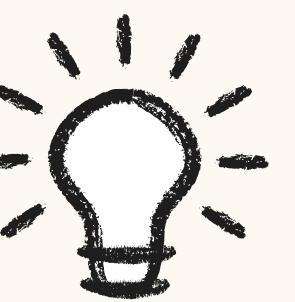


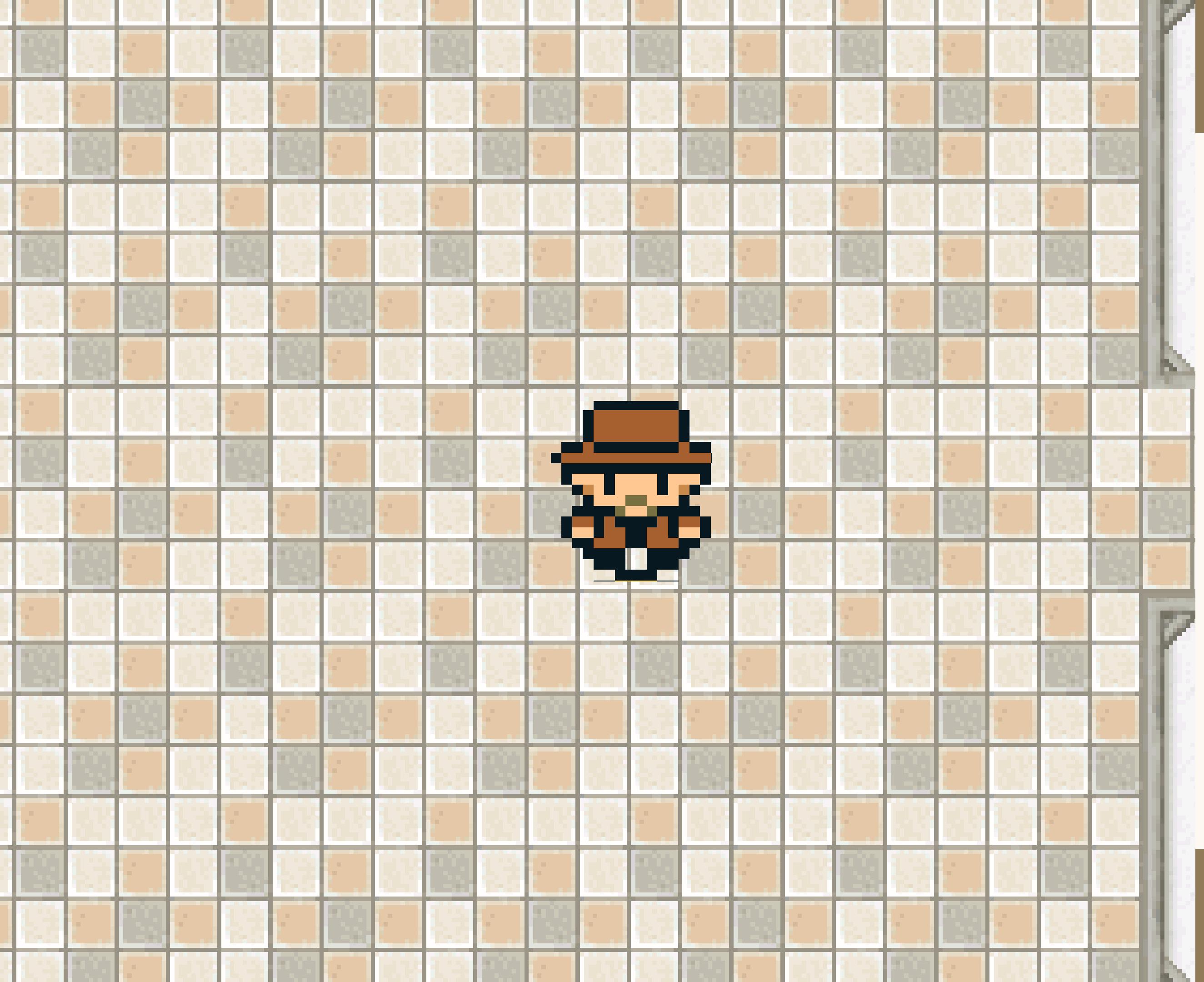
# KITCHEN ROOM



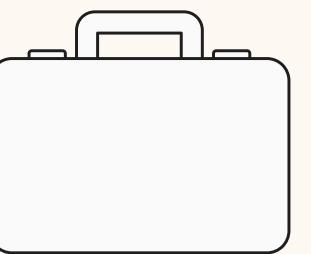
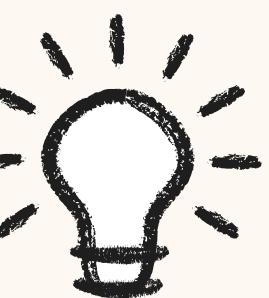


**CLINIC**





## BATHROOM





# MAIN MAP

LIBRARY

COMPUTER ROOM

ART ROOM

CLASSROOM

DRAMA ROOM

SCIENCE ROOM

MUSIC ROOM

KITCHEN ROOM

CLINIC

BATHROOM

PRINCIPAL'S OFFICE





# LIBRARY

LIBRARY

COMPUTER ROOM

ART ROOM

CLASSROOM

DRAMA ROOM

SCIENCE ROOM

MUSIC ROOM

KITCHEN ROOM

CLINIC

BATHROOM

PRINCIPAL'S OFFICE





# **COMPUTER ROOM**

**LIBRARY**

**COMPUTER ROOM**

**ART ROOM**

**CLASSROOM**

**DRAMA ROOM**

**SCIENCE ROOM**

**MUSIC ROOM**

**KITCHEN ROOM**

**CLINIC**

**BATHROOM**

**PRINCIPAL'S OFFICE**





## ART ROOM

LIBRARY

COMPUTER ROOM

ART ROOM

CLASSROOM

DRAMA ROOM

SCIENCE ROOM

MUSIC ROOM

KITCHEN ROOM

CLINIC

BATHROOM

PRINCIPAL'S OFFICE





# **CLASSROOM**

**LIBRARY**

**COMPUTER ROOM**

**ART ROOM**

**CLASSROOM**

**DRAMA ROOM**

**SCIENCE ROOM**

**MUSIC ROOM**

**KITCHEN ROOM**

**CLINIC**

**BATHROOM**

**PRINCIPAL'S OFFICE**



## DRAMA ROOM

LIBRARY

COMPUTER ROOM

ART ROOM

CLASSROOM

DRAMA ROOM

SCIENCE ROOM

MUSIC ROOM

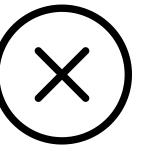
KITCHEN ROOM

CLINIC

BATHROOM

PRINCIPAL'S OFFICE





## **SCIENCE ROOM**

**LIBRARY**

**COMPUTER ROOM**

**ART ROOM**

**CLASSROOM**

**DRAMA ROOM**

**SCIENCE ROOM**

**MUSIC ROOM**

**KITCHEN ROOM**

**CLINIC**

**BATHROOM**

**PRINCIPAL'S OFFICE**



## MUSIC ROOM

LIBRARY

COMPUTER ROOM

ART ROOM

CLASSROOM

DRAMA ROOM

SCIENCE ROOM

MUSIC ROOM

KITCHEN ROOM

CLINIC

BATHROOM

PRINCIPAL'S OFFICE





## KITCHEN ROOM

LIBRARY

COMPUTER ROOM

ART ROOM

CLASSROOM

DRAMA ROOM

SCIENCE ROOM

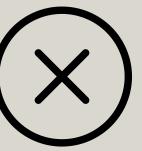
MUSIC ROOM

KITCHEN ROOM

CLINIC

BATHROOM

PRINCIPAL'S OFFICE



**CLINIC**

**LIBRARY**

**COMPUTER ROOM**

**ART ROOM**

**CLASSROOM**

**DRAMA ROOM**

**SCIENCE ROOM**

**MUSIC ROOM**

**KITCHEN ROOM**

**CLINIC**

**BATHROOM**

**PRINCIPAL'S OFFICE**



## **BATHROOM**

**LIBRARY**

**COMPUTER ROOM**

**ART ROOM**

**CLASSROOM**

**DRAMA ROOM**

**SCIENCE ROOM**

**MUSIC ROOM**

**KITCHEN ROOM**

**CLINIC**

**BATHROOM**

**PRINCIPAL'S OFFICE**



# PRINCIPAL'S OFFICE

LIBRARY

COMPUTER ROOM

ART ROOM

CLASSROOM

DRAMA ROOM

SCIENCE ROOM

MUSIC ROOM

KITCHEN ROOM

CLINIC

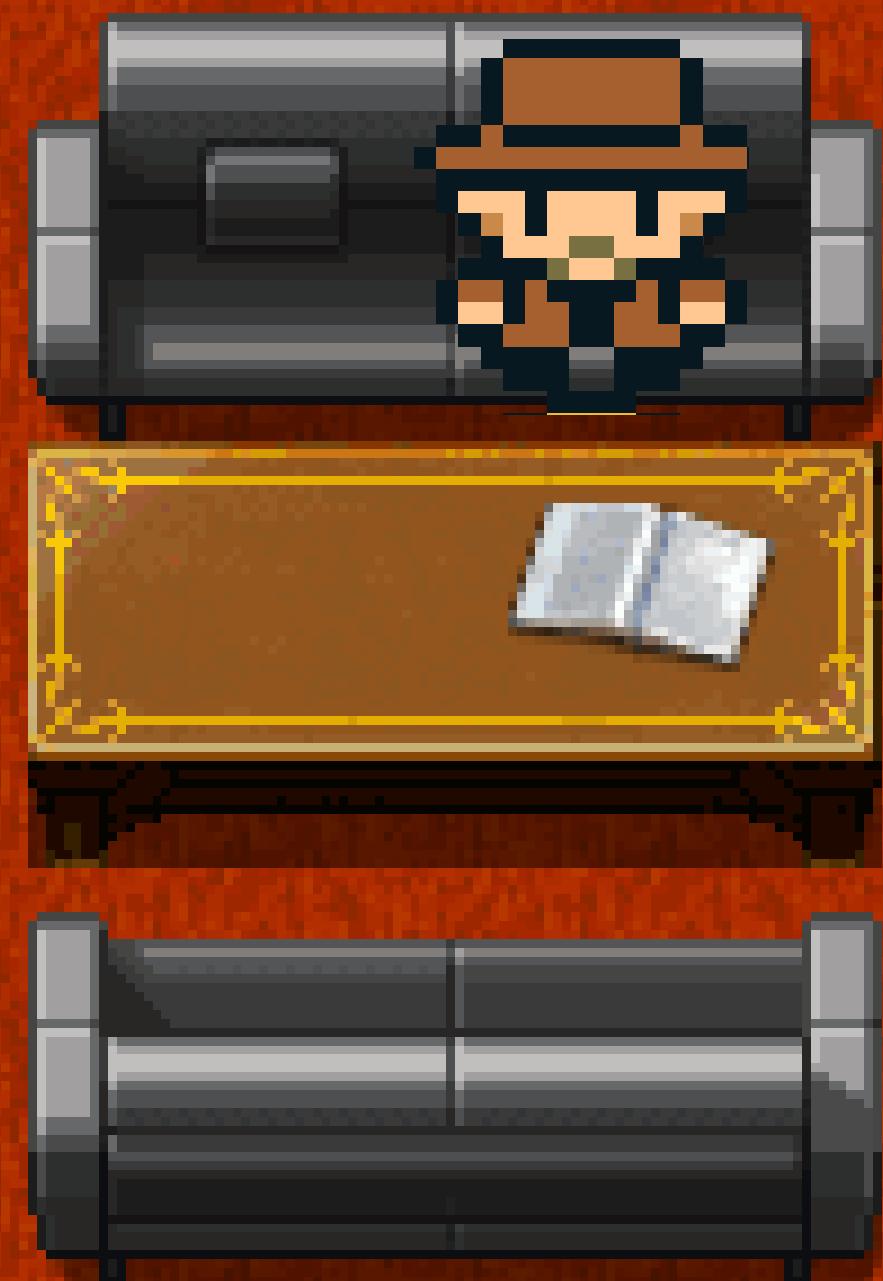
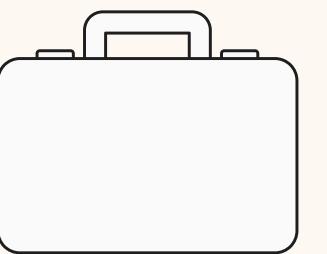
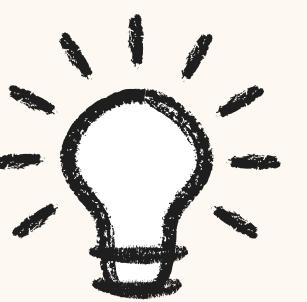
BATHROOM

PRINCIPAL'S OFFICE





## PRINCIPAL'S OFFICE

























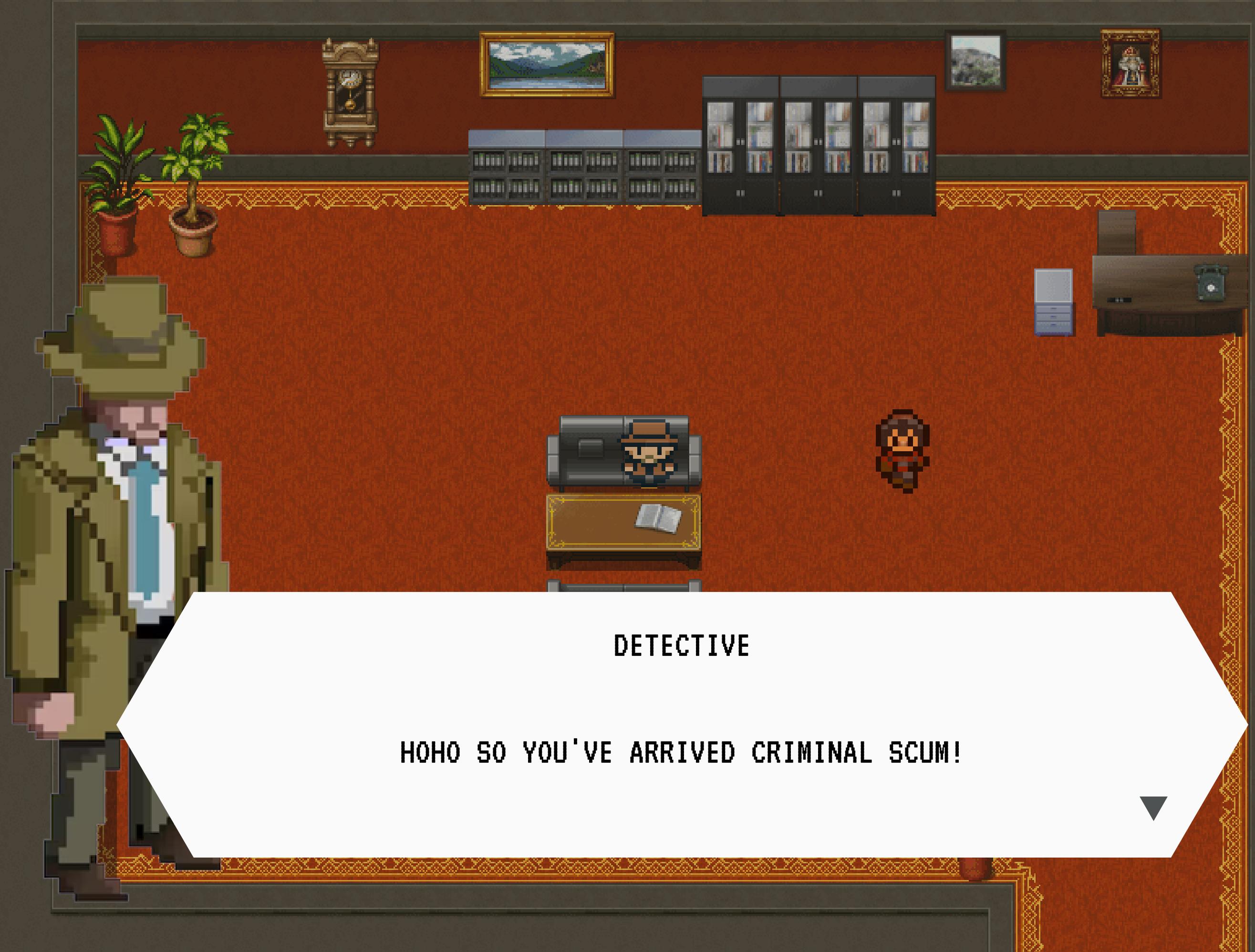






Show/Hide

► Auto Play ► Skip



Show/Hide

▶ Auto Play ▶ Skip



IT'S TOO LATE YOU CAN'T RUN ANYMORE YOU WON'T BE ABLE TO STOP ME!

Show/Hide

► Auto Play ► Skip



Show/Hide

▶ Auto Play ▶ Skip



(THE POLICE ARRIVED)

Show/Hide

► Auto Play ► Skip



Show/Hide

► Auto Play ► Skip



THE DETECTIVE WASTES NO TIME IN QUESTIONING THE MYSTERIOUS THIEF ABOUT THE MOTIVES BEHIND THEIR ACTIONS.



Show/Hide

► Auto Play ► Skip



Show/Hide

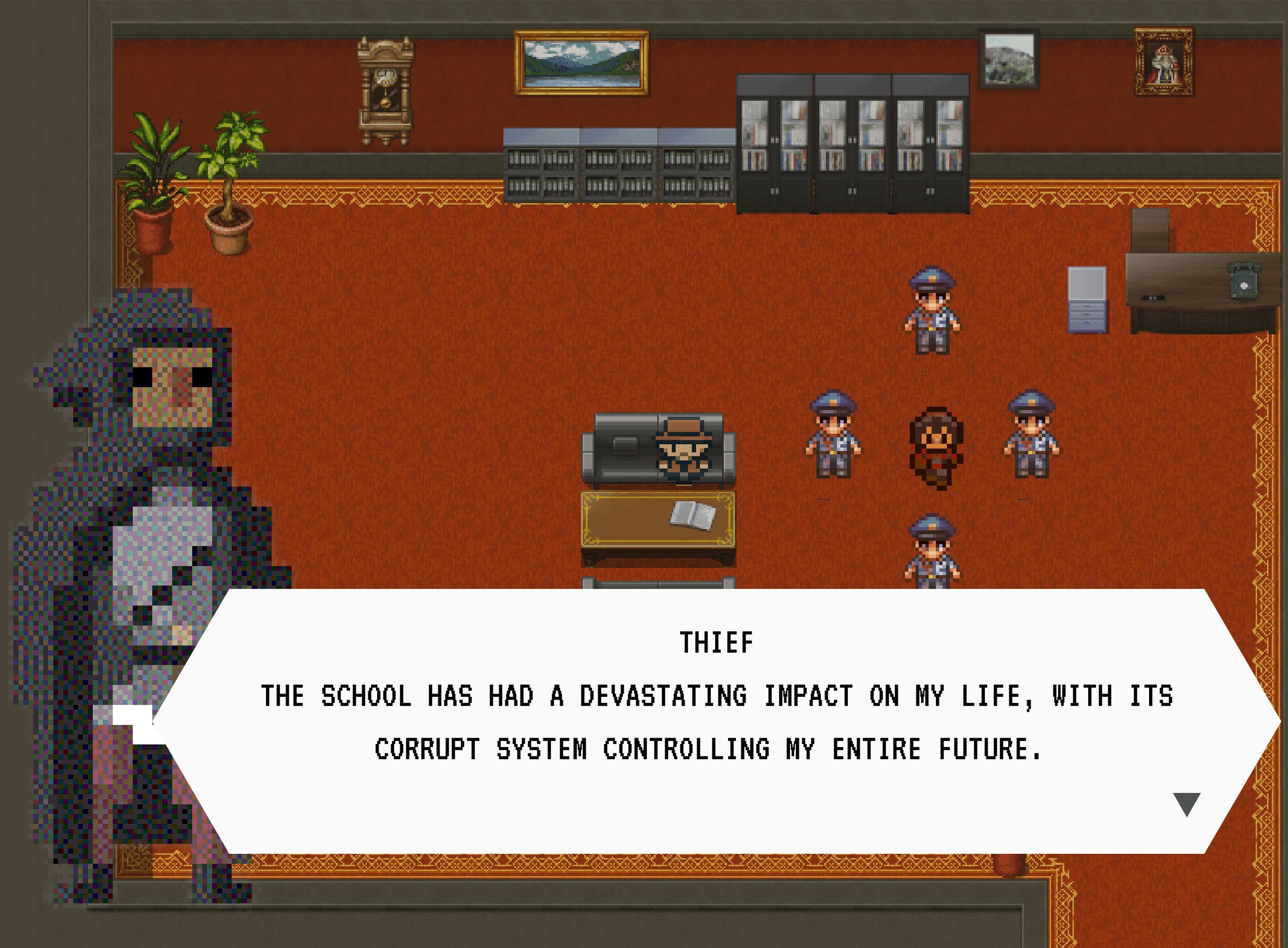
► Auto Play ► Skip



TRAPPED AND WITH NO WAY OUT, THE THIEF IS COMPELLED TO REVEAL THE TRUTH.

Show/Hide

► Auto Play ► Skip



Show/Hide

► Auto Play ► Skip

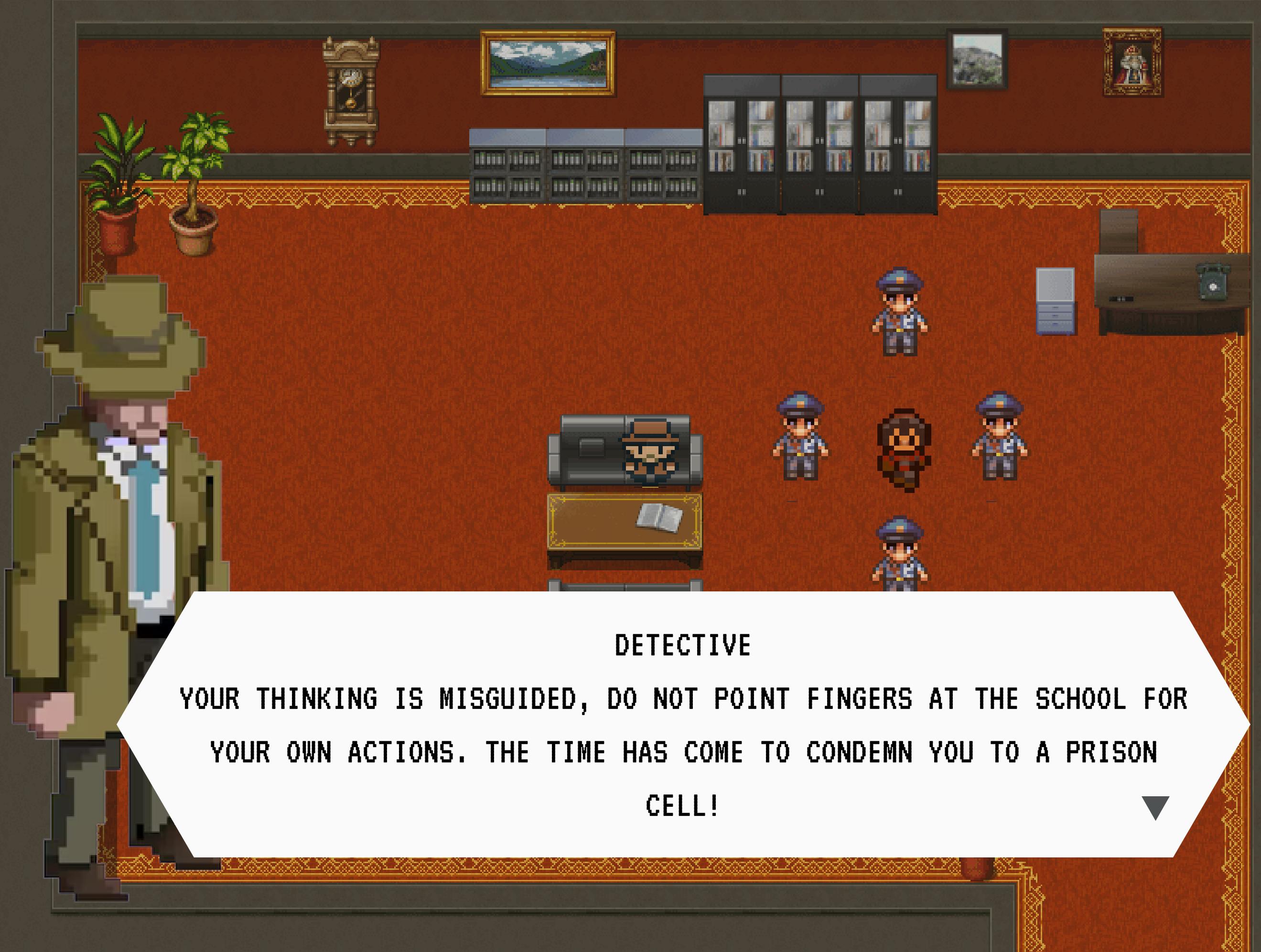


THIEF

AS YOU CAN SEE, I ENDED UP DROPPING OUT  
AND RESORTING TO A LIFE OF THEFT...

Show/Hide

► Auto Play ► Skip



Show/Hide

▶ Auto Play ▶ Skip



FIN...

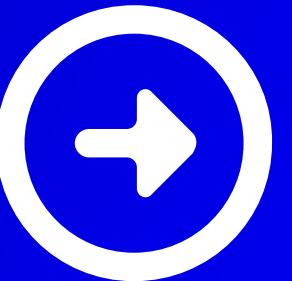
# CONGRATS!

DETECTIVE,  
YOU HAVE SOLVED THE  
CASE AND CAUGHT THE  
MYSTERIOUS THIEF





THANK YOU  
FOR YOUR  
PLAYING HCI  
ESCAPES!

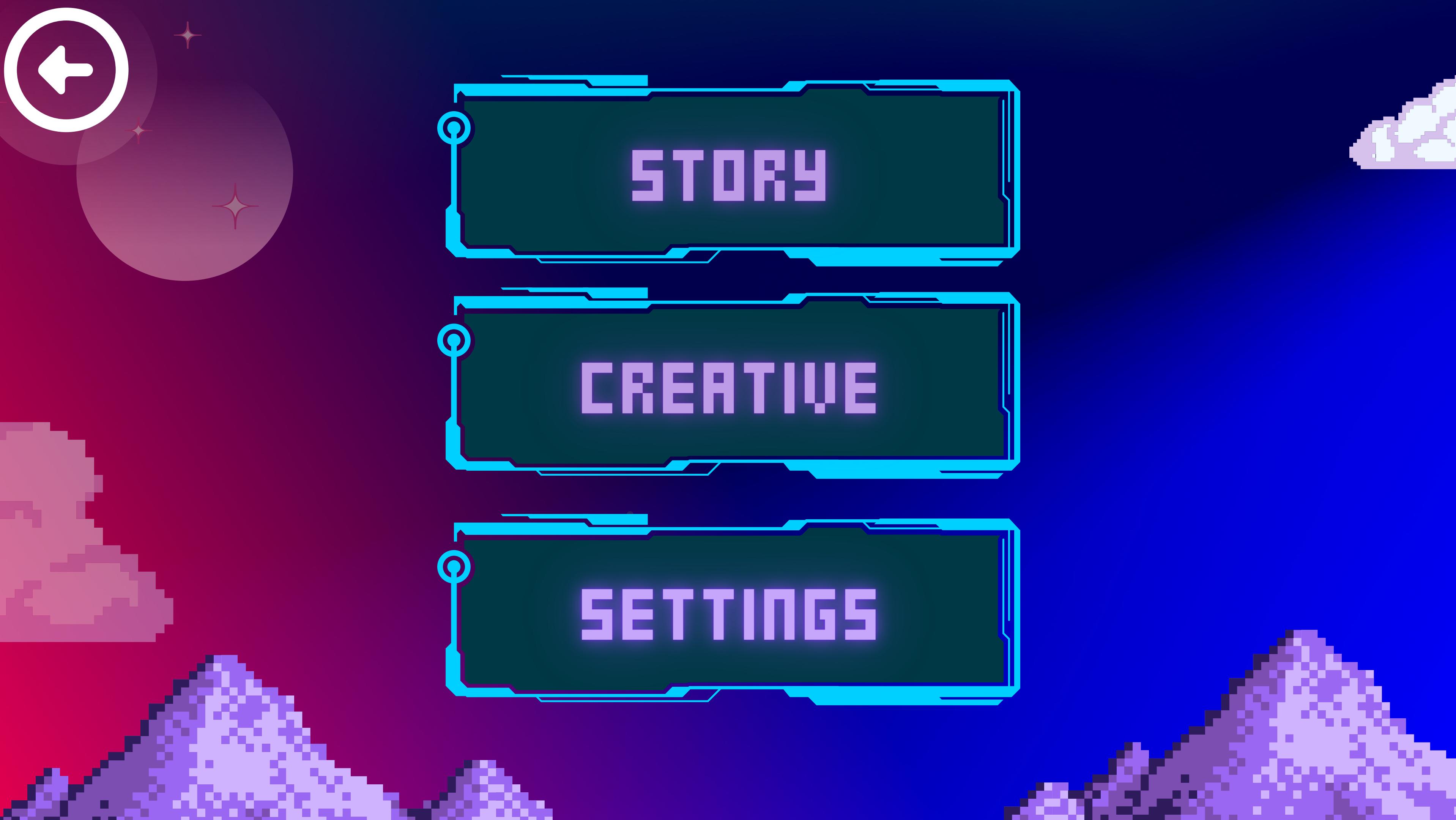


PLAYER MODE

HCI  
ESCAPES

START

BACK



STORY

CREATIVE

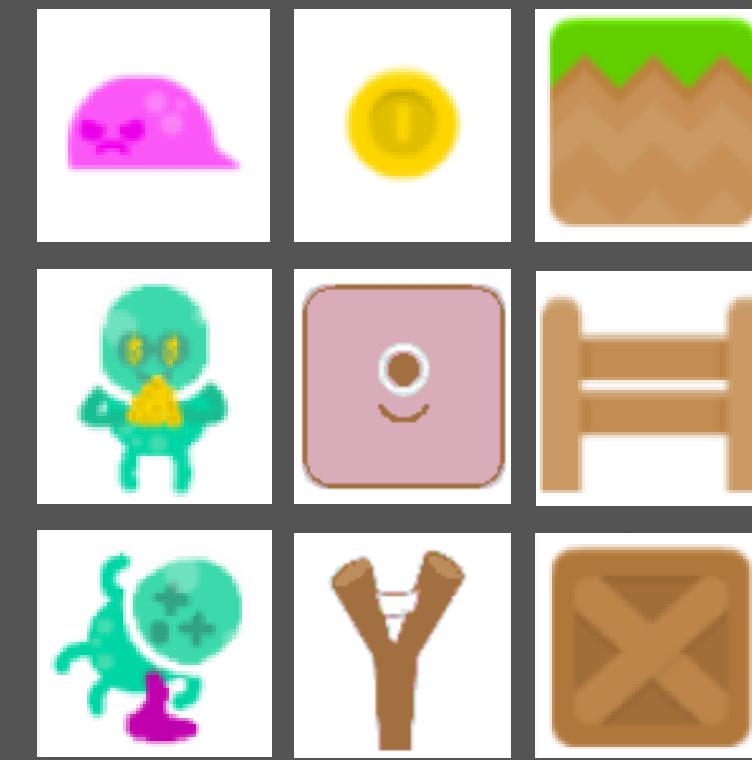
SETTINGS



EDITOR



Included asset



My Saves

Hangman

Hangman V2

Maze

New Question 1

New Question 2

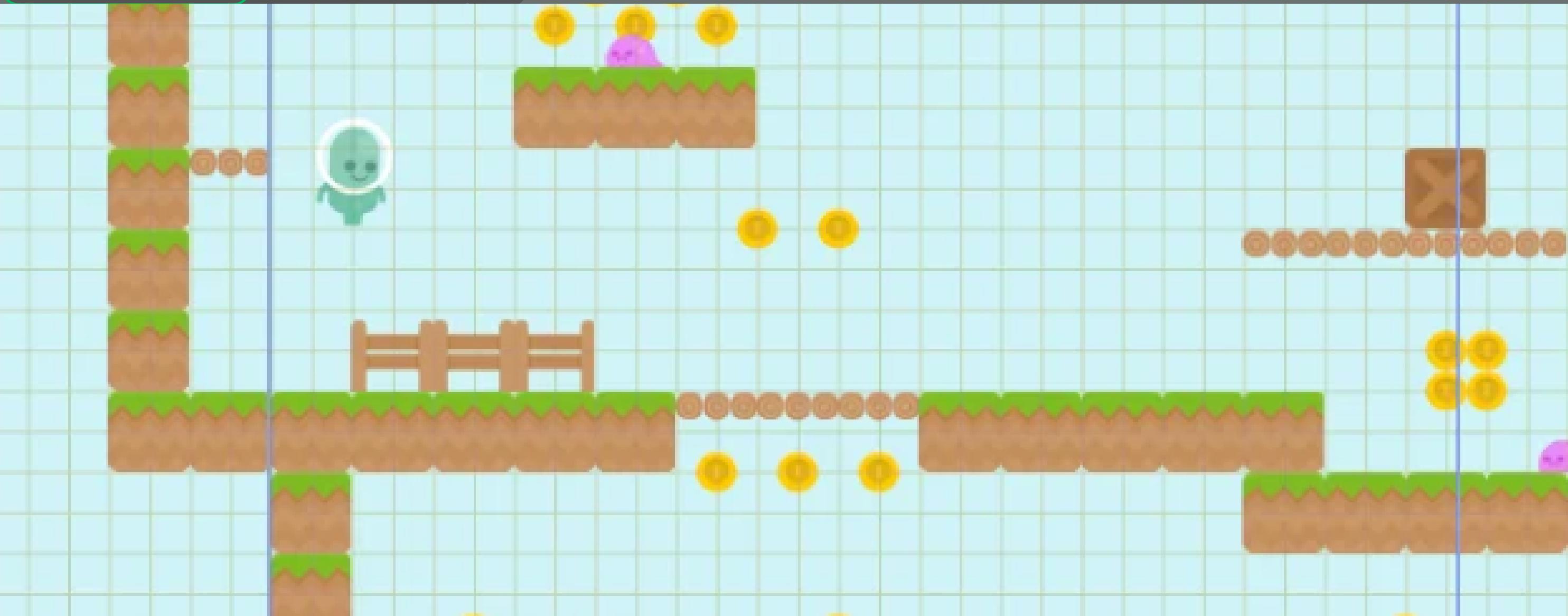
Image Puzzle

New Question 3

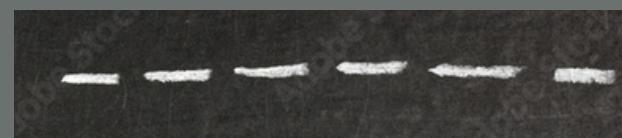
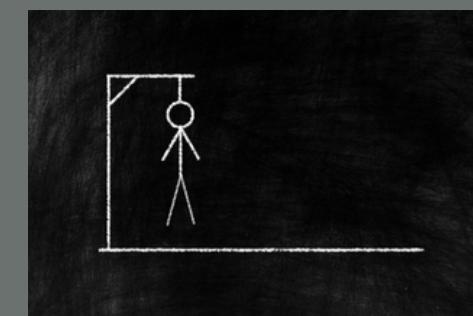
New Question 4

Workspace 1

Workspace 2



Import Files



Q R

M N O P

g

I J K L

u v w x

y z

B C D T



EDITOR

SAVE CHANGES



Included asset

Workspace 1

Workspace 2



My Saves

Hangman

Hangman V2

Maze

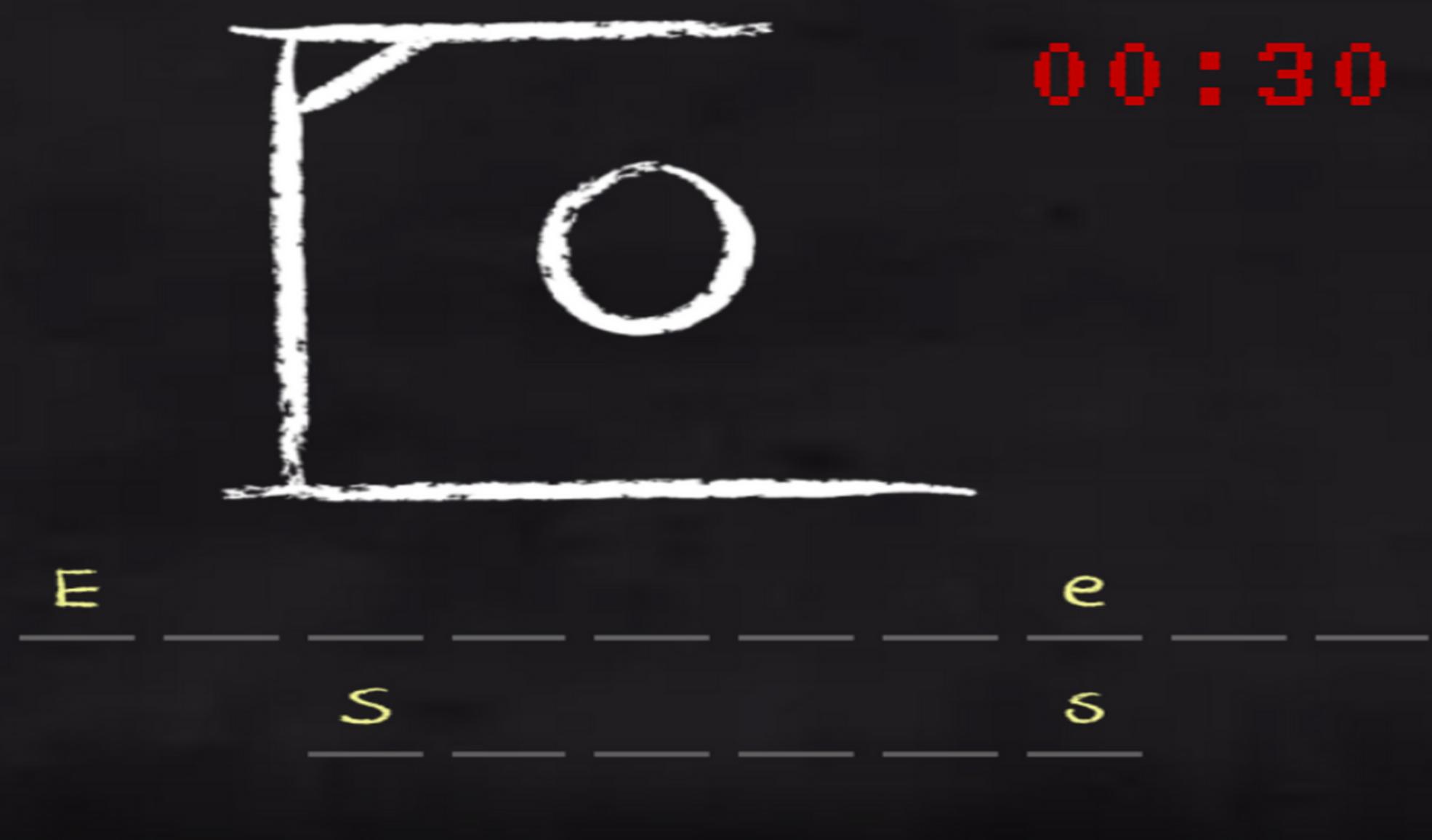
New Question 1

New Question 2

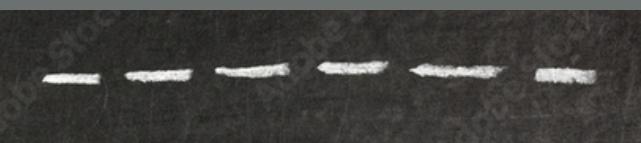
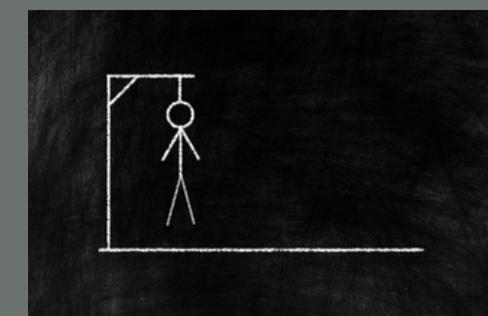
Image Puzzle

New Question 3

New Question 4



Import Files



Q R

M N O P

q

I J K L

u v w x

y z

B C D T



## Included Questions

If a user complains that the phone case you designed is rugged and has an uneven surface but very durable, which parts of the phone case will you improve?

Requirements arise from an understanding of the users \_\_\_\_\_

It refers to the data collection and analysis activities necessary to characterize the users, their task, and the context of use before product development begins.

It is the process of determining the usability and acceptability of the product/design measured in terms of a variety of usability and user-experience criteria.

## My Saves

Question 1

Question 2

Question 3

Question 4

Question 5

Question 5

Question 6

Question 7

Workspace 1

Workspace 2



# QUESTION NUMBER 1

What is the main goal of interaction design?



- A. TO DO WHATEVER YOUR BOSS TOLD YOU EVEN WHEN IT'S DAMAGING THE PRODUCT.
- B. REDUCE THE NEGATIVE ASPECTS OF THE USER EXPERIENCE WHILE ENHANCING THE POSITIVE ONES.
- C. ALLOWING INNOVATORS TO ALWAYS INNOVATE THE PRODUCT EVEN WHEN IT CAUSES THE USER CONFUSION.

## Import Questions

How does information architecture contribute to the overall user experience, and what factors should be considered when designing a coherent information structure for a digital product?

What is the difference between UI design and UX design?

What are some essential principles and best practices for designing a visually appealing and cohesive user interface?

How can usability testing benefit the UI/UX design process, and what are some common methods and techniques used in usability testing?



## Included Questions

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Question 1

Question 2

Question 3

Question 4

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Question 6

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Workspace 1

Workspace 2



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HINTS



Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

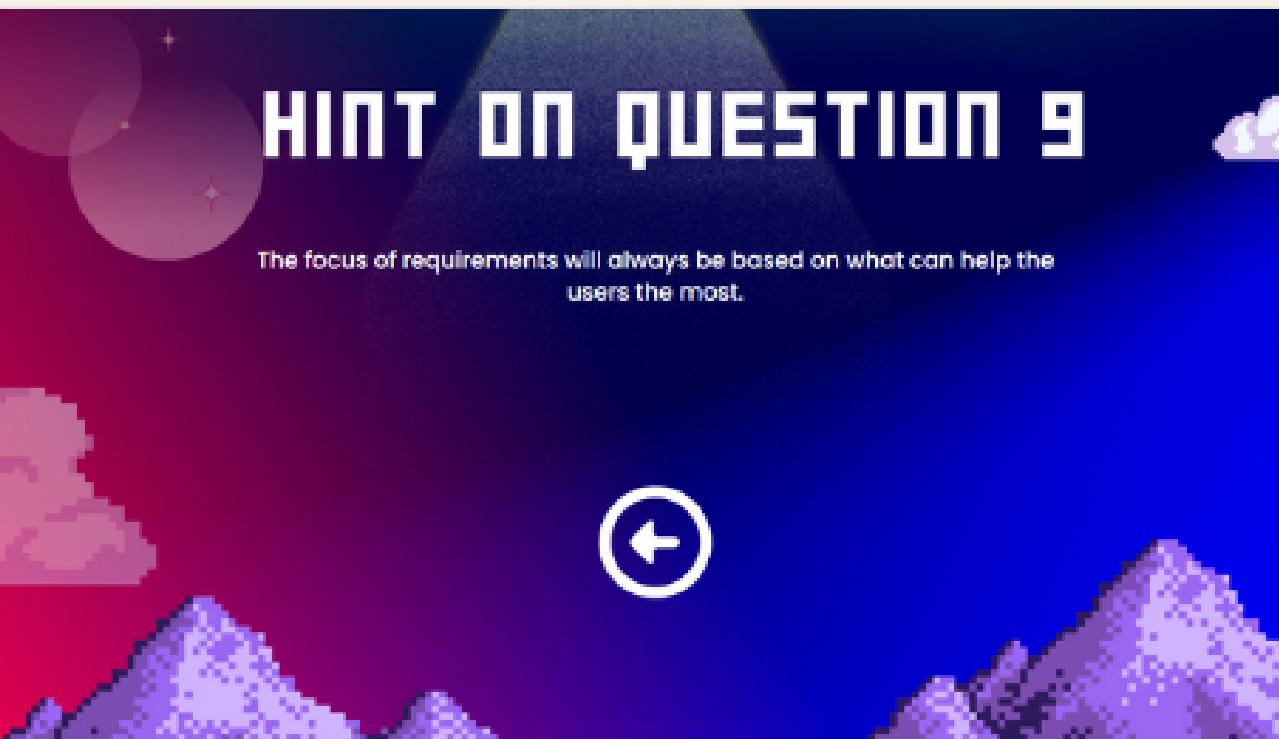
Hint 6

Hint 7

Hint 8

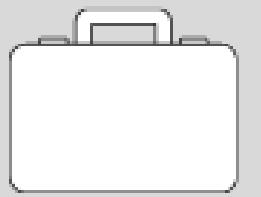
Hint 9

Hint 10

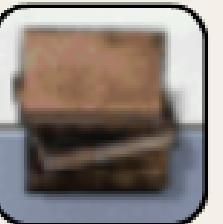


### QUESTION NO. 9 HINT

This hint originated from the topic



## INVENTORY



## DONUTS

A donut, also called doughnut, is a kind of fried dough confectionery. Donuts are typically ring shaped with a hole in the middle. Bakers also make oval shaped donuts, which are often filled with custards or fruit preserves.