

1.) List down 5 interface milestones?

- ENIAC
- IBM's Personal Computer
- Apple Macintosh
- Microsoft launch windows
- The Word Wide Web

2.) Requirements of designing interactive.

- Design requirements are the specifications and design criteria in the Contract that set the minimum acceptable technical standards and the boundaries within which the Project's design shall be developed and carried out.

3.) List down some interdisciplinary fields for interaction design

- HCI
- Ubiquitous Computing
- Human factors
- Cognitive engineering
- Cognitive ergonomics
- Computer supported Co-operative work
- Information systems

4.) Who is involved in ID? Benefits of ID?

- It is ideally carried out by multidisciplinary teams, where the skill sets of engineers, designers, programmers, psychologists, anthropologists, sociologists, marketing people, artists, toy makers, product managers, and others are drawn upon.
- Who to include in a team will depend on a number of factors, including a company's design philosophy, size, purpose, and product line.

5.) What is User Experience (UX)?

- The user experience refers to how a product behaves and is used by people in the real world.

6.) Why do we need to understand the users?

- Understanding HCI principles, examining interfaces in light of HCI challenges, and applying traditional design concepts to computers in new ways because of an HCI approach can help us ensure that our systems are user-centered and correctly include users' as well as organizational demands.

7.) What are the core characteristics of interaction design?

- Iteration is needed through the core activities
- Users should be involved throughout the development of the project
- Specific usability and user experience goals need to be identified, clearly documented, and agreed to at the beginning of the project

8.) 6 goals of usability

- Effective to use
- Efficient to use
- Safe to use
- Having good utility
- Easy to learn
- Easy to remember how to use

9.) Why is Accessibility and inclusiveness important? What's the difference?

- Focus is on people with disabilities; for instance, those using android OS or apple voiceover
- making products and services that accommodate the widest possible number of people
- Inclusiveness differs from accessibility in that it does not solve a single need or problem; rather, it offers a range of tools and features from which the end user can select to meet his or her requirements in the given environment.

10.) Desirable and undesirable aspects of user experience goals?

- Desirable : Image, identity, brand, and other design elements are used to evoke emotion and appreciation
- Undesirable: You may be contributing to a negative user experience if your site makes it difficult for people to acquire specific information or if it isn't optimized for viewing on different displays (UX). Poor user experience might dissuade users from visiting your site, which is bad for business.