Emerson Simbllo   01/27/22

Introduction to Interaction Design

Choose 3 device or digital appliances that you use every day.

Mobile Phone

a.) Good: Communication, Small and Convenient, Entertainment, Notes and Reminders, and News

Bad: Affects brain activity, Academic Performance, Sleep Disruption, Mental Health, and Radiation.

b.) It is a great device used for communication and education.
c.) It is easy to use and offered a lot of services.
d.) Effective to use – simply because using our mobile phone is really effective to use, it is really a good product that can almost do everything and it's so portable.

Television

a.) Good: Educational Content, Entertainment, Sports, News, Exposure to different cultures.

Bad: Impacts social development, Affects brain development, Exposure to vices, Consumerism, Unproductive

b.) It's a great appliance for everyone specially for adults that doesn't have much experience using technology.
c.) It is easy to use and pleasurable because you just need to open it and pick a channel and relax.
d.) Easy to learn – it is easy to learn because everyone can learn how to use the tv.

Camera

a.) Good: Increases security for your business and employees, Tiny and non-obtrusive, Can provide real time data, Improves safety, Capture moments

Bad: People may have privacy concerns, Data overload, Reliant on technology, Can be used for stalking, Potential cybercriminal breaches

b.) It is a great device especially for couples that is on a trip want to capture their moments for memories.
c.) It is easy to use and can give sentimental value for the future
d.) Having good utility