

In terms of strengths, the chapter's structure is clear and specific, it introduces the definition, the history, contributions to HCI and the operation method of Research through design. In the article, examples are always provided after introductions of new terminologies, which makes readers easier to comprehend RtD. Furthermore, comparisons are useful to deeply understand RtD. For example, the comparison among research into design, research for design and research through design is useful for readers to distinguish these three terms. Finally, the chapter takes authors into account, not only focusing on methods, which guides readers to consider problems like authors. With regards to Weakness, at the end of the chapter, exemplars are recommended, but they kind of overlay with each other. For example, the design of camera includes two distinct practices—Lab and Field. It confused me a lot. I liked the clear structure of the chapter, and some interesting examples following definitions. Comparisons are intriguing and useful, and taking authors into consideration not only respects authors, but also shows humanization. I only disliked its examples provided after introducing the way to use RtD. I felt a bit hard to understand them. After reading the chapter, I realized that a great invention or concept may not be absolutely new, they can emerge from several different places, combine and develop these ideas into better ones. The development can use deductive reasoning, induction method and adductive method. In details, we can put two or all of three distinct practices into our projects, not just one method every time. I think there must be some inter disciplines among terminologies in the chapter, like research into design, research for design and research through design. The chapter can provide a bit more specific examples to describe them. I have related personal experience about RtD. When I was developing the interface of health kiosk during my internship, in order to figure out user experiences, I participated a show and asked some people to use it. I think I have used Participatory Design and User-Centered Design (Field).

My target user group is students who are sharing bedrooms with others and have small space for themselves. First, I prefer a rechargeable one, which can still work without electricity, because sometimes students have to study late and students lofts do not provide electricity. Second, the intensity of light can be changeable by students. This function is good for users' vision. Also, it is impolite to keep the light on while roommates are sleeping, because the harsh light will disturb them. So the light's aggregation is important, less divergence of light is a better choice. Namely, I would like to make the lampshade's radian larger, making the light focus on users' reading materials. And then flexible chrome gooseneck is important, in order to adjust for different directions. Finally, in terms of small space of bedrooms, students may have no desks to study, only small tables on bunk beds, therefore, students need to fix their lamps to some uneven platforms. In order to satisfy this special clips are necessary.

