

## Analysis by Topic

### 1. Chapter 1: What is Interaction Design?

- Questions about usability goals, **interaction design process**, and **prototyping**.
- **Coverage in Paper**: Questions 1.1 (usability goal), 1.2 (prototyping).
- **Updated Weighting**: 15% → 14% (slight decrease, as other topics were highlighted more)

### 2. Chapter 2: The Process of Interaction Design

- Discussion of agile design and phases of the **Double Diamond** model, as well as **stakeholders**.
- **Coverage in Paper**: Questions 1.3 (agile), 2.1 (Double Diamond), 2.2 (stakeholders).
- **Updated Weighting**: 10% → 13% (slightly more emphasis due to the extended questions)

### 3. Chapter 3: Conceptualizing Interaction

- **Conceptual Models** and **Metaphors**.
- **Coverage in Paper**: Question 1.4 (conceptual metaphors), 2.4 (conceptualization principles), 2.5 (metaphors in design).
- **Updated Weighting**: 12% → 15% (increased weight, these concepts were significant across questions)

### 4. Chapter 5: Social Interaction

- Questions on the **use of social technologies** during the pandemic.
- **Coverage in Paper**: Questions 1.5 (social technologies during COVID).
- **Updated Weighting**: 10% (unchanged, consistent coverage across papers)

### 5. Chapter 6: Emotional Interaction

- **Emotional Design** model (Anthony Ortony), **visceral, behavioral, and reflective levels**.
- **Coverage in Paper**: Question 4.1, 4.2 (Ortony's emotional design), 1.19 (emotional interaction definition).
- **Updated Weighting**: 12% → 15% (increased due to prominent inclusion in multiple sections)

### 6. Chapter 8: Data Gathering

- Questions related to **interviews, questionnaires, and observations**.
- **Coverage in Paper**: Questions 5.2, 5.3, 5.4 (interviews, questionnaires, observations).
- **Updated Weighting**: 15% → 17% (data gathering techniques were extensively covered in both papers)

### 7. Chapter 11: Discovering Requirements

- Stakeholders and user involvement.
- **Coverage in Paper**: Question 2.3 (reasons for involving users), Question 2.2 (stakeholders).
- **Updated Weighting**: 10% → 9% (slight decrease, but still relevant)

### 8. Chapter 14: Introducing Evaluation

- Questions about **evaluation purposes** and the **why-aspect of evaluation**.

- **Coverage in Paper:** Question 1.8 (evaluation purpose).
- **Updated Weighting:** 10% (unchanged)

#### 9. Chapter 15: Evaluation Studies

- The **cognitive walkthrough** process is featured.
- **Coverage in Paper:** Question 6 (cognitive walkthrough).
- **Updated Weighting:** 8% → 10% (slightly increased due to explicit focus)

#### 10. Chapter 16: Evaluation: Inspections, Analytics, and Models

- **Heuristic evaluations** and **differences in evaluation models**.
- **Coverage in Paper:** Questions 1.10 (heuristics differences).
- **Updated Weighting:** 8% (unchanged)

### Revised Weighting for Study Focus

Chapter	Previous Weighting (%)	Updated Weighting (%)
<b>Chapter 1:</b> What is Interaction Design?	15%	<b>14%</b>
<b>Chapter 2:</b> The Process of Interaction Design	10%	<b>13%</b>
<b>Chapter 3:</b> Conceptualizing Interaction	12%	<b>15%</b>
<b>Chapter 5:</b> Social Interaction	10%	<b>10%</b>
<b>Chapter 6:</b> Emotional Interaction	12%	<b>15%</b>
<b>Chapter 8:</b> Data Gathering	15%	<b>17%</b>
<b>Chapter 11:</b> Discovering Requirements	10%	<b>9%</b>
<b>Chapter 14:</b> Introducing Evaluation	10%	<b>10%</b>
<b>Chapter 15:</b> Evaluation Studies	8%	<b>10%</b>
<b>Chapter 16:</b> Evaluation: Inspections, Analytics, and Models	8%	<b>8%</b>

### Updated Recommendations for Study Plan

#### 1. High Priority Chapters:

- **Chapter 8: Data Gathering (17%):** Strong emphasis across both papers. Understand techniques like interviews, questionnaires, and observations.
- **Chapter 3: Conceptualizing Interaction (15%):** Make sure you grasp conceptual models and metaphors.
- **Chapter 6: Emotional Interaction (15%):** Focus on Anthony Ortony's model and the emotional design aspects.

#### 2. Medium Priority Chapters:

- **Chapter 1 (14%):** Basic concepts are critical for grounding your understanding of interaction design.
- **Chapter 2 (13%):** Interaction design processes and methods like Double Diamond are highlighted.
- **Chapter 5 (10%):** Understanding how social interaction works and is supported by technology.
- **Chapter 14 (10%):** The rationale behind evaluations is a recurring theme.

### 3. Moderate to Lower Priority Chapters:

- **Chapter 15: Evaluation Studies (10%):** Cognitive walkthroughs were covered, so be sure to understand the steps involved.
- **Chapter 11 (9%):** User requirements and stakeholder roles are moderately important.
- **Chapter 16 (8%):** Heuristic evaluation and models remain part of the exam focus.

## Study Tips

- **Practice MCQs:** Focus on Chapters **1, 3, 6, 8,** and **14** since they have been central to many MCQs.
- **Conceptual Understanding:** Chapters **3, 6,** and **15** require a good grasp of models, metaphors, emotional design, and cognitive walkthroughs.
- **Case Studies and Practical Design:** Chapters **2, 8, 11,** and **14** often translate to case studies and application-based questions.