**Interaction Design Lab – Week 03**

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1. Activity 1
2. The number of 3D TVs in Vietnam is only about 10% and appears on high-end models as an auxiliary feature, not even considered as important as Smart TV. Just because

* Movie content in 3D format is still quite rare. The manufacturer has exaggerated its floating image visibility. 3D TVs are overtakenss by Smart TV.
* Not many people use 3D TV often because of wearing inconvenient glasses, some people get tired and dizzy.
* According to famous technology sites like Cnet or Gizmodo, 2015 is the end year for the 3D TV trend.
* Ideas: combining 3D TVs with regular TVs for more users and cheaper. More popular 3D movies will be well known.

1. The curved screen TV will help you enhance the visual experience, viewers will feel surrounded by images in the screen. If the 3D TV brings the objects in the screen closer to you, the curved screen will take you into the world of the scene, you will feel like you are actually living in it, blending in.

However, if you sit at an angle of about 30-35 degrees while watching a curved TV, the shape of the image starts to look quite unnatural.

* You need to sit in the right place to see the advantage of a curved TV.
* If there is any light source facing a curved screen like a window, a bright piece of furniture ... the curves will distort this light across the screen, affecting image quality.
* You will need to spend more to buy a curved screen TV
* Curved TV screen inconvenience when hanging on the wall.
* Ideas: design a suitable place to television.

1. The assumptions are not the same.
2. Every type of tv has a different problem. Because they are all early television, the mistake is inevitable.
3. Activity 2

Go to at least 10 online stores and see how the interface has been designed to enable the customer to order and pay for an item.

1. 10/10 online stores use the “add to shopping cart/basket” (Tiki, lazada, ofelia, 3ceVN, NguyenKim, thefaceshop.com.vn, fptshop.com.vn, shoppe, emartmall.com.vn, lotte.)
2. Yes, this make it straightforward and intuitive to make a purchase.
3. Activity 3

There are many different kinds of vending machines in the world. Each offers a range of goods, requiring users to part with some of their money. Figure 3.6 shows photos of two different types of vending machines: one that provides soft drinks and the other that delivers a range of snacks. Both machines use an instructional mode of interaction. However, the way they do so is quite different.

1. A specific guide for consumers is to buy water on the first and buy food on the second.
2. because the second one has more choices, making the consumer more interesting.
3. When consumers already use the first device, they may not want to use it anymore and they feel the purchase is complete. Consumers will find it annoying to use two devices while they need to buy quickly to use another device.

![A picture containing object, vending machine

Description automatically generated]()

1. Activity 4

The aim of this activity is for you to think about the appropriateness of different

kinds of conceptual models that have been designed for similar physical and digital

information artifacts.

Mục đích của hoạt động này là để bạn suy nghĩ về sự phù hợp của các loại mô hình khái niệm khác nhau đã được thiết kế cho các tạo phẩm thông tin vật lý và kỹ thuật số tương tự

Compare the following:

•A paperback book and an ebook

•A paper-based map and a smartphone map app

10.

|  |  |
| --- | --- |
| **paperback book** | **ebook** |
| also known as a softcover or softback, is a type of book characterized by a thick paper or paperboard cover, and often held together with glue rather than stitches or staples | An electronic book, also known as an e-book or eBook, is a book publication made available in digital form, consisting of text, images, or both, readable on the flat-panel display of computers or other electronic devices.  At the start of 2012 in the U.S., more e-books were published online than were distributed in hardcover |

|  |  |
| --- | --- |
| **paper-based map** | **smartphone map app** |
| are designed as visual representations of a geographical area, such as a city, that are intended to help people find places and plan a route and navigate their way to an unfamiliar destination | a web mapping service developed by Google. It offers satellite imagery, aerial photography, street maps, 360° panoramic views of streets (Street View), real-time traffic conditions, and route planning for traveling by foot, car, bicycle and air (in beta), or public transportation |

11.

|  |  |
| --- | --- |
| **paper-based map** | **smartphone map app** |
| *ought physically on physical stores* | can be downloaded for free |
| Storage requires physical space | Storage requires digital space |
| Paper maps can be accessed offline | Digital maps must be accessed online |
| Mostly uses symbols to represent features and routes | Shows all features including time and the actual building |
| Cannot be updated easily | Can be easily updated |
| It is static | It is dynamic |
| Paper maps cannot represent all features at the same time | Digital maps can represent all features at the same time |
| Paper maps are limited to specific area based on the scale of the map | Digital maps are not limited to any area |
| It requires skills to interpret because of the symbolic representation of features | May not require special skills since it shows the real life object |

12. Display reading function, showing location, street name, destination

13. Digital app will be saved as data. It may easily carry, transfer, modify. For example, the digital app is easy to sync in different devices, such as mobile phones, desktops and laptops. Furthermore, by searching the data, users can easily and accurately find the information that their have recorded

14. I don’t think any aspects of the conceptual model confusing

15.

Digital app

|  |  |
| --- | --- |
| **Pros** | **Cons** |
| The digital app can not be lost | Need internet |
| Instead of a paperbased, a webbased is easy to bring | need for a computer or device |
| Sharing to my friends |  |
| Easily search the information |  |
| Web-based have remind function |  |
| Easy dowload |  |
| Eliminates the need to rent more floor space or storage space to house file cabinets and related supplies or archived documents |  |

Paperbased

|  |  |
| --- | --- |
| **Pros** | **Cons** |
| No need for a computer or device | Multiple users have immediate and simultaneous access via computer networks, cloud storage and/or email. Documents are printable, if needed |
| Less hassle to jot quick notes or highlight important items or sections | Transport large or multiple documents via USB drives, disc media or external devices |