Question 1

1. Please list a few reasons why people are addicted to games.

Possible solution: Intermittent reward, signs of progress, social statues, Engaging story or theme

1. Designing a game with a positive purpose, which can motivate people to do useful things by making it this game.

Possible solution: like we talked in the class, Zombie Run. It can motivate people do more exercise.

Question 2

1. What is the purpose of a prototype?

Possible solution: a prototype is an early sample, model, or release of a product built to test a concept or process or to act as a thing to be replicated or learned from. It is a term used in a variety of contexts, including semantics, design, electronics, and software programming.

1. How to get a prototype made?

First of all, designing your products. (1) take apart competing products. (2) make a sketch of your product. (3) Obtain a computer-aided (CAD) of your prototype. (4) Create a handmade version of your design. (5) Use a modeling program.

Second, building Your Prototype. (1) Find prototype makers that fit your budget. (2) Protect your design. (3) Consider 3D printing. (4) Obtain funding. (5) Fill your orders.

Question 3

1. How to conduct a heuristic evaluation?

Possible solutions: (a)Choose your heuristics (including custom heuristics) (b)Systematically analyze each component of the interface (e.g. screens) using your heuristics

—screen by screen, heuristic by heuristic, task by task. (c)Log each problem (can leave details for later) (d). Complete documentation for each problem —detailed description, screen shot, which heuristic is being violated? severity (high, medium, low), suggested solution (maybe) (e). Prioritize issues and fix them (or pass them on to someone who will)