***Exercise 1.01***

**Make a list of different ways that experiments could be used in systems development. Try to be very specific.**

* We can experiment to see how changes can influence the user interface, business process, working practices etc.
* We can experiment everything and on any level if we can argue that it makes sense to perform the experiment in relation to what you want to achieve knowledge of.
* We can experiments using prototypes to gain a detailed knowledge on the process by following the 5 steps needed to make a prototype experiments (Planning, developing prototypes, Preparing, Testing, Summarizing)
* We can use Explorative experiments (uses a prototype to develop design ideas) to generate new ideas in the -beginning of a project.
* We can make Evaluative experiments (uses two or more prototypes to evaluate and choose a specific design) after the overall idea of the system has been decided to establish the requirements for the system and to determine the technical design.

***Exercise 1.02***

**Give as many examples that you can on what purposes could be of an experiment**

* To gather information on the system
* To clarify is what we want to achieve with our experiment
* Define what do we want to have more knowledge about in the experiment
* It can show us how one or more parameters can affect our system
* It can show us how user satisfaction can be affected
* It can create an overview of the consequences of the choices you must make during the system development
* We make a research by testing various assumptions

***Exercise 1.03***

**Think of your project EAL campus: what “variables” can you try to change? Make as long a list as you can**

* Instead of booking a room at the reception, people can book a room on their smartphone EAL app
* Stop making effort to book a room

***Exercise 2.01***

**Set up criteria for evaluating a plan of an experiment: what should a good plan for an experiment contain? In what state?**

* It should contain a PLANNING to describe what we seek an answer for also, to decide what the content of the prototype should be. We do this by asking various questions such as "can we make … work?” “will the users want…?” OR "What are we focusing on in the experiment? What have we delimited from? What preconditions do we have to meet?" for prototype content.
* We should develop a PROTOTYPE by making a description of the prototype content and use different tools to develop the prototype.
* We should PREPARE for testing the prototype. This can be done by observing how the users use the system OR it can take place as a debate between users and developers. We should also determine how realistic the testing should be.
* We continue by TESTING the prototype. We do this by using the prototype in the chosen surroundings also, we should document the testing.
* The last part is SUMMARIZING the results per the goals and purposes we have set for the experiment. Here we can see how IT can support and further develop the business