GPS Interaction and Cognitive Process"  Please respond to the following:

* Imagine that you have been asked to design a GPS product that will have voice recognition and Bluetooth capability. Discuss and conceptualize a user interaction model. Predict two (2) problems that may arise in GPS products with voice recognition and Bluetooth capability. Recommend solutions for each of these issues.
* Attention is one of the six cognition processes. When *attention* is applied to a design, the goal is to make it easier for the end user to quickly locate where he / she should type information on the computer or mobile device screen. Compare and contrast how the [Google search engine](https://www.google.com) and the [Microsoft Bing search engine](https://www.bing.com) employ the attention cognition process. Provide your opinion as to which search engine better employs the attention cognition process and explain why.

If am to design a GPS that will have voice recognition and Bluetooth capability. I will do my best to come up with the one which has better user interaction model. The one which ‘s main purpose is to slowing you down speaking on the mic that any person regardless of the accent can use without any problem. In addition, I would improve its Bluetooth capability by increase the range which would make it easy to troubleshoot at a distance if a person has a problem on the highway.

The two problems which may arise are variations in the pronunciation of words in individual accents, and software needed to interpret the speeches. Different people all world the pronounces words different and this can be a problem. It can be also difficult to come up with the software which can solve this issue of interpreting the speeches of different people from different region of the world.

If It comes to employ the attention cognition process, google search actually does it better than Microsoft Bing search engine. It gives chance to users to type any question and get the answer right away. Bing will give them complicated answers which can be confusing and I don’t find it helpfully. After reaching your destination, that when you can see that google does the job well because of its process.

It can be cited by ﻿﻿﻿﻿﻿﻿﻿﻿referring to it, then include the name of the interviewee, the kind of the interview which you did and the date when that interview was conducted.

#####################################example##############

I think you have great writing skills. You can go to drafting without writing down the plan first. I used to do that as well, but most of the time, I find myself stack. That why I like the approach of writing down my plan first. Drafting without a plan makes me adding different Ideas which kept on coming till I find myself lose focus. Therefore, I prefer to write down my plan first, then followed by the next process which is drafting. And this has worked for me well. ﻿﻿﻿﻿

 The device should also be able to tie together both applications; Bluetooth and voice recognition. The ability to activate Bluetooth with voice commands when needed.  The design should also be able to interact with the user faster and easier based on the information given by the user.  By doing this, the user would be able to use Bluetooth and voice recognition to search for information faster and more efficient than it would have been by typing the information in, thus enhancing the wireless search of information entered by the user, and making it  a more pleasant experience.

 The problems that I see that may arise with the Bluetooth and voice recognition, is the inability to recognize all types of voices (accents, languages, inflections) used by the user as well as the confusion by the system on the many sounds or type of language used on the addresses (i.e: some road signs are written in Spanish, English, Native American, German, etc).

Another issue that may arises is that once the map does an update, there may be new addresses that are not recognized by the system and that may affect the interconnectivity between Bluetooth and voice recognition.

 The problem with the language could be overcome by setting in place special voice recognizers. One of the voice recognizer need to be put in place to detect the general voice while the more specialized application ought to interpret the voice meaning in an accurate manner. The problem with the updates could be resolved by patches to let the system receiving the update, be aware of changes that have been made and be able to allow for recognition of the new addresses placed in the update.

* Attention is one of the six cognition processes. When *attention* is applied to a design, the goal is to make it easier for the end user to quickly locate where he / she should type information on the computer or mobile device screen. Compare and contrast how the [Google search engine](https://www.google.com/) and the [Microsoft Bing search engine](https://www.bing.com/) employ the attention cognition process. Provide your opinion as to which search engine better employs the attention cognition process and explain why.

The Google search engine gives the user the opportunity to type the specific query that he or she wants to get a solution. On the other hand, the Microsoft Bing search engine provides a wide range of searching for an enquiry. The information that is received from the Bing site seems to be all about themes rather than being specific to the search entered by the user.

In my opinion, the Google search engine provides a better platform for searching because the user is able to find the actual solution to the query he enters without the need to filter information and provides the best matches first with multiple options.

when Predict two (2) problems that may arise in GPS products with voice recognition and

Google definitely applies the attention process better. When arriving at the site, you get a feeling that the page serves one purpose, (Search) which implies type your query. It’s pretty much dull except the colors which highlight the company name for perfectly executed advertisement. Bing tends to lean more to a browse theme. Browse meaning you don’t have an intended query, but you might find something very interesting along the way for your search. I can see how users have their favorite choice of search engine due to the design oBluetooth capability.

"Social Media and Behavior Interaction"  Please respond to the following:

I disagree with you on this quote " I don't believe that social media is having an affect on face-to-face conversation." It has made people to want to interact with people on line rather than in person which is bad for the society. In addition, people would rather pretend to be happy on the media because they can not be seen. ﻿﻿﻿﻿﻿﻿﻿﻿﻿﻿

* Interacting and communicating with other people is part of daily life. This includes face-to-face conversations, conversations over the phone or other mobile devices, and conversations through social media. Read the article titled, “[Is social media ruining our kids’ social skills?](http://www.parenttoday.org/client/index.cfm/2013/5/9/Is-social-media-ruining-our-kids-social-skills)” Provide your opinion on the effect that texting and social media (i.e., Twitter, Snap Chat, Facebook, etc.) are having on individuals’ abilities to articulate a face-to-face conversation. Support your opinion with one (1) example from your personal experience or an incident in the media.
* Emotional interaction is a behavioral reaction that is reflected by an individual’s feeling when interacting with technology. Examine the affect that the visceral design of a laptop has on an individual’s behavioral response compared to the affect that the visceral design of a smartphone has.

Social Media has reduced the face to face conversation. People nowadays spend time interacting with one another using social media because it is easy and quick. Although it has been thought as a benefit to society, it has resulted in people become less socialized than before. A vast majority of people all over the world have more friends on social media than in real life and they don’t meet those friend which has reduced the above mentioned point.

The design of a smartphone has made many people used it a lot to express their feeling using those graphics called emoji’s. Many people love to use them which has made the designer to become rich. A lot can be done by smart phone compared to Laptop computers.

Graphical User Interface (GUI) and Drone Design"  Please respond to the following:

* GUIs play an important role on how an end-user interacts with an operating system. Describe an instance where you did not have an intuitive experience with a GUI. Recommend the key areas that could have been improved. If you have only had intuitive experiences with GUIs, explain what made the experience so great.
* In recent years, the term drone, which is an unmanned aircraft that is remote controlled, has gained popularity among a variety of industries (e.g. agriculture, law enforcement). Speculate on the major ethical issues that may arise when drones fly over private property, pools, airports, etc. Next, suggest one (1) design safety feature that manufacturers should add to drones.

The graphical user interface is a type of user interface that allows users to interact with electronic devices using graphical icons while drone design is the designing of an unmanned aircraft which can be controlled by a remote control.

The experience I had with GUI was great because it made everything easy by laid them out in front of me. In addition, it simplified my tasks because I don’t have to remember any command to do the work like print a document. Moreover, it works without prior knowledge of the system. A user interface which is well designed can be used by anyone without any problem.

About the safety feature that manufacturers should add to drones are interface which is well. In addition, it is supposed to be made to minimize drag by making it stable so that wind cannot bring it down and this can be achieved by adding more Wings. The wings make it to have more power. The more wing it has the more stable it becomes.

Data Analysis and Interaction Design"  Please respond to the following:

* The collection of usability data from consumers can come from a variety of format methods (i.e., a Website, text message, door-to-door, phone call, etc.). NVivo and Atlas are two (2) well-known data analysis tools described in the textbook. Determine which tool you prefer over the other and explain why.
* There are key steps involved in product development before the design process can proceed. Explain the purpose of having user involvement and product goals before requirements can be established. Suggest the degree to which most users should be involved.

For me I prefer NVivo over Atlas because it could classify, sort and arrange information which is collected. Moreover, it can examine relationships in the data and combine analysis with linking, shaping, searching and modeling. It has been used in different agencies of government and private sector to simplified the whole process.

The goal of user involvement in design is the development of usable product. It is important to start right from the beginning of the design because their input in the early stage would result in developing the product which is usable. And it is one of the principle in product development. In addition, it is very important to continue focus on them to achieve the product which is going to be loved by the potential users. Moreover, some adjustment can be made if their continuously involvement till the end is there.

One of the principles of user-centred design is the early

and continual focus on users, and it is generally agreed

that usability is achieved through the involvement of

potential users in system design

Usability Evaluation"  Please respond to the following:

* Software design engineers use different data gathering techniques for establishing requirements. Requirements come in many different forms and levels of abstraction, but need to be very specific and unambiguous. Of the two different kinds of requirements (functional and non-functional), speculate the challenges you may see in capturing both requirements. Provide a rationale for your response.
* Low-fidelity prototypes are mainly used to conduct research on a product and are not integrated into the final product, while high-fidelity prototypes may evolve into a final product. Compare and contrast the final product that evolves from a high-fidelity product and a product built from the ground up after studying and learning from a low-fidelity prototype. Provide one(1) example of each type of product to support your response.

Usability Evaluation is a way of seeing how well the users can learn and use a system to accomplish their goals. A functional requirement which say what the system should do can be a challenge in defined a complex system with more specific requirements detailing the structure of challenges to various users. Therefore, to come up with a well define system requires a lot of work which could be difficult. On the other hand, a nonfunctional requirement represents a constraint on the development activity itself instead of the product which is made.

Since high fidelity prototype is quite close to the final product, with lots of detail and functionality, it is more like a final product which has been improved after some testing.in simplicity, the final product is an improved high fidelity with most of its functions.

The principals of the Agile Process are to involve the users and to make sure that the team is given the power to make decisions in the development process. The others don’t involve the user more in the development process.

* Active user involvement is imperative.
* The team must be empowered to make decisions.
* Requirements evolve but the timescale is fixed.

"Interaction Design That Benefits the User"  Please respond to the following:

* Manufactures of smartphones design products to be interactive with consumers. To remain competitive, designers are focused on getting a new product to market as quickly as possible. The user experience (UX) plays an important role in product development. Imagine that you are a manager for the product design department of a company. Suggest when it is appropriate to use Lean UX and when it is appropriate to use AgileUX. Provide a rationale for your response.
* [Balsamiq](https://balsamiq.com/) and [Axure](http://www.axure.com/) are commercial products that evaluate the design and development process. Select either Balsamig or Axure and describe a situation where that tool would be more effective than the other. Justify your response.

It is important to start with Agile which is the method of break product development work into small increments that minimize the amount of up-front planning. After doing that’s, then lean UX. Is brought in to reduce non-value-added activities and to increase customer value.

I prefer Axure because it can help to show the user a working product which can be a good thing which can help to get feedback. It is like a wire frame which help to understand how products will work, and how users will relate to it. ﻿﻿Balsamig on the other hand can’t be right when it comes to modeling a product idea to users.

"Product Evaluation and Participants Consent"  Please respond to the following:

* Product evaluation is an important step to ensure that a product will meet the quality, features, and overall design that is acceptable to the consumer. Imagine that you are an evaluator for a new product. Describe common challenges that you will find in a controlled and in a natural environment setting among users. Suggest actions that you can take in order to address or prevent these challenges.
* An Institutional Review Board (IRB) is concerned with how human participants in an evaluation are treated and how the collected data is analyzed and stored. Not every country has IRBs. Provide your opinion on how studies conducted in countries with no IRBs should be perceived. Suggest whether or not data collected during those studies would be reliable. Justify your response.

Let say am to promote an outdoor basketball brand. Some of the challenges can be to convince the users that this ball is good for the outdoor and how it would impact their lives.

I would start by explain the problem with the basketballs brand which are made mostly for indoor and light outdoor. There is a shortage of outdoor basketballs which is bad for the street who spend most of the time outside. Moreover, some places are expensive to practice there and not everybody can play indoor. Most of the youth like to spend some time in the street across the country. Some of them like to bounce the ball while walking in the street and going to the store

Therefore, this brand is made for the outdoor basketball. It is a solution to the increase in the outdoor basketball which allow most of the youth who spend most of the time outside after spending a lot of time in the house to have some fresh air and have fan.

This ball is going to be the solution to all these solutions. It is an outdoor and suitable for the street

basketballs.

In countries where they Are no IRBs, studies are not conducted most of the time because there is no money to carry out that operation. I think those countries relay on those developed countries which can afford to have the IRBs. In addition, most countries just import products and accepts them without taking into consideration its evaluation.

Heuristics and Analytics"  Please respond to the following:

* The ideal method of evaluation products involves volunteers. However, sometimes this is not feasible (i.e., product time constraint, too expensive, etc). This where experts who are knowledgeable about interaction design, needs, and typical behavior of users come into the picture. Choose a random product that you use daily and speculate on how a heuristic evaluation would be performed on that product. Provide a rationale for your response.

Heuristics involving or serving as an aid to learning, discovery, or problem-solving by experimental and especially trial-and-error methods. The Product I use most the time is the cell phone and the heuristic evaluation performed when I go through different apps and uninstalled the one which don’t work after try to use them.

* Social media websites, such as Facebook, Twitter, and e-Commerce giant Amazon, use some form of Web analytics. Speculate on the Web analytic tool that you believe is most commonly used. Justify your response.

The most commonly used we analytics tool is the Google Analytics. It is the simplest and most robust web analytics offering. Moreover, it is currently used by over 50% of the top 10,000 websites in the world. It unable you to find out where your visitors are coming from, what they're doing while on your site and how often they come back.