# Problem 1: New Web Site

1. Interview
   1. High school students can be a bit harder to get information out of. While this wouldn’t be a terrible option, a Cooperative would work better in my opinion.
2. Questionnaire
   1. I don’t think high school students would be very well approached with a questionnaire. It would also be hard to not formulate biases questions. So, this isn’t a great option for this one.
3. Thinking Aloud
   1. I don’t think this is going to help in this situation, since it is more of a concern with the user base then something in the product.
4. Ethnography
   1. This could provide very interesting results, but I’m not sure that it would be effective at this point in the development cycle.
5. Cooperative
   1. This would be useful here, since high school students can be a bit harder to get information out of. Having the two people team up would likely provide better results
6. Card Sort
   1. This would be my first choice. Taking away the interface from the user group and having them logically put things together without any outside influence would reveal much about how the current interface will work with the users.

# Problem 2: Microsoft Paint

1. Interview
   1. Interviews could be a very useful thing to do in this situation, since you’d be able to sit down with them and get a complete understanding of their needs/wants with paint, and how they feel about the new interface that is being designed.
   2. Interview are time consuming, but very useful when a lot of feedback is required
2. Questionnaire
   1. This would the choice I would go with for this situation. The question set is going to be basically set in stone, with maybe a few “free response” type questions. You would have to get a group of people that you are familiar with to respond to the questionnaire, so it isn’t as polarized as the normal.
3. Thinking Aloud
   1. This one wouldn’t be very effective here since a lot of design decisions have already been made. At this point, we need real feedback from the potential user base
4. Ethnography
   1. Ethnography is used more at the end of the product cycle, since this is still early on the production cycle this shouldn’t be used. It could potentially expose bad information about the product.
5. Cooperative
   1. This could provide useful information, but it isn’t as strong of an option as Interview or Questionnaire.
6. Card Sort
   1. This would be very useful if the design hasn’t already been done. It seems though, that the design has been done and it would be better to get a take on the actual design rather then just sorting cards.