**Assignment 1  
Problem 1.**

**Find your own HCI-related research issue, which you can tackle with experimental design.**

***An example*** *of research issue could be that you want to find out what smartphone users prefer when typing slightly longer texts (60-100 words): predictive text algorithms, autocorrect or no help with text of any sort.*

Find your own issue, based on some observation that you made. Your observation could be made as a result of mini-ethnography, start of your project inquiry, or in any other way, but that way needs to be described.

Step prepare: Describe clearly by what method you identified the issue (a short paragraph suffices)

Step one: Re-frame the issue as a **research question**.  
Step two: identify **dependent and independent variables** (what you measure and what you control).

Step three: run a small experiment based on what you decided to measure (for the example provided, have 3 people input text in all three modes, record the results).  
Step four: formulate clearly one or more **null and alternative hypothesis** that could give you insight into cause-effect relations between your variables.

Step five:State clearly what implications rejection of the null hypothesis would have in your case.