

Questions from chapter 9:

1. What are the three main activities in general design?
2. What are the advantages in involving the users in the design process?
3. What is 'Expectation management'?
4. Which three principles are important in a user-centered approach?
5. What can be the negative side of including a user in the design time full-time?
6. What are the four basic activities in interaction design?
7. Who are the tertiary users?
8. How are stakeholders different from users?
9. What is the driving force behind a user-centered approach and why?
10. Why is it important to try to give the test user a feeling of 'ownership'?
11. What can help the designers to choose between different alternatives?
12. What is the purpose of a lifecycle model?
13. Draw a simple interaction design lifecycle model.
14. What separates the waterfall lifecycle model from the spiral lifecycle model. Short description.
15. What is 'the core' in the Star lifecycle model?