

March 8, Sensing and User Models – Designing Interactive Systems

Name

Matrikelnummer

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1) Give 2 different types of data collection for observations (2 points)

- Hand-written notes
- Fotos
- Video recording
- Audio recording

2) Name three different models of contextual design and shortly explain (1 sentence for each model) what knowledge they represent) (6 points)

- Sequence model – exact sequence of steps and intents/goals for relevant steps.
- Flow model – interaction and coordination between stakeholders
- Cultural model – cultural norms, rules, policies governing interaction and behaviour of single stakeholders
- Physical model – physical layout of “where the action is”
- Artefact model – description of artefacts that are used in the activity, and explanations of artefacts role in activity