

1 Where are design opportunities found?

Design opportunities are found in the intersaction of .

2 Compare the two design process models

List the phases of the design process model by H. Simson. List the phases of the design process model proposed by the Hasso-Plattner Institute of Design at Stanford.

Skriv ditt svar her

3 List and explain the three ways on how to test

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Skriv ditt svar her

4 Testing - create an experience

List the things that you need to consider while testing to create an experience.

Skriv ditt svar her

5 Why we need to prototype?

List and explain 4 reasons why we need prototypes.

Skriv ditt svar her

6 Conceptual model

A conceptual model represents a person's thought process for how something works (i.e., a person's understanding of the surrounding world).

Velg ett alternativ:

- Sant
- Usant

7 Storyboards

What is Storyboard?

List the reasons why storyboarding is important.

Skriv ditt svar her

8 Ideate definition

The Ideate Phase it's not about coming up with it's about generating the .

The ideation phase has two parts:

1. initially
2. then

9 **Selecting ideas**

Explain how to apply:

- Post it voting
- Four categories method

Skriv ditt svar her

10 **Reverse brainstorming**

Which are the steps to apply reverse brainstorming?

Skriv ditt svar her

11 **Grounded theory**

What is grounded theory? Define
How to apply grounded theory? Steps.

Skriv ditt svar her

12 **Emergent and apriori coding**

Explain what is emergent coding and what is apriori coding.

Skriv ditt svar her

13 **Content types in Content Analysis**

What categories of content do we target with content analysis?

Skriv ditt svar her

14 **Parallell clustering**

Parallell clustering is a method in ideate phase

Velg ett alternativ:

- Sant
- Usant

15 Advantage of an interview guide

Chose the advantage of an interview guide

Velg ett alternativ:

- Increases the accumulation of massive informative data material
- Data can be more wide and diverse
- Orientation and structuring of the interview

16 Empathy Phase

How do we empathasize?

Velg ett eller flere alternativer

- Explore
- Communicate
- Immerse
- Engage

When can empathy phase be considered finished?

Velg ett eller flere alternativer

- After achieving emotional understanding of the user group
- After achieving cognitive understanding of the user group
- After months of doing emathical research
- After achieving physical understanding of the user group
- After achieving an empathical understanding of your user group

17 Interview Questions

List and explain briefly five types of interview questions

Skriv ditt svar her

18 Methods to talk to users

Usually we use interviews to talk to users. What are some other methods that can be used to talk to users? List and shortly explain three of them.

Skriv ditt svar her

19 Define cultural probes

What are cultural probes? Definition

List the goals of cultural probes

Skriv ditt svar her

Finn de som passer sammen

	Define Phase	Prototype Phase	Empathy Phase	Test Phase	Ideate Phase
Wizard of Oz	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Reverse brainstorming	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wireframe	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Six Hats	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lotus Blossom Diagram	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Storyboard	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Interview	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Flow diagramming	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Literature search	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Create experince	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Parallell clustering	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Empathy Map	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ground Theory	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bingo selection	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Task flow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Show don't tell	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SCAMPER	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mock up	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cultural Probes	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Personas	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Now, wow, how	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Affinity diagramming	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scenarios	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Journey Map	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

21 **Affinity diagraming**

Which are the steps to apply affinity diagramming?

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