Exercise 2

Task 1:

In the lecture you heard about the four main approaches. Name these approaches and state in a few words the main idea of each approach.

Task 2:

Paul Bradly talked about the development of the Microsoft Mouse. How was the User-Centered Design Process applied?

Task 3:

Decide on a real life activity and show how you would transfer it into an application (cf. "activity of buying a new computer game"). Your activity should consist of at least five steps and name more than one possible technical implementation for each step if possible. Use a table to answer this question.

Activity:	Implementation
Step 1: …	…
Step 2: …	…
…	…

Task 4:

Under which circumstances would you use System Design. Use a self-chosen example to explain individual components and their relationship.

Submission

Submit your solution as PDF or TXT to UniWorx (http://www.pst.ifi.lmu.de/uniworx).
Deadline: 30.05.2011 10:00am