## Interaction Design—HW 1

January 24, 2022

1. Give an example of a physical device (an "everyday thing" as Norman would call it) with bad design that you have had to use. If possible, provide a picture! Do not think about software! Think about household appliances, sports equipment, cars, public transportation, etc.

(a) Which of Norman's design principles did this device violate?

(b) How would you re-design it to solve the problem?

2. Create a question suitable for a final exam for this class based on your reading of chapters 1 & 2 of *Design of Everyday Things*. The format can be, for example, multiple-choice, fill-in-theblank, short answer, or matching. Make sure to provide an answer key.

