

Interaction Design—HW 7

October 4, 2021

Questions about Design of EDT Chapter 5: *Human Error? No, Bad Design*

1. In Chrome, what happens when you type command-Q to quit?

What design lesson(s) from chapter 5 is relevant to this behavior?

2. Create a repository in GitHub and then delete it.

What mechanism exists to prevent errors when deleting?

What design lesson(s) from chapter 5 is relevant to this behavior?

3. Give an example of how *poka yoke* is used in ATM machines.

4. Identify an error that occurs in your everyday life and design a use of *poka yoke* that could help prevent that error.

5. List at least 3 kinds of errors that can be minimized or prevented with the use of frequent git commits?
