本試題是否可以使用計算機: ☑可使用 , □不可使用 (請命題老師勾選)

1. What are interactions and interaction design? (10%)
2. Once the designer has a problem and he/she is ready to start finding a solution. Usually, there are four major approaches to finding solutions. The four approaches are these:
   - User-Centered Design (UCD)
   - Activity-Centered Design
   - System Design
   - Genius Design

   Please explain what they are and the differences between the four approaches. (40%)

3. Mark Weiser is the father of ubiquitous computing, what is the ubiquitous computing? (10%)
4. What are the personas? Please use the personas to design an interaction toy for child. (40%)