

2. Using the concept map tool of our system, the designer will gain the potential for greater insights and able to understand the stakeholders more honestly and completely.
3. At the stage of collecting and analyzing user experience, this system performed well in addressing complex problems where the outcome is unclear.

The study exhibits several weaknesses:

1. Because the script that accompanies uploaded photos suffers from the difficulty of writing text with a camera phone, participants often write only a title with the photo, and the rest of their input such as positive and negative comments are all entered later on a PC from memory. It does not really record their experiences or awareness “live” at the moment.
2. In this study, subjects always used their notebooks for our test, and as the concept map grew, the size of the available display space was a problem when displaying the map.
3. The greatest challenge is how to efficiently communicate with team members when more data is collected than they can possibly look at and understand. We need to consider these issues when designing concept maps.

5. Conclusions

User’s adoption of a self-reporting tool to give insight into their life has important implications for design research and development. Mobile AP II CA can provide a more realistic view of people, especially with regard to the emotional, contextual, and cultural aspects of their lives. It has proven to be a useful and effective tool for building a collaborative concept map. However, there are still many areas that require further development. Our system can provide some small insights that may produce a formidable competitive advantage. However, it might not always be successful with every project, but provides one useful tool for design methods to incorporate qualitative and contextual information. More research is needed on the effects of designer attitudes toward designers from different cultures.

6. References

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