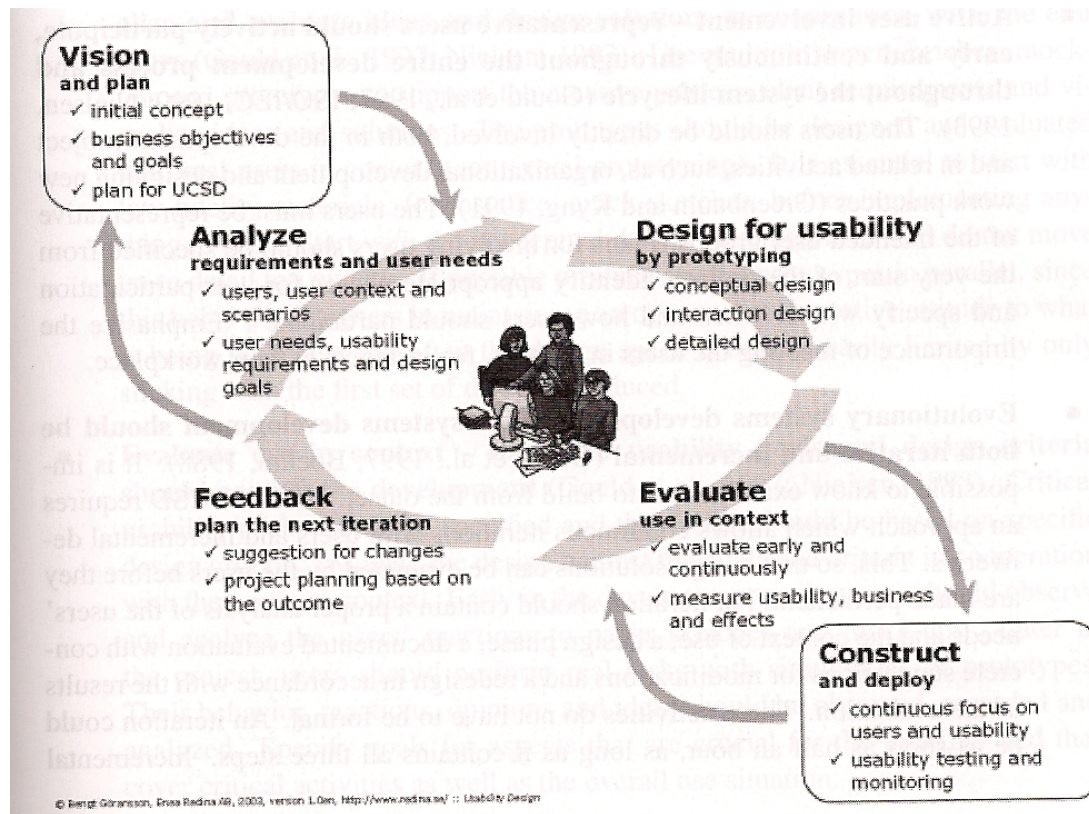


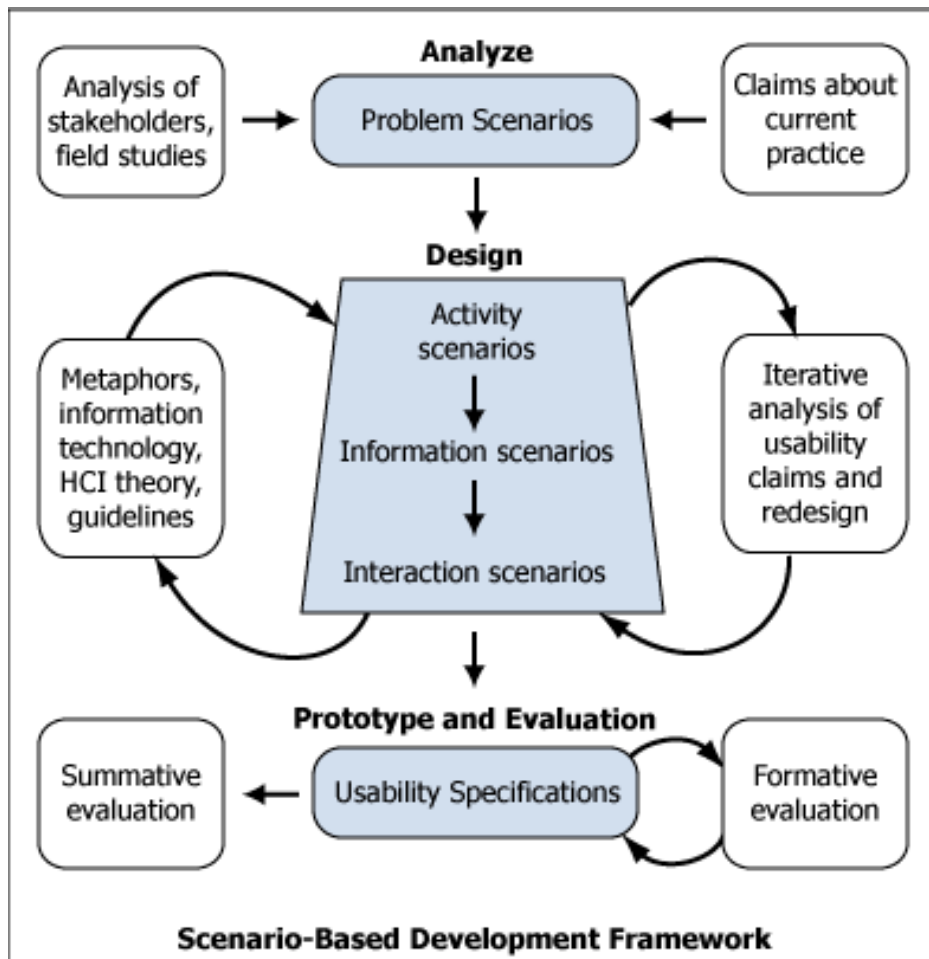
## Interaction Homme-Machine - Human Computer Interaction

### 1- User centered design & Iterative process



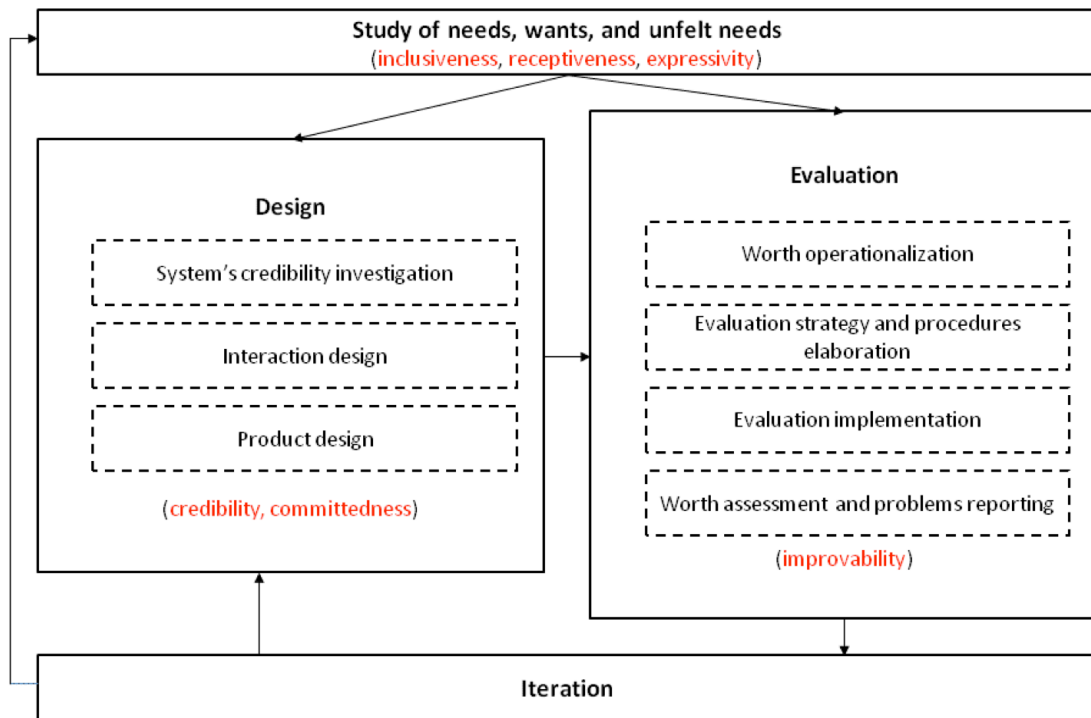
[Seffah 2005]

## 2- Scenario-based design



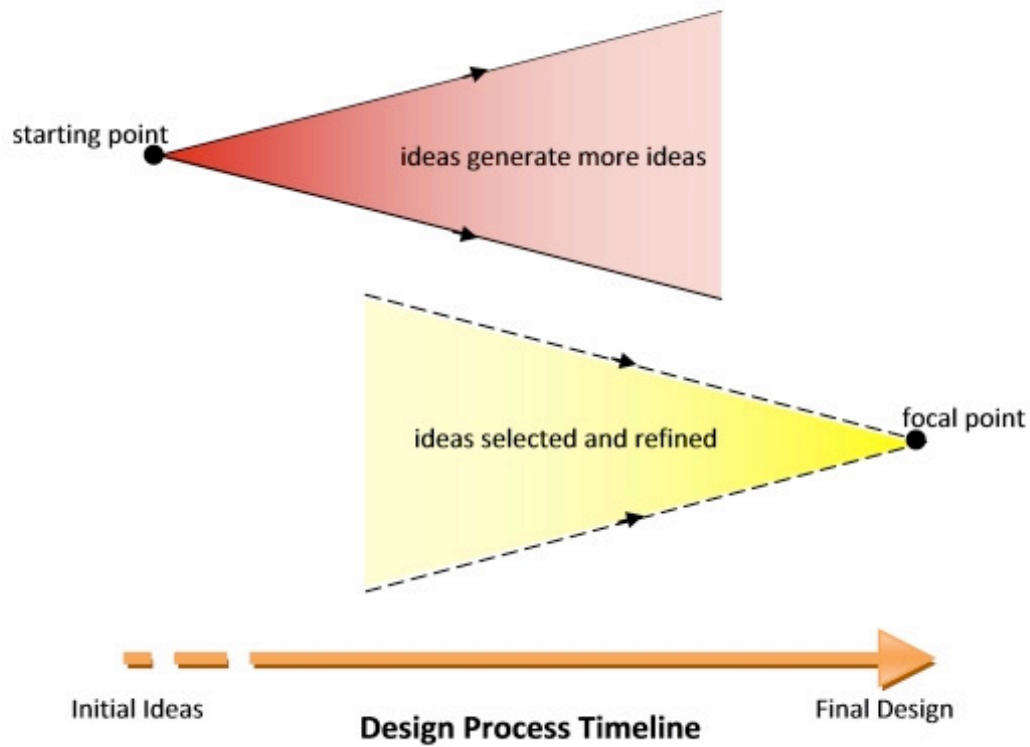
[Rosson 2001]

### 3- Worth centered design



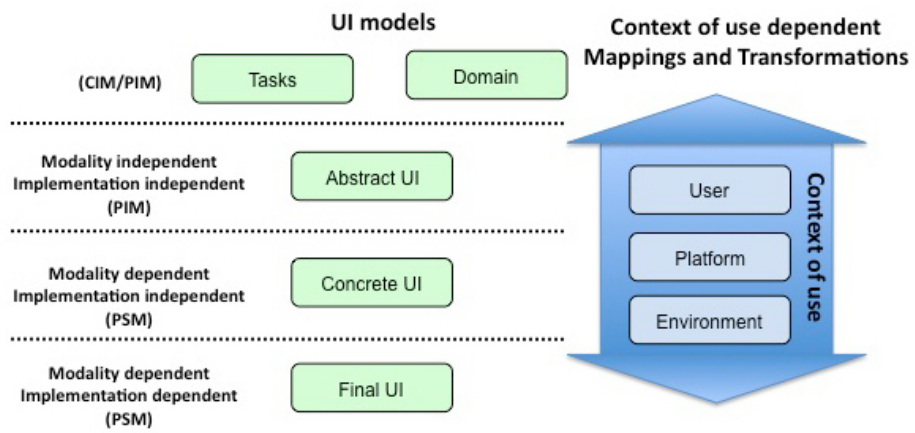
[Cockton 2004]

### 4- Convergence and divergence for creativity



[Buxton 2007]

## 5- Model-based design



[Calvary 2003]