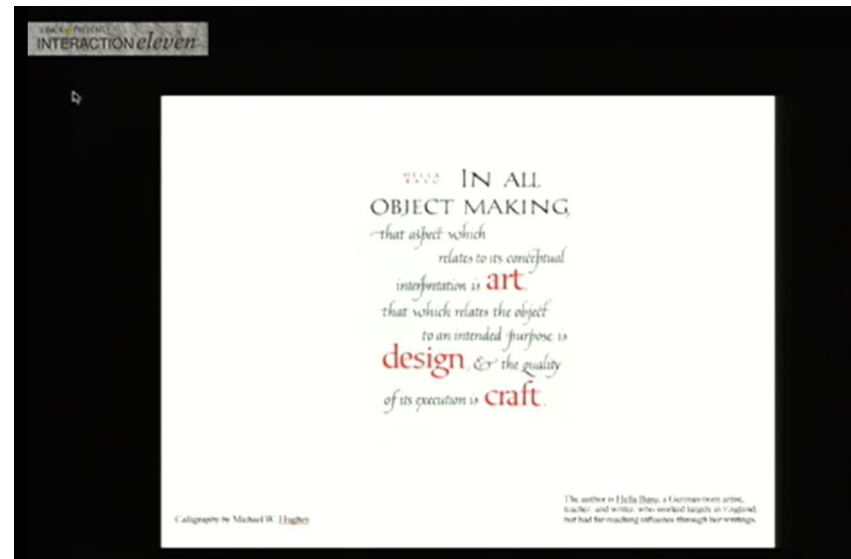


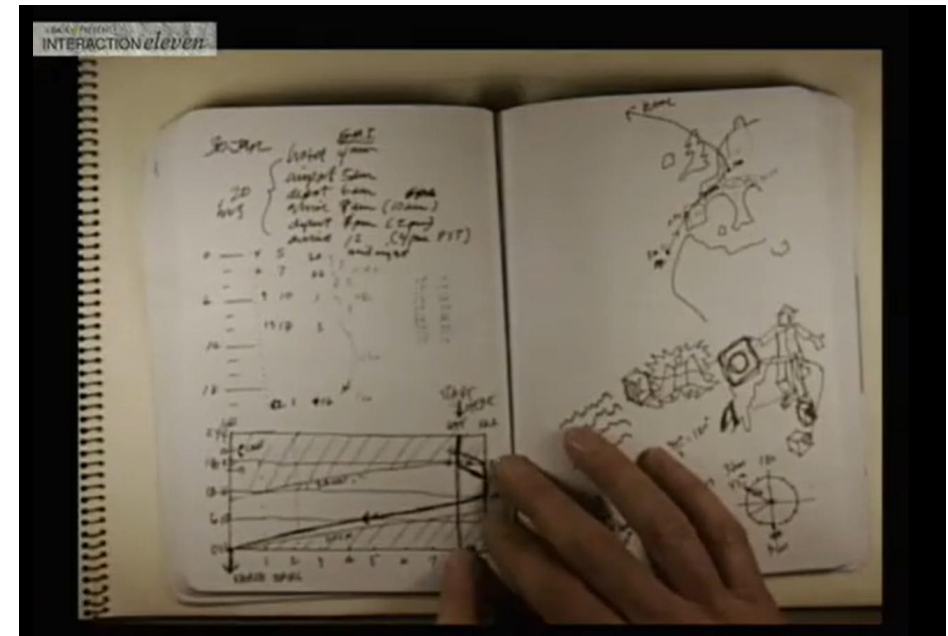
## Part 1: Fine Arts, Design, and Handicrafts

In this section, the speaker explored the relationship between art, design, and handicrafts. He began by explaining the distinctions among the three through an engaging example: art focuses on conceptual expression, design has a clear purpose, and craftsmanship reflects the quality of execution in the making process. He also shared his family background, describing how his parents nurtured his interest in handicrafts. By showing old photos and videos, he reminisced about his early experiences in making things by hand, such as upholstering chairs and building small boats. He emphasized the importance of craftsmanship, viewing it not merely as a demonstration of technical skills but also as an embodiment of attention to detail and a passion for creating.



## Part 2: The Importance of Sketchbooks

In this part, the speaker discussed the importance of sketchbooks in his creative process. Through showcasing his sketch records, he highlighted the value of visual thinking and manual note-taking. For example, he illustrated how sketching flight trajectories helped him understand the effects of time zone differences and flight paths on timekeeping. He emphasized that sketchbooks are not just tools for recording ideas but also a means to solve complex problems. He also shared his experiences using different drawing tools, such as pencils and Conté crayons, expressing his love for hand-drawn sketches and their ability to inspire creativity and deep thought.



## Part 3: Three Questions in Interaction Design

The speaker introduced three core questions in interaction design: "What do you do?", "How do you feel?", and "What are you thinking?". Using vivid examples and illustrations, he explained how these questions apply to design practice. Through case studies, he discussed how users interact with systems through tactile feedback, such as touchscreens and multi-touch interfaces, and delved into the relationship between human perception and system design. He also discussed how feedback mechanisms in control systems influence design and proposed an optimal interaction method combining buttons and handles. This section focused on designing to connect people with the world and creating more natural user experiences.

