Both articles are focusing on analyzing the design process. In Intuitive design, the designers mostly rely on their experience and internal knowledge. So if we consider the design methodology as describing the design rules, we will see that Intuitive design is different from design methodology. It says that information processing is a sequential process. And we saw that there may be more than one solution to get the result. But not all of the solutions will get the best result of the design.

In Intuitive Design article also the analyzing of design process is defined as a 5 steps process: 1) Collection of an accurate and detailed protocol. 2) Analysis of the protocol to examine the information expressed by the designer, and the sequence of the information. 3) Understand the overall transition form state to state. 4) Determination of the consistence in problem solving process. 5) Consistency between all of the design problem solving.

PBG, which stands for problem behavior graph, is considered as a main tool to analyze design process. We saw for the particular design problem how the designer’s process was examined closely by using PBG, and using verbal and graphical tools. We saw how first the designer tried to find the best design for the problem and then after finding the general solution, he went to aesthetic touches. We saw how in the strategy like stack, some design units were palaces in trial and error method while the other ones in a heuristics search.

I like the way that the author tried to show the design process. Although I found the problem behavior graph a little weak in transferring the idea, but totally the article presents the design process in detailed and is a good example of a design process of a simple system.

In Protocol analysis we saw how study of design process is trying to characterize it in most general forms: identify the operations and representations that were responsible to design, development of design, human cognition and design tasks. We saw how some decisions concern the design product while others concern the design process. Protocol Analysis article is interesting in trying to analyze when this novel design decisions “NDD” takes place. It represents a method called activity based model, in which we have 6 different activities: Drawing, Writing, Thinking, Examining, Listening and Speaking. And we saw how the speech activity is important, since it affects on the other activities, and through speaking all other activities can better be understood. So it is separated from the other activities.
We saw how at the time of the NDD the designer is engaged in all activities. So it is called multi-activity mode. It means that NDD is based on a combination of E, D, and T. Which E stand for examining, D, drawing and T thinking.

**Conclusion**

In both of the articles we see how verbal conception along with visual-graphic is used in analysis of design process. Again the conclusion is interesting for me that internal memory is superior in design than the external cues. I don’t think the way that ‘Protocol Analysis’ tried to organized the E, D, T is some concept that we be able to get a firm conclusion from looking at some different design processes, since the design complexity and the level of the experience of the designers all affect the order of E, D, T.