

## **Abstract**

In the time of globalising many products are sold in different cultures, and one design for all the cultures seems to be not suitable any longer. The aim of this thesis is to develop a user experience model and a corresponding questions list that can be used in research of interactive products or systems across different cultures. The method will not only provide a summary estimation of a whole product or system, but to deliver meaningful results to designers and developers. Some standard methods will also be used and compare with the self-developed method.