* Don’t thinking about the function.
* Think about users, without users, the gadget would not be accomplish
* “Users heal her self” –
* Scenario is
* Faster usage as in how we use it.
* Tell users how ur design work.
* Don’t think tht all people will understand ur technology.. sometimes they want the old ways
* Designing

* Behaviour or the user
* How to adapt ur function for ur user need
* Design progress
* View of the design
* Functional of the design
* Arrangement

How infomartion be grouped. When the user ineract.. they know

Information on how user interact ..  
example like they use the home button .. how user know tht is the home button .. (symbol, index, icon) **SEMIOTICS**

**2 scenariors**

***Context scenarios***

***Keypass scenariors***

User interaction in different pathway.

**Good product :** ready for any situation