**Additional resources**

The following resources are additional reading materials that introduce you to designing for accessibility, usability, Dieter Ram’s 10 Good Design principles, Ben Schneiderman’s 8 Golden rules and Jakob Nielsen’s heuristic evaluation method. These will add to the knowledge that you’ve gained in this lesson.

**Design tips & methods**

[Designing for accessibility top tips to get you started](https://www.w3.org/WAI/tips/designing/)

[Designing for accessibility top tips to get you started](https://www.interaction-design.org/literature/topics/accessibility)

[Good tips to help Improve any Online Form](https://uxplanet.org/the-18-must-do-principles-in-the-form-design-fe89d0127c92)

[Usability methods](https://www.usability.gov/how-to-and-tools/methods/usability-evaluation/index.html)

[Component design and ways of using them](https://wereheavyweight.medium.com/how-were-using-component-based-design-5f9e3176babb)

[An article on form design and best principles](https://xd.adobe.com/ideas/principles/web-design/best-practices-form-design/)

[Design systems explained in detail](https://www.nngroup.com/articles/design-systems-101/)

[Current inspirational design systems](https://uxplanet.org/10-most-popular-design-systems-to-learn-from-in-2022-for-ux-designers-18a24843a860)

**User research**

[Dieter Ram](https://designmuseum.org/discover-design/all-stories/what-is-good-design-a-quick-look-at-dieter-rams-ten-principles)

[Ben Schneiderman](https://www.interaction-design.org/literature/article/shneiderman-s-eight-golden-rules-will-help-you-design-better-interfaces)

[Jakob Nielsen describes his heuristic evaluation method design using ten well-proven general principles for human-computer interaction](https://www.youtube.com/watch?v=6Bw0n6Jvwxk)