[Rules](#9od2ygq7b7sz), [Laws](#f7zql5ffdeiy), [Fallacies](#kix.fv24ojypk7a7) and [Principles](#9mbx1ynnawwi)

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| Rules |

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| Laws  * [**Conway’s Law**](https://en.wikipedia.org/wiki/Conway%27s_law)"organizations which design systems ... are constrained to produce designs which are copies of the communication structures of these organizations."   — M. Conway[2]   * [**Parkinson's law**](https://en.wikipedia.org/wiki/Parkinson%27s_law) Parkinson's law is the adage that "work expands so as to fill the time available for its completion". It is also sometimes applied to the growth of the bureaucratic apparatus in an organization. * [**Hofstadter's law**](https://en.wikipedia.org/wiki/Hofstadter%27s_law) The "law" is a statement regarding the difficulty of accurately estimating the time it will take to complete tasks of substantial complexity.[2] It is often cited by programmers, especially in discussions of techniques to improve productivity, such as The [Mythical Man-Month](https://en.wikipedia.org/wiki/The_Mythical_Man-Month) or [extreme programming](https://en.wikipedia.org/wiki/Extreme_programming).[3] The recursive nature of the law is a reflection of the widely experienced difficulty of estimating complex tasks despite all best efforts, including knowing that the task is complex. * [**The Law of the Excluded Miracle**](https://link.springer.com/chapter/10.1007/978-3-642-16265-7_3) * [**Laws of UX**](https://lawsofux.com/)   + Fitts’s Law (UX,Design)   + Hick’s Law (UX,Design)   + Jakob’s Law   + Law of Prägnanz   + Law of Proximity (UX,Design)   + Law of Similarity   + Law of Uniform Connectedness   + Miller’s Law   + Occam’s Razor (UX,Design)   + Pareto Principle (UX,Design)   + Parkinson’s Law   + Serial Position Effect   + Tesler’s Law   + Von Restorff Effect   + Zeigarnik Effect * [**10 Laws of UX Illustrated**](https://www.fastcodesign.com/90157775/10-laws-of-ux-illustrated)   + NOTE: This resource references the “Laws of UX” above but doesn’t include:     - Law of Similarity     - Law of Uniform Connectedness     - Occam’s Razor     - Pareto Principle     - Zeigarnik Effect * [**Mental Model law**](https://3.7designs.co/blog/2017/05/user-experience-design-mental-models/)   + Conventions as Mental Models   + Task Analysis   + Surveys and Questionnaires   + Focus Groups and Interviews   + Contextual Inquiry   + Participatory Design   + Usability Testing  Articles about Laws**[How to Scope Work](http://danmall.me/articles/how-to-scope-work/)** By Dan Mall 12/23/2017 [**Valence effect**](https://en.wikipedia.org/wiki/Valence_effect)  The valence effect of prediction is the tendency for people to simply overestimate the likelihood of good things happening rather than bad things. Valence refers to the positive or negative emotional charge some entity possesses.  [**Parkinson's law**](https://en.wikipedia.org/wiki/Parkinson%27s_law)  [**Hofstadter's law**](https://en.wikipedia.org/wiki/Hofstadter%27s_law) [The Actor Model](https://youtu.be/7erJ1DV_Tlo) YouTube video with [Carl Hewitt](https://en.wikipedia.org/wiki/Carl_Hewitt), [Erik Meijer](https://en.wikipedia.org/wiki/Erik_Meijer_(computer_scientist)) and [Clemens Szyperski](https://www.linkedin.com/in/cszyperski/) Published on Nov 21, 2012  * [**Factorial experiment**](https://en.wikipedia.org/wiki/Factorial_experiment) * A **Petri net**, also known as a **place/transition (PT) net**, is one of several [mathematical](https://en.wikipedia.org/wiki/Mathematical) [modeling languages](https://en.wikipedia.org/wiki/Modeling_language) for the description of [distributed systems](https://en.wikipedia.org/wiki/Distributed_systems). * [The Law of the Excluded Miracle](https://link.springer.com/chapter/10.1007/978-3-642-16265-7_3)   [( ^^ top ^^ )](#f3zl0rc5x5m) |

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| Fallacies  * [**Formal fallacy**](https://en.wikipedia.org/wiki/Formal_fallacy) In philosophy, a formal fallacy (also called deductive fallacy) is a pattern of reasoning rendered invalid by a flaw in its logical structure that can neatly be expressed in a standard logic system, for example propositional logic. * [**Conjunction fallacy**](https://en.wikipedia.org/wiki/Conjunction_fallacy)The conjunction fallacy (also known as the Linda problem) is a formal fallacy that occurs when it is assumed that specific conditions are more probable than a single general one.   [( ^^ top ^^ )](#f3zl0rc5x5m) |

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| Principles  * [The Single Responsibility Principle](http://programmer.97things.oreilly.com/wiki/index.php/The_Single_Responsibility_Principle)  ***SOLID*** Principles  * [***S***ingle Responsibility](https://en.wikipedia.org/wiki/Single_responsibility_principle) * [***O***pen/closed](https://en.wikipedia.org/wiki/Open/closed_principle) * [***L***iskov substitution](https://en.wikipedia.org/wiki/Liskov_substitution_principle) * [***I***nterface segregation](https://en.wikipedia.org/wiki/Interface_segregation_principle) * [***D***ependency inversion](https://en.wikipedia.org/wiki/Dependency_inversion_principle)   [( ^^ top ^^ )](#f3zl0rc5x5m) |