**UXDesign Glossary**

#### A/B Testing

#### Accessibility

#### Adaptive

#### Affordance

#### Agile

#### Analytics

#### Android

#### API

#### Avatar

#### Back and Front-End Development

#### Backlog

#### Beacon

#### Breadcrumb

#### Bug

#### Cache

#### Card Sorting

#### Chatbot

#### Clickstream

#### Commits

#### Conversion Rate

#### CRM

#### CSS

#### Customer Experience (CX)

#### Data Science

#### Design Debt

#### Design Thinking

#### Diary Study

#### Empathy Map

#### End User

#### Eye Tracking

#### Flat Design

#### Flowchart

#### Gamification

#### GitHub

#### Grid System

#### Hardware

#### Heat Map

#### HTML

#### Human-Computer Interaction

#### Hybrid App

#### Information Architecture

#### Interaction Design

#### iOS

#### IP Address

#### Iteration

#### Javascript

#### KPI

#### Landing Page

#### Lean UX

#### Material Design

#### Mental Model

#### Microcopy

#### Mobile Web

#### Mockup

#### MVP

#### Open Source

#### Pairing Development/Pairing Programming

#### Persona

#### Pixel

#### Prototype

#### Pull Request

#### Refactoring

#### Responsive

#### SaaS

#### Scrum

#### SDK

#### SEO

#### Site map

#### Sketching

#### Slack

#### Software

#### Sprints

#### Storyboard

#### SVG

#### Task Analysis

#### Technical Debt

#### UI Element

#### UI Pattern

#### Unit Testing

#### Usability Testing

#### User-Centered Design

#### User Experience (UX)

#### User Flow

#### User Interface (UI)

#### User Journey Maps

#### User Scenario

#### User Stories

#### Waterfall

#### Whiteboard Interview

#### White space

#### Wireframe

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