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UIDesignPatterns

The UI Design Patterns are useful components that i have never used, but can be used to solve common problems and provide us more time for other tasks. But the choice of the UI Design Patterns is not easy, we cant just pick any UI Design Pattern and expect that will be the best choice, if we choose the wrong Pattern, our program will be more difficult for the user, and they will have bad experiences and frustration.

We need to have on mind who our target is because the common problems are not soo common, our targets is kids and they will not have subscription plans and something like that but are other things like the hover controls and that is because I search for a UI Design Pattern.

https://ui-patterns.com/patterns/Praise

This is for rewarding our users when they have done something well. This is a way for reach the UX designed and make the experience for the kid more understandable.

I chose this pattern because we need users to be guided on what the correct behavior is.

So it's very important to keep in mind the problem, who it's aimed at, and above all, that the design pattern is a tool for us, and that we choose the pattern ourselves, not adapt to a pattern we find.