**Some important design principles learned during this course that helped in preparing High Fidelity Prototype design:**

There are numerous design principles and methodologies. When it comes to design according to Donald Norman there are six important principles to follow. Donald Norman is one of the great researchers of human computer interactions and people centered design and his principles are wonderful way to start any design project. The main idea is when it comes to web and interaction design, the interfaces should be functional, easy to use, and intuitive. There are two gulfs to avoid i.e. gulf of execution and gulf of evaluation. The six important principles to follow are as follows:

**Visibility**: It is important that users know what all the options are and how to access them by looking at design.

**Feedback**: Every action needs a reaction. There is always need of some indication, sound that will notify users actions. Simple and effective feedback is an important principle of design.

**Affordance**: Affordance is the relationship between what something looks like and how it is used. As soon as you look at something you intuitively know that how to use it.

**Mapping**: Mapping is relationship between control and effect. The notable example of mapping is vertical scroll bar, it will easily tell you where you are in a page.

**Constraints**: The constraints are limits to an interaction and interface. The seeable constraint of the RCE website is the client is not familiar with the web design and may need to be explained the technical design changes in more user-friendly descriptions.

**Consistency**: Consistency is crucial principle in any design. Every time, the same action must cause a same reaction.

These six guidelines provided a direction to design the RCE webpages. These principles helped to provide a basic outline for excellent user experience and remarkable website design.