

## Importance Of Design And Its Aspects

- Reiterating can help the designer get ideas how to solve the shortcomings in the design
- **User Evaluation**, the process of having the design peer-reviewed by participants, can help find any downsides in the design and the designer can help find solutions in the design
- **Desirable Qualities**, aspects of the design that have viewers enjoy the appearance of the design, can help inspire the designer in knowing how to find a design appealing
- Gestalt principles can help the designer get an idea of allowing the designer to create a coherent, structured design
  - **Law Of Pragnanz/Simplicity** - Helps a designer create a complex design, starting with simplistic shapes
  - **Closure** - Allows the designer to create/imply a shape without actual closure
  - **Symmetry & Order** - Helps create the design an even structure
  - **Figure/Ground** - Allows user to show the subject and background of the craft, with positive elements and negative space
  - **Uniform Connectedness** - Help give ideas how to show connected between two subject
  - **Common Regions & Proximity** - Helps with placement and spacing of the subject between each other
  - **Continuation & Common Fate** - Helps create a flow in the design, from start to "destination"
  - **Parallelism & Similarity** - Gives a consistent look & pattern to the design
  - **Focal Points** - Help the designer add points in the design where the viewer can focus on
  - **Past Experiences** - Can have the designer help create a design based on the designer's experiences
- Sketching can help the designer get an idea on how they want to develop their ideas.
- **Design Knowledge**, a designer's experiences and understandings of the design subject, can help as it can give, at least, a new perspective in designs.