## Observations: Turning design ideas into reality

The speed at which ideas had to be generated by each group and the idea that it would only take 5 people a few minutes to uncover 95% of potential design ideas.

#### Idea generation:

You would imagine that a group would come up with better ideas if they were given time to go away and think about some ideas. But in this design approach each team is made to come up with ideas and solutions off the top of their heads which seems like a fruitless exercise.

#### 95% potential design ideas:

You design a user interface and test it many times yourself, so you would imagine that the interface would be pretty good. You know there will be some faults but you would think it will take more than five people using your interface for a few minutes to catch 95% of potential design ideas.

## 10 Common mistakes

Writing forked code and Working too much.

#### Writing forked code:

Supporting old browsers seems like such a waste of time, people still running browsers such as I.E. 6 should be forced to upgrade. Backwards compatibility only slows down the introduction of new fresh and cool features that make the web a more user friendly place.

#### Working too much:

It’s a good point that developers should use tools to improve productivity and reduce the amount of repetitive tasks to focus on future improvements. At the same time relying on other tools to do your job has two negative affects; first you will be less likely to fully understand your system and second you are in less control because you are giving some responsibility to the tools you are using.