

Material Covered: 100%

- Peripheral Vision is faster than focused vision and things like font-weight and spacing stand out more to catch a user's eye than simply using color.
- People suck at remembering stuff
- Key is to make it, so your design doesn't rely on your user's memory
- Inner knowledge vs world knowledge

I did some research, and it turns out that your peripheral vision does contain some cones, meaning that you can see color in your peripheral vision so long as the color is stimulating enough to activate the fewer cones in the peripheral vision. You want to design your stuff so that the user can use knowledge of the world to figure out how to use it, so they don't have to rely on their faulty memory. However world knowledge can be very cultural based so you have to know how your specific audience thinks and views the world in order to build your application to match.