

UI Design Patterns

We use "Gestalt Principles" as it highlights the importance of designing effective and attractive interfaces. Within the low-fidelity prototype it is noticeable the characteristics of such pattern as similarity, proximity and symmetry.

It is interesting how the author mentions that these principles are not strict rules that must always be followed, but rather guidelines that can be useful to improve the interface design. In addition, the importance of considering the user in the design process, taking into account their needs and expectations, is highlighted.

In my opinion, these patterns are very useful for any designer, as it provides a clear and detailed understanding, and how to apply them in interface design.

In conclusion, Gestalt principles are fundamental to designing effective and engaging interfaces. It is important to consider the user in the design process and use these principles as useful guidelines, not as strict rules.

