Course topics aligning with our design ideas

Two of the most important characteristics of good design are discoverability and understanding.

Discoverability: Is it possible to even figure out what actions are possible and where and how to perform them?

Understanding: What does it all mean? How is the product supposed to be used? What do all the different controls and settings mean?

To achieve these, we have followed the **Gestalt theory** mainly 'Proximity', 'Symmetry', and 'Connection'.

We have considered these principles in our design and our effort is to achieve a design with low threshold, high ceiling (The threshold is how difficult it is to learn how to use the tool, and the ceiling is how much can be done using the tool).

According to the **False-consensus effect**, we try to consider the principle: "We are not users." Our goal is to focus on designing experiences by using empathy mapping diagrams.

When people use something, they face two gulfs: (1). Gulf of Execution, and (2). Gulf of Evaluation. **The Gulf of Execution**, where they try to figure out how it operates, and the **Gulf of Evaluation**, where they try to figure out what happened. We tried to bridge the gap between the Gulf of Execution and Gulf of Evaluation by our user-friendly and conceptual designs.

Forcing Functions puts some sort of constraints to the design however, it is used to improve other aspects of the design such as the security of the design. There are three types of Forcing Functions. **Interlock** is one of them which is supposed to augment things that lead to delightful interactions. We considered the Register and Login fields as interlocks to improve the security of the users.