Introduction:
In our recent ENSE 871 class, we delved into crucial aspects of human-computer interaction, focusing on the synergy between user knowledge and system design. This document aims to capture key concepts discussed, specifically how high-fidelity prototypes link to design ideas.

False Consensus Effect:
In the design process, we assume that customers want a website with multiple communities and where anyone can create communities but they just want a website only for Humanities and Engineering SIG.

Information Overload:
In the implementation, it is important to hide unnecessary features from the application. It may pollute or change the customer's perspective on applications because of information overload.

Knowledge in the Head and World:
In decision-making, individuals leverage both internal knowledge stored in their heads and external information from the world. Cognitive processes, influenced by knowledge in the head and world, guide problem-solving efforts and enhance usability. This dynamic interplay informs users' experiences, contributing to task success and learnability. By integrating internal and external knowledge sources, designers can create interfaces that align with users' mental models, fostering intuitive decision-making, effective problem-solving, and a positive overall user experience.