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UIDesignPatterns

Upon delving into the study of design patterns and reflecting on our project, I have noticed that hardly any pattern is actually employed. In certain aspects, our work is rather artisanal. I wonder, why did I have to research this topic before realizing it myself? The answer is simple: it's not just about applying guidelines and conventions mechanically, but rather understanding the purpose behind the application of design patterns. Achieving an application that is easy to manage and understand may seem straightforward in theory, as it happened to us when designing a scheme of how we wanted the application to look. However, we never really stopped to analyze if the different sections of the application served any purpose, and if they did, did they do so in the best possible way?

Therefore, I find it necessary to quote a phrase from the book that has helped me better understand the objective we should have when designing: "**DESIGNING FOR SCANNING, NOT READING**" (Krug, 2014). Now, what steps should we take as a team to implement this vision into our work? First and foremost, we need to assess the quality of our work through usability testing, considering that we already have a basic framework. Once the areas for improvement have been identified, we should apply the principle of visual hierarchy to all modules of the application. Finally, it is crucial to consider the diversity of users, designing an application that can adapt to the specific needs of each user to a greater or lesser extent.

Krug, S. (2014). Don't Make Me Think, Revisited: A Common Sense Approach to Web (and Mobile) Usability (3rd ed.). New Riders