

## UI Design Patterns

An UI Pattern that I think would be a good idea to add to our prototypes is “Hover Controls”, which consists of hiding not so relevant information that is only shown at specific times, so that the most important information remains easy to identify. It seems to me that it would be a good addition that would help resolve possible simple doubts that may arise in the registration process.

The design of the prototypes we are working on consists of four components, the phone number registration, the CURP registration, the email registration and the interaction with the map section.

Taking into account the design of our prototypes, a clear example of implementing this UI Pattern is to mention clarifications or advice in each section of the form on which we are focusing, the four that are mentioned before, implementing this would help to have better usability because it facilitates interactions with the user.