Design Ideas that are linked to low fidelity prototypes from lecture

- **False Consensus effect:**
The concept which tells the designers that they are not the user. This was kept in mind while designing the prototype. I tried to keep that in mind that design is Usable by all kinds of users. Such that it is easy to understand.

- **Brainstorming:**
We as a team followed the brainstorming concept in our group discussion(over zoom and other mediums). We collected a lot of ideas and then tried to organize them, collect them and design four low-fidelity prototypes.

- **Feedback:**
After the user performs some action they will easily know what will be the next state that will occur on the website. Once a user selects some filters then we define that user will get the research results.

- **Affordances and Signifiers:**
Customers will be easily able to understand what action should be performed on the design. Our design will have tabs and buttons which will clearly depict what actions to perform.

- **Embrace Wild Ideas:**
I have tried to include everything even if that was a wild idea. But most of the plans that I had were executable so I think that I can achieve with team what we have planned in low-fidelity prototype