Building blocks

gestalt

<https://www.interaction-design.org/literature/article/the-building-blocks-of-visual-design>

<https://www.interaction-design.org/literature/topics/gestalt-principles>

memory

<https://www.nngroup.com/articles/chunking/> chunking

<https://uxstudioteam.com/ux-blog/user-attention/> working (short term) memory

Designing GUIs

<https://developer.android.com/design>

Icons

<https://www.creativefreedom.co.uk/icon-designers-blog/android-icon-size-guide/>

color

<https://material.io/design/color/dark-theme.html>

layout

<https://material.io/design/layout/understanding-layout.html#layout-anatomy>

可以说屏幕小，所以设计了accordion

Participatory design

Sicarios of use and use cases

<https://www.interaction-design.org/literature/topics/user-scenarios>