

The 9 Design Psychology Priciples





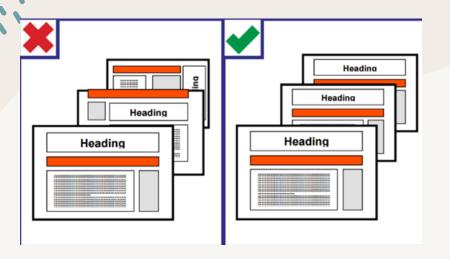


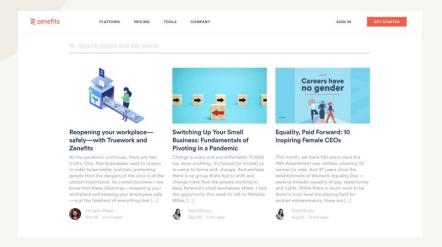
The "principle of least effort "essentially states that people will do the least amount of work to get something done. This can apply to the amount of thought, time, energy or even keystrokes- at the end of the day every human prefers the path of least resistance.

What can you do as a UX designer to address this principle?

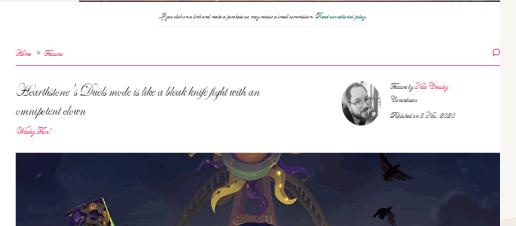
- Show your user an example
- Be as consistent as possible meaningful and important information
- Use grouping when there is a lot of similar information sorting, filtering,
 search bar
- Click or not













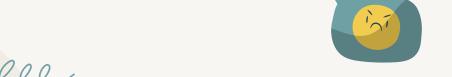
THE PRINCIPLE OF PERPETUAL HABIT



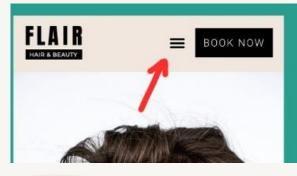
The principle of perpetual habit states that people greatly rely on their memory and habit when doing this or that task.

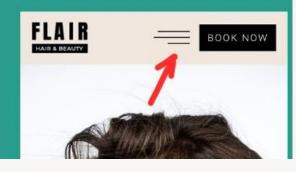
- Layout and navigation simple so that the user could learn to go around your website
- Keep thing "traditional"











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"Man is by nature a social animal."

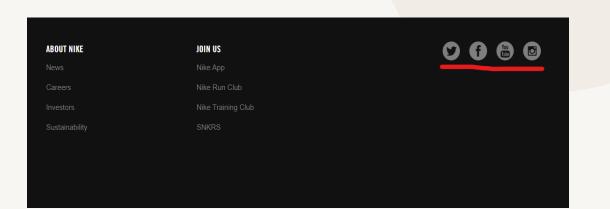
People want to be social, and they greatly rely on technology in order to achieve it. More than that, they use technology in order to feel accepted into society.

What can you do as a UX designer to address this principle?

- Implement social media buttons increase social engagement, convenient way for the user to contact you
- App review, product rating users follow the example of the satisfied customers.

















THE PRINCIPLE OF EMOTIONAL CONTAGION



Emotional contagion occurs when someone's emotions and related behaviours lead to similar emotions and behaviours in others..

What can you do as a UX designer to address this principle?

 Targeting user's emotional sides and showing them content which appeals to their emotions



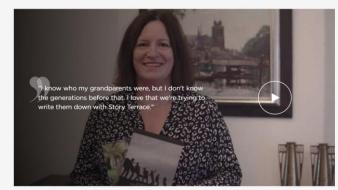












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THE PRINCIPLE OF IDENTITY

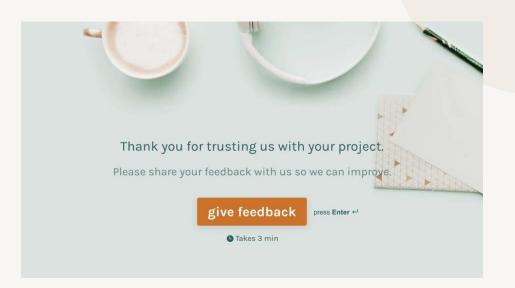


All people need a sense of identity, a feeling of belonging, an understanding of who they are.

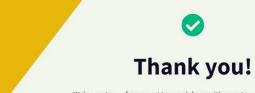
- Use unique characteristics
- Show users you care about them Keep them in the loop with valuable feedback at every step of their journey
- Show interest in their opinions and actually make changes based on their feedback.











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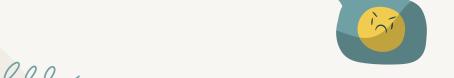
THE PRINCIPLE OF BEAUTY

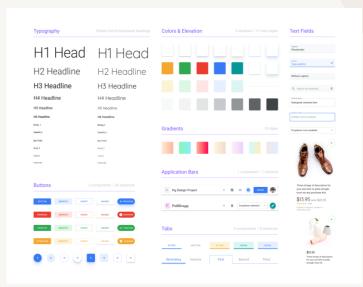


Numerous psychological studies prove: beautiful people and beautiful things are always more loved and popular than unattractive ones. People choose books by their cover

- Stay up to date on market trends
- Design system
- Find inspiration













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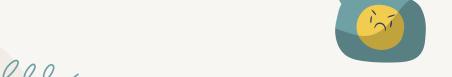




"The Magical Number Seven, Plus or Minus Two: Some Limits on Our Capacity for Processing Information" by George A. Miller. According to him, we can only hold from five to nine things at once in our short-term memory. This is also called Miller's rule.

- Disclose information progressively
- Do not force people to remember more that they can

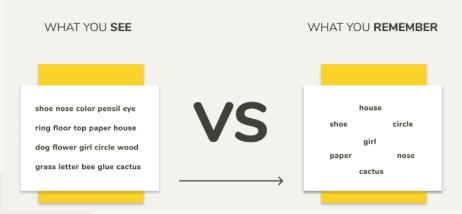




Too many choices?















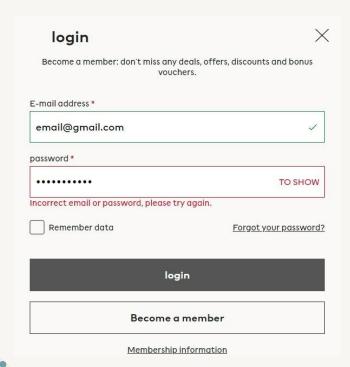


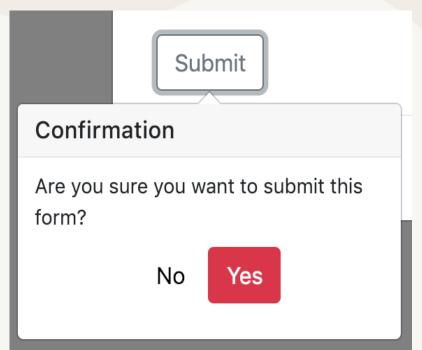
Mistakes relative to UX design psychology include scenarios which are counterintuitive, unclear, and potentially misleading, thus preventing people from accomplishing the goals they set out to do.

- Attempt to predict where a user may make mistakes
- Provide the ability to undo an action
- Inform users about mistakes.













FOCUS, ATTENTION AND CONCENTRATION



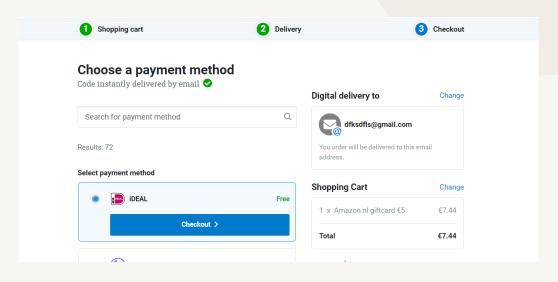
The average attention span for an adult ranges from 10 to 20 minutes, after which they may get distracted and lose focus.

What can you do as a UX designer to address this principle?

- Do not distract users with random pop-ups or sounds
- Make your product or service stand out
- Visual aid such as a simple step counter

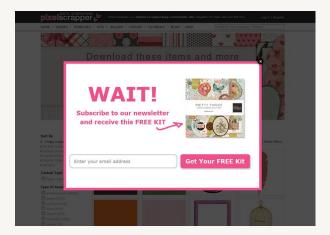
















THANK YOU!



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