

These past few weeks I learned more about how UX/UI is designed like how they also use storyboards to further understand how their application works and how it feels or looks like when people are using it, this will also help the designers in making tweaks and decisions based on what they have seen. I also learned that prototypes do not have to be already working models of the said application as there are different levels of fidelities when prototyping with low-fidelity only having the layout on a gray-scale, medium-fidelity which has some functionality and color, and lastly high fidelity which offers functionality and color but of course is still subject to change. I was also introduced to paper prototyping which I never thought would be very effective in showing the functionalities of the application, I thought before that they were a hassle to do and a complete waste of time as you can already start on the project and have all the functionalities, but through experience having to have changes during the middle of the projects is more costly and time consuming than when you were to prototype using paper. You will still see needed changes while using the paper prototype if used effectively and properly all while saving more time and money in terms of resources. Personas are also an interesting that I've learned recently, of course I did know about having a target audience but personas make it a lot easier to see how different people would have different requirements for them to effectively use your application. This would help me in designing my UX and UI spreading the functionalities out to suit all the possible people who are going to use it.

Overall I am more intrigued about what more I am going to learn with the subject and learn how to use them effectively so that the applications I develop in the near future are going to be aesthetically pleasing and effective with the different types of consumers that it is going to face.