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Course: CSC 392

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Software Designer

Introduction

A software designer is responsible for problem solving and planning for a software solution. A software designer uses research, design, and planning techniques and tools to create the foundation for software to be built. This includes conducting research, creating the overall structure and visual design, and continuously facilitating user testing.

What does a software designer do?

A software designer works as part of a collaborate development team to help create software that meets the management's or client's needs, and in an effective and cost-efficient manner. A software designer could be doing the following:

Research

Research is a part of any design process. For software design, you might be researching competitors, other applications to integrate with, or new tools to use. You most certainly will do user research. This can take many different forms, depending on your audience and goals. However, it often involves observing and listening to users of a certain application or product to get a better understanding of how you might make tasks easier for them to perform.

Wire-framing

Wireframes are like the blueprints for an application. They do not include any visual styles—no colours, polished typography, or imagery. They do, however, map out where each piece of content should live and what the overall structure of the application will look like. Wireframes are often turned into prototypes to test this structure before the visual design is applied to it.

Prototyping

Prototypes are created and used to test software. They are often used at multiple points throughout a project's life—from wireframes to high-fidelity design. Their goal is to test specific workflows to ensure they are easy to follow, see how the visual design feels across an integrated experience, and validate other structural and stylistic choices.

Human-centered design

This is a broader phrase than the others, but it is the most important because it encapsulates all of them. Human-centered design is a practice that focuses on the user. It includes getting to know who those users will be via research and testing, and then designing and building with those people in mind. Testing is conducted along the way to make sure it meets the users' needs. It is common to discover something new during research and then pivot certain plans to accommodate those new discoveries.

Conclusion

These methods are used to create a functioning product that makes people’s lives easier in one way or another. A software design is about making technology easier and more valuable for people to use.