What I learned in class this past few weeks was knowledge in what makes things viable, concrete, loved, and hated. Learning the ins and outs of a specific app can make you appreciate a development team`s hard work, you can also find faults when you yourself use it so that it can be further improved. Design is another topic we first thought that design is only for visual, as we progress in our topic we found that it is not only for visually, but design is also used for practicality. Samples like this are the mouse we use for computers. A mouse can be big or small that can cater a user with a specific size, ergonomic mouse, keyboards and chairs also have specific characteristics than normal one`s to help the user be more comfortable when using them. We innovate and learn from others to improve their ideas so that we ourselves benefit, thus we as student must learn from these ideas to improve them for the next generation to follow. I may not notice this kinds of things by myself if not for this class, so I hope I can further improve to notice these small details and apply it myself in the future.