Week 8 (1/3)

In this article, Ian Batterbee tells us about Don Norman's seven fundamental design principles: Discoverability, Feedback, Conceptual model, Batterbee gives us a very detailed description of each principle including what it stands for and a description of the feedback and he adds some simple examples to help us understand it better. The most important thing I learned is the principles we need to learn to follow. When all the principles are in place, the conceptual model can echo the user's mental model so that they can use the product properly and effectively. This is very important and we need to always keep this in mind in our subsequent learning.

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In this article Fabricio Teixeira shows us how to choose one of the best and most correct prototyping software. He mentions the fact that there is no one solution that is one-size-fits-all. Designers increasingly need to understand the pros and cons of each tool and be able to quickly decide on a workflow. He shows us the importance of prototyping tools by Define The Objectives, Understand The Requirements, and reminds us how prototyping software works with some considerations. Examples include scope, fidelity, resources, and context. The most important thing I learned from this article is to really understand what prototyping software is all about

(3/3)

In this article, Susan tells us about the importance of imagination in UX design, showing how it works through some hard and convincing evidence. And at the end of the article, she gives us some ways to encourage creative thinking. The most important thing I learned in this article is to really understand how important imagination is. Creativity is a process that produces original and valuable results. A very unconscious thing that is always present in each of our brains. Also learned that it is important to learn to take a break at the right time to relax your body and help relieve the Executive Attention Network.