

UI Design Patterns represent "reusable/recurring components which designers use to solve common problems in user interface design". As proved solutions for regular interactions/UI designs, the patterns are often on UI Toolkits or UI Guidelines. During the process of selecting a toolkit/guidelines it is important to verify if basic UI patterns are present.

Select a task (team project) of your UI/prototype designed so far. Define a relevant UI pattern and determine if it was applied or it should be. Either case, describe a specific implementation of the UI pattern and the relevance of it based on project's usability goals.

More info and related articles [UI Design Patterns](#)

One of our core tasks is the “Find Collaborators” search. A well-known UI pattern for this is **Autocomplete Search**, which suggests matching profiles as users type to reduce keystrokes, avoid typos, and speed up discovery. We envisioned a dropdown that shows each musician’s avatar, instrument, and distance after two characters but in our current prototype we haven’t implemented it yet. Adding autocomplete would cut search time dramatically and guide users toward valid results, aligning perfectly with our goals of efficiency and error prevention.