

UIDesignPatterns

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/guideline 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.

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One of the common UI design patterns is Lazy registration, I am not explaining this concept, but I think this is important to our site. This pattern allows to pages like amazon to navigate inside them and use the product before you register, I think like this as a form of bait to caught the user attention to use the product with no compromise and doing this we can make the user familiarize with the app. This apply to the search feature of our app because we want to that the user can see the things that we can provide to them. I think doing this we ensure that the user is most likely to register and try than when you block the content to register because it would be ended by the user searching for another option.