UsingPersonas

The first reflection block considered a Personas reflection. This reflection (2nd block) aims to focus on the process for applying the knowledge obtained of Personas to the UI/prototype. It could be considered as a extended reflection of the previous one.

Provide a specific example of how the knowledge retrieved from Personas was used and implemented on the UI/prototype.

Personas Chapter frorm iXDF: https://www.interaction-design.org/literature/book/the-encyclopedia-of-human-computer-interaction-2nd-ed/personas

In the creation of the UI, we are using the personas in some steps, in the beginning we identify needs of the persona using the attributes, when we identify the needs then we think about a design that implements the need plus the usability attributes that we wanted to ensure on the website and considering the background of the users. In the last part correspondence to the implementation once the decisions of the design are done, we think about the esthetical and responsive actions that the application will have. In more detail, we think about a button of edit profile, so this button will be on the right corner and we going to use a green lemon in the color of the bottom and when you pass the mouse on it, color changes to lighter, when you click them push and make a sound, this is only an fictional example of what I try to mean with this last part about the esthetical decisions at the end of the UI.