

## 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/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](#)

In our project **Indie Project**, my team and I created a screen to edit the user profile. The idea was to let people update their info depending on if they are musicians or employers. **For this, we used a form design pattern**, because it helps to organize the information and makes it easier to fill.

The form is divided in parts like personal info, social media links, and category. We also added icons for Instagram, YouTube, and others. **This is part of the recognition pattern**, because people know those icons fast. At first, we asked ChatGPT to help us with the design, because our teacher asked that, and later we changed the colors together as a group.

**We didn't test it with real users yet**, but I think maybe it has too much information. I would like to make it more simple. This helped me understand how UI patterns can make things clearer and more useful for the user.