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course: COMP5209 week: 04 lesson: 01 topic: introduction-and-setup

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## Determine client requirements

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To be able to create a good product, you need to understand the client requirements, but it is equally important that the client can communicate the problem to you.

It is your job as the UX person to get the answer to those questions.

Now there are some general things to take into account - one of the biggest is responsive design.

Responsive design is:

"Can your product work well on any device and if there is no requirement for a mobile site - then why not?" You must get an answer to that question!

## Video - 7 Red Lines

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## Video - Be a good client

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## Slides

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[Client Requirements](#)