

Write your Reflection on what you learned so far:

- Summary of what you learned: What stood out to you as the most important things you learned so far? Why do you think they're important?
- Feel free to reflect on your understanding of the "key questions" for each week: Can you answer them? If not, did you ask the instructor for help? Do you have any other key questions you would like to suggest to be added?
- What topics do you still find confusing? What can you do to get a better grasp on them?
- Feel free to share your real-world examples/experiences regarding usability and design principals.

Week 7: Attention Investment – how users behave in problem situations. Deals with deeper problems, such as programming. I found this concept as important because it is a specific perspective that helps us illustrate design. Attention is a scarce resource and the cost is attention units that incorporate risk. For the key questions / activities, the perceived cost, payoff, and risk were important to think about and review.

Surprise-Explain-Reward: I found this concept interesting but not as important as the previous and also slightly confusing since I originally thought the examples used were very narrow in scope. However, as I reflected upon the activity, I realized there's more to the concept than what the surface indicates.

Week 8: Information Foraging - I found this concept very important and intuitive because we want users to be confident they're going the right way within a software application. The three kinds of graphics, decorative, navigational, and content, all fit in well within this concept. For the activity / implications of your project, it was very informative to review our content screens and answer the questions that were posted us.

Week 9: Gender Differences and Programming Environments. "A modern concept in software design is pluralism—that is, the design of artifacts that "resist any single, totalizing, or universal point of view"". It was very interesting to see a full paper / breakdown of this topic, particularly among different programming populations. They came to three very interesting conclusions:

- RQ1: There were significant gender differences across programming environments and populations as to which features males and females elected to use.
- RQ2: There were significant gender differences across programming environments and populations as to males' and females' willingness to tinker and explore.
- RQ3: Although there were significant differences between males' or females' technical problem-solving confidence, these differences clearly were not the sole factor in the differences in feature usage and tinkering

Week 10: nothing new / no new readings

Share your experience with the class and group activities:

- What challenges do you have? Any ideas on how to overcome them?
- Any other insights or ideas (e.g. course improvements) that you wish to share.
- Did you use any of the communication platform (e.g, Piazza, slack) for class/group activities? If so comment about their usability

Activity 2: I really enjoyed Activity 2! This is one of the things I enjoyed so far about the class since it's like a mini HW assignment in the midst of a large group project.

HW 6 + 7 - Evaluation Plan & Evaluation: This part of the project was very informative since it allowed us / our group to carry through with our evaluations we plan.

HW 8 – Prototype + Interactive Design Gallery #2: I appreciate this step because it allows groups to get a 90% project down before the 100% final & allows a two week buffer between completing the evaluations and coming out with the final product. One of the challenges I ran into was using Balsamiq since it was my first time using it. It took a while to learn where things were, all the micro items and actions I could do and use to create the prototype. But in the end, I'm glad we had that exercise because the end result of our interactive prototype is way better than what I could've done on paper.

HW 9 + Final Prototype: Putting on final touches from last week, making some tweaks again from the design gallery, and some last minute changes we wanted to implement (from the HW 9 feedback). This week was a great way to conclude the class and finish our design prototype. Thanks for a great class!