

Mental Models and UX Design

Development Methods

Agile Method

Allows for testing and feedback while developing. Small changes more regularly. This is focused on adaptive planning, self-organization, and short delivery times.

Waterfall Method

Project sees little user feedback before release. Big changes over longer time periods. Breaks down the project into linear sequential phases that are rigidly followed. .Phases

1. Analysis
2. Design
3. Construction
4. Testing
5. Deployment
6. Maintenance

- These phases are described in the [wikipedia article](#)

Neural Networks

1. Higher Brain
2. Mid brain
3. Lower Brain

User Interaction Problems vs Systems Model Problems

- Consider false positives regarding the rocket switch gear shift
 - The lizard brain doesn't know that there is a problem. that's the worst kind of problem
- false positives don't happen that much in software. An issue happened with Playstation 5 sales when it was released.
- Reflect on conventions from jan11 reading notes.
 - conventions tend to have some sort of cue, be it visual or tactile.
 - consider users' expected design conventions
 - The building of new interfaces is an art, a balance between convention and innovation

Relevant Literature

- Review chapters 1-3 in "Don't Make Me Think"
- Review UX Design Mental Models
- Review Accessibility and JAWS screen reader

Accessibility Resources

- [Mdn Docs](#)

- [Firefox Accessibility Inspector](#)