What do you understand by the term of Design rationale?

Design Rationale basically explains why a system is designed in a certain way, proper reasons behind the designed process.

1) **Process Oriented:-**

   It emphasizes historical information. Whenever we are designing any early model of any system, we used to search for relatable applications like our proposed system, then we simply do benchmark analysis, article/Journal/report analysis to gain the knowledge about which process is more acceptable to the users, which system is lasting long, what is the limitation of systemimplementation. As we are analyzing old data following a procedure, this is called process oriented design.

2) **Structure Oriented Approach:-**

   It emphasizes the consequences of an action. Suppose, we designed an application based on our thinking, then we did alpha/beta testing, then people give their opinion as a feedback(like those button should be smaller and rgb light should be added), or they are saying that the design is not useful or not user friendly for them, then we take action based on the feedbacks, and modify our previous design. This whole process is under the structure manual. First of all you have to take an action, then have to show the audience for feedback, then again you will remodify your actions.

3) **Psychological Design Rationale:-**

   It is basically done based on the psychological condition of the designer/user. Design psychology is a combination of neuroscience, cognitive psychology, social psychology, and human-computer interaction that approaches user experience design through the lens of human behavior.

Between process and structure oriented approach, which one is closely relatable with psychological design rationale?

My answer for this fact is absolutely process oriented design. Because here we are also working with previous data, we never think what will happen in the near future, will our design survive in the long run or not, we simply take decisions based on human behavior and characteristics. Suppose, a famous system suddenly falls under a serious problem and people don't react to that so much, they accept that in a good manner, that is not 100% sure that in future their mind will not be changed for the same type of errors/problems. So here, we are seeing that psychological design totally behaves like process oriented design by using historical data. Here port-hoc reconstruction has been done and for this we have to do claim analysis. Claim analysis means our previous assumption may not be correct sometimes(like initially, we thought we will design the home page full screen, then we changed our mind based on the situation or some shortcut bar/functionalities response way may be changed). So, we have to reanalyze our previous thoughts sometimes for better design.