Git : I had previously used Github in the previous year, so setting it up wasn't very difficult. I won't spend too much time on this here.

Library of Babe: Just as the library contains an infinite number of books, the internet contains an endless amount of information, accessible from all corners of the world. Like the librarians in the story, we as users of the internet are often overwhelmed by the vastness of information available, and we struggle to find meaning or significance in it. the story also touches on the idea that despite the vastness of the library or the internet, there may be limits to what we can know and understand. similarly, despite the abundance of information available on the internet, there may be inherent limitations to our ability to fully comprehend the complexities of the world we live in. This also coupled with the deteriorating attention spans further proves the main point of the reading. As we touched upon in class too, with the growth of all this information, it mostly all ends up in the same industry in the end.

My goal in this course is to acquire new skills and knowledge, whether in a successful or unsuccessful way, according to the CBO. The reason why I chose this particular course is my fascination with the design of user interfaces (UI) and user experiences (UX), not just limited to websites but in various industries and products. I am intrigued by how our interactions with these products impact our overall experience and performance.

Week 2

My main focus for this week was mainly trying to catch up with all the worse I had missed or wasn't able to.

I had previously worked a bit with HTML and CSS in High school. But honestly had lost all of the knowledge I had of the work done. I also had watched videos on it, not exactly related to the course material on YouTube further giving me the idea of what I'll have to learn. The first thing I decided to do again, was just displaying text on a webpage, then display a GIF on the webpage. This was relatively easy, because its similar to other programming languages.

The internet began as a simple mechanism for exchanging research and eventually developed into the large and diverse network of websites we have today. It has become an essential part of our everyday lives, with billions of people utilizing it for communication, information exchange, work, and enjoyment. However, greater connection comes with responsibilities and possible drawbacks, such as difficulties with user privacy and online abuse. Despite these issues, the internet continues to adapt and expand, with continual attempts to make it more accessible and inclusive for all. The section continues by underlining the importance of continuous accountability and innovation in order to guarantee that the internet remains a revolutionary force for positive change in the future.

Week 3

Website : On making the website, I hadn't made much progress apart from just wireframing and still trying to figure out exactly what I want to be on my website. I've been looking at other websites I've liked in the past(some good, some not so good). Then trying to adapt that to my own design for now.

What has been interesting to me however, is that most of these sites aren't actually clean or easy to use, but I've still adapted to using them all the time on the daily, YouTube, the Supersport site and BT Sport being examples of these.

Reading reflection: Similar to how literary interpretation relates and depends on both the convention and context, effective UI/Ux similarly relies on understanding the user and already known design conventions. The designer should be aware and use the current design conventions that the users have already been accustomed to in their other digital spaces, but also consider what the context of the design. Like, the specific work environment, the device the interface. This will ultimately have an influence on the design decisions put forward.

Week 4

Website : My design so far has been rough and basic, but I can already tell that some revisions need to be done. In the previous week, I tried looking at some of the sites I use for inspiration and drew down basic wireframes of them. I found that they aren't exactly quite good to interact with, but there are some design decisions done on purpose. On the YouTube mobile app for example, in order to comment on a video, you'll will have to scroll down and see through some other recommend videos, before getting to the comment section. This was done with the obvious intention of making you view more content, but I dislike having to do so much when a button for this could've been added together with the dislike and like section.

Readings and lecture reflection: What I got from the readings is: is that design is mostly about problem-solving and the responsibility on the designer's side to be inclusive and sustainable (Papanek,1984), interface design should go beyond the traditional GUIS and consider the user's goals(Gibson, 2004) and that effective UI design must prioritize the users' experience. The main thing in common here, is that they all prioritize and emphasize the importance of the user and meeting their by solving their problems.

In the lecture, we discussed how interactivity and interface are linked in their existence. Many parts of the design aren't exclusive to each other, and have a direct relationship.

Own Design relating to readings: My own design at this point has kind of stagnated. I haven't done too much to improve on it. But after the readings, I know about some of the things I have to consider about the user. As I had previously mentioned on my analysis of the YouTube GUI, there are some obvious design decisions that I will have to try and achieve.

I also had the same finding with my wireframes, that I wasn't largely taking the user's goals into consideration, but mostly just trying to show as much content as possible to the user. The end goal of this site, will be to make a user-friendly site that will meet their demands, which is to get all the information they've come onto the site for.

Week 5 & 6

This week I didn't really look at academic readings but UI and design in the industry, particularly the computing devices industry. I found it interesting how Apple's overall design in the industry has almost become the standard/benchmark.

But one of the main reasons I found for their consistency over their products, is because of the very small lineup of products relative to their main competitors in Samsung/Dell/Xiaomi. This is also why a lot of other devices have better optimization than Apple devices because of their closed-off hardware and software variations.

Onwards and Upwards.(2022). *Everyone Wants to be Apple* [Video]. YouTube. https://youtu.be/3XuP_I28HgY

Week 7

Website : This week, basically just some basic tinkering on the website. Most of the work went towards doing the readings, but I made the decision that I would only mainly focus on making the site using HTML and CSS. The reason for this, is because I would like to try and keep it a bit simple, also because my understanding of Javascript is quite low at this point.

Readings : The reading mainly describes user experience as the response given by the user based on the usage of the specific system. It is also defined as encompassing different aspects as well, like usability and satisfaction. This made me think of Apple and how their man focuses in design are to make user-friendly systems that are also aesthetically pleasing. They also argue the sentiment that design should both be objective and subjective. Analysis and review with self-report measures as well as objective methods. Lastly, it also speaks about how research in UX can lead to the development of more improved guidelines and designs for their customers. An example of this is Amazon's consistent use of surveys and studies on how they can enhance usability and increase customer satisfaction. The Amazon one-click checkout system was designed through this system, to make a quick and more streamlined checkout process.

IxD Process:

Honestly, at this moment I hadn't done much more than drawing up wireframes for the site. I've only made a single page for the site using html and css. From this I have only set out my main goal, which is to make a website that's easy to navigate without any hurdles. In terms of the navigation, I've only though about having the user clicking on links and maybe scrolling through other sections as well.