

Low/high-fidelity prototypes link to design ideas discussed in class; people-centred design.

1) Affordance: -

Affordances in design are clues that suggest how an object should be used. They can be basic, such as buttons, or more nuanced, with realistic interactions. An affordance refers to the possibility of an action on an object, like a button affording being pressed or a chair affording being sat on. In UX design, affordances provide visual and psychological cues to help users understand how to interact with a product. They can be explicit, hidden, pattern, metaphorical, false, or negative. Designing with good affordances minimizes user error and friction, making interactive elements stand out and important functions obvious. Understanding and leveraging affordances in design ensures products are user-friendly and intuitive.

2) Gestalt: -

Gestalt principles are a set of guidelines that describe how individuals interpret and arrange visual data. Basic gestalt principles like closeness or likeness can be captured by low-fidelity prototypes, which can help inform early layout choices. Conversely, high-fidelity prototypes show how gestalt principles support a coherent and significant user experience through their refined aesthetics and minute details. These design principles—proximity, resemblance, continuity, and closure—assist in the creation of thoughtful, intuitive designs that are aesthetically pleasing and simple to comprehend.

3) Constraints: -

Limitations that affect the technical and creative choices made throughout the design process are known as constraints in design. These may have to do with the designer's skill level, time, resources, or money. High-fidelity prototypes provide a comprehensive investigation of how people interact under particular limits, whereas low-fidelity prototypes might draw attention to basic limitations such as constrained interaction options. For design solutions to be successful, it is essential to comprehend and manage design constraints.

4) Mental Models: -

For designers, it's critical to take into account consumers' mental models, expectations, and impressions. Realistic representations of the final product are provided by high-fidelity prototypes, which closely resemble these mental models. Low-fidelity prototypes, on the other hand, record preliminary depictions of user interactions. This guarantees that the design conforms to the expectations and preconceived conceptions of users.

5) Usability Testing: -

Testing for usability is essential. High-fidelity prototypes enable extensive usability testing, ensuring the final design successfully satisfies user needs, whereas low-fidelity prototypes are appropriate for early-stage testing.