**What are three (3) things you have learned from your experience with Project One?**

The first thing is everyone wants a simple, uncluttered interface. They still want lots of features, but they want it clean, so it is up to you to figure out how to do that. The second thing is learned is the same user groups can have completely different visions of how your application should work. It once again is up to you to make the decision of what will work best for most people. This might be a little clearer with more user testing and interviews, but you can’t make everyone happy all the time. The last thing I learned is that paper prototypes are awesome. I used to do at least a wireframe when showing people UI ideas, but they take a lot more time. With paper prototyping, if a user had a good idea in testing, I could just scribble it out really quick and try it immediately.

**What are two (2) questions you still have about UI/UX design?**

My main question on UI/UX design is since it is iterative, how do you know when to stop or will it be apparent? Is there a template for the most common elements, like a login screen, that incorporates best practices? 90% of the class did the login screen for the last discussion, and all of them were similar since no matter what app you are logging into it’s pretty much the same.

**What is one (1) way you will apply your learning from Project One in the future?**

The one thing I know I will be doing in project 2 is creating paper prototypes for the wireframes first. They save so much time.