<http://duongle132.github.io/3.html#chair>

Krug's definition of "thinking" is not to think anything at all. He wants the users to use the web easily just by what they physically see and what they ~~have~~ already know.

<http://duongle132.github.io/3-1.html>

Especially, I will continue to read if the website suggests ~~me relating information about the~~ information relating to the topic that I care about. Or it shows everything that I want to know about without opening different tabs and searching on other pages like google or youtube.

<http://duongle132.github.io/4.html#table>

In website, convention is what we can easily recognize at first glance. It is what we have been using all the time. Convention is what people all agree of.

Wording is odd, try “In a website, convention is what we can easily recognize at first glance. It is what we’ve learned over time. Convention is what people agree upon.”

Convention is easy to find in ~~the~~  a website. First, when you look at the website and see 2 colors, red and white for example. You will assume that these are the colors of the company/organization. Second, when you look at the layout, you can see common signs like buttons, search bar, search box, navigation bar, etc. These are common instructive signs that you see everywhere~~,~~ and therefore~~,~~ you can recognize it easily.

Maybe convention is a rule that designers have to follow to make the website more clear to users. And to users, conventions ~~is~~ are instructions ~~leading~~ showing them how to use the website efficiently.

<http://duongle132.github.io/AM.html>

Animation is the second part of the course. Through this part, I learned how to create storyboard in Photoshop.

Either use “a storyboard” or “storyboards”

<http://duongle132.github.io/WB.html>

Website Building is the last part of the course. Through this part, I ~~rebuild~~ rebuilt my website and create a swap image.