**Discussion Question: 100 Things**

Using the ***100 Things Every Designer Should Know About People*** reading assignment, select two (2) of the "things" you read about.  In your post, include the number and title of the "thing" (i.e., #36 Time is Relative)  and then do two embellishments, one embellishment, and one visual example, or two visual examples.

1. **Embellish:** Tell us something that the reading did not tell us on that specific "thing" or embellish on what was presented. Be sure you are adding meaningful content to the conversation and not just making noise. Your addition can be a link to an article or you can write out your embellishment.
2. **Visual Example:** Provide us with a graphic example that is relevant to web design. This can be something you create or something you find. Again, be sure to add meaningful content to the conversation.

The first topic of embellishment for this module is Topic 57: People Are Inherently Lazy. Web design should be sleek yet user-friendly. Given the vast number of websites available, if you want to retain users, the website must grab attention and be easy to navigate. If web design is not carefully thought out, users may quickly click off the page to find another, less complicated site. The less effort a user has to put in, the better since people are inherently lazy. The Brand Indsier website supports our textbook author on how the best websites allow users to be lazy. <https://www.desireedesign.co.uk/brand-insider/user-centric-web-design>

One helpful feature for a lazy user is the increased ease of creating or logging into an account by continuing with another company like Apple, Google, Facebook, etc. I included a screenshot of this convenient tool!

A group of black rectangular signs with white text

AI-generated content may be incorrect.

<https://help.ifttt.com/hc/en-us/articles/115010192927-Signing-in-to-IFTTT-with-Google-Facebook-or-Apple>

For my second topic of embellishment, I chose Topic 60: Forming Or Changing A Habit Is Easier Than You Think. Whether we realize it or not, we are constantly forming new habits. As developers, we should find ways to create a program that becomes ingrained into users’ daily routines. According to Narasimhan (2019), user engagement and longevity increase when a product becomes a part of someone’s routine.

A visual example of this is YouTube’s notification bell on YouTube channels. When hitting the bell, two options are notifications for all channel updates or notifications for personalized channel updates. This feature encourages users to return to the platform, which is exactly what all programs and applications should aim to achieve.

A screenshot of a phone

AI-generated content may be incorrect.

**Resources**

Narasimhan, S. (2019). *Designing to Build Habits*. Medium.com. <https://medium.com/design-bootcamp/designing-habit-forming-products-75ab8572c3ea>

The Desiree Team. (2024). *The Best Websites Allow Users to be Lazy*. Desireedesign.co.uk. https://www.desireedesign.co.uk/brand-insider/user-centric-web-design

***Before you submit your thread, put your name in the subject line.***

**Assignment Requirements and Grading:**

1. An initial post of approximately 250 words is due by **Thursday, 11:59 p.m. CST**.
2. For the initial post to be considered substantive, it should be at least 250 words in length and fully cover the topics being presented. Single-sentence definitions or responses will not be awarded points.
3. Submit your post by clicking on the **Assignment Link** above, then **Create Thread**. You must create a thread in order to view your peers' posts. Tip: Create your post in a Word document and then copy and paste your work into the thread.
4. A minimum of three (3) responses, **to the original threads of other students**, of 100-200 words each are due by **Sunday, 11:59 p.m., CST**.
5. To view the rubric grading criteria, click on the following link: [Discussion Board Grading Rubric](https://content.bellevue.edu/cst/csd/rubricdbv3.pdf).

**(50 points)**

Colton, you did an excellent job on your discussion post! Great job connecting this topic to video game developers because you are absolutely correct! I think the autoplay feature is a good example since it is included on other streaming services like Amazon Prime and Hulu. Websites like YouTube and Facebook also utilize autoplay. Expanding on your mention of TikTok, there is an auto-scroll feature that users can use. I think the Amazon buy now button is a good example of an online shortcut for users. As convenient as the buy now button on Amazon is, I never like to use it. There is something ritualistic about going to the cart to check out.

Lea, I really enjoyed reading your post for this module! It is crazy to think how much intrinsic rewards do matter to me. It feels so rewarding when I feel a sense of achievement towards a goal. I have never played the Snake Battle app, but it looks very interesting to me based on the picture you included. You are spot on when you say users may stop a task if they do not receive quick validation. I cannot stand when I go onto a website that tries to demand information from me immediately before I can access the site or similar scenarios.

Samir, your discussion post is very nicely said! I think your clarification on laziness and efficiency is important. Especially when we are repeatedly dealing with the same websites or programs, it can be frustrating if you are required to re-login every single session. Password managers through Google or Apple are also very used for improving efficiency. Applications allowing face ID to unlock it or certain MacBooks using touch ID are shortcuts that I find convenient. I was very intrigued to learn that delayed gratification starts at a young age. I like to use rewards as a motivational tool, and the ability to wait until I achieve a goal before getting the reward is extremely helpful.