Please submit a reflection about today's talk by Dan Ligon -- what have you learned? how is the design process, or interaction with clients, or the design of the app, etc that you found interesting.

After Dan Ligon spoke that day, I was inspired and learned a lot. I realize that the three principles of designing interfaces before we are going to design somethings: under user control; Reduce the user's memory burden; Keep the interface consistent. Secondly, I realized that user interface design is divided into three parts: structure design, interaction design and visual design.

For the important, the interesting interactions, not just flowcharts.