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**MODULE 1. Lesson 1-Application**

1. From your point of view, what are the things to consider in developing a system that maximizes user experience? How will you be able to realize it?

In fostering a framework that expands client experience there are numerous interesting points. First, developing a system that it is easy and fun to use and doesn’t pose complications. Next learnability, when we think about the first user experience factor which refers to the extent in which first time user are able to accomplish basic tasks within the system. Also, in developing a system that maximizes user experience I must consider the efficiency, efficiency measures the speed and how quick the users can accomplish the tasks once they have become familiarized with the design of an interface. Moreover, one factor to be consider is memorability of the system, this is about how easy is for the users to make familiar with after a long time of none use.

Furthermore, in developing a system one factor to consider is avoiding errors. It’s crucial to know to how many possible errors a user would make, like for example; Mistyping the first name in the surname’s section or Clicking on an image that’s not clickable. To have a less occurrence of mistakes, the more guidance and help users are offered, the less mistakes they are likely to make to meet their goals. I realize that in developing a system there are many things or factors to consider not just the design itself but also how we will be able to meet the goals and satisfaction of the user experience.