

Module 6 Response Paper

Everyone knows that design changes, sometimes over decades or sometimes over weeks. There is so much information out on the internet for everyone to view that a lot of it comes down to filtering out what is given to users or at least filtering it so that it is chunked and more easily manageable for users.

Even in this paper, I am chunking information, through sentences and paragraphs and the papers themselves. It is easy for people to be overwhelmed by information and so reducing clutter can end up being a large job for a designer. Simplicity is trending and cutting out clutter on the UI is great for many different reasons. But before you start doing that, you have to make sure that it aligns with your overall target user. If you decide that this is the correct course of action then follow these:

- Look to older style (pre-PC) to find some great inspiration
- Walk away sometimes to get a fresh perspective
- Compare the versions in an iterative process
- Check designs on many projects
- Never get attached to an item and instead contemplate it's utility

The grid is useful: it establishes visual order. Color is a great tool as well, using a broader palette can help especially when dealing with hues. Typography can be similar to color in the sense that you can pair contrasting ideas to help show divide. In the same way that a color has an opposite, font can have opposites in a sense that the visual difference is easily recognizable. When you want someone to be able to interact without having to point them in that direct, contrast is a great tool to use. Borders and tinting help with creating levels of interaction.