

# Pós-Work

Behavioural Economics - Heuristics I

<https://www.youtube.com/watch?v=mTMbBppmv-k>

Heuristic Principles for mobile interfaces - Exemplos I

<https://www.toptal.com/designers/usability/mobile-heuristic-principles>

4 ways to communicate the visibility of system status in UI -  
Exemplos I

<https://uxplanet.org/4-ways-to-communicate-the-visibility-of-system-status-in-ui-14ff2351c8e8>