**Designing With the User in Mind**

Designs should be created with the user in mind. These designs should not be to complex so that we can provide consistent iterations for the design team and fix real world user interface issues easier. By making designs less confusing to the user, the designer should design it so that the user can successfully say that they are comfortable with it. Designs should be tested and geared to the client's needs and functions.

Some user interfaces today are confusing and it’s just difficult these days to figure out how to bring the issues up to the companies that have them. A lot of times the designs are probably not tested ahead of time, and it is up to the head of the company or others to decide on whether they will be using the design. The company employees may have deadlines to get things up and running and don't consider the users.

I think the best way now to come about a design is to actually have it designed by a professional who has the necessary training to get things right. Professionals have their own methodologies and ways to make things work. They do interviews and more to get the needs from their clients. For example, just because a designer has created a gorgeous website and UI doesn't mean they are experienced in UX.

In conclusion, it's always best to test the designs out on real users to see how it meets their needs. Designers should create multiple versions of their interfaces as well to see which one is better. But designing takes a lot of hard work and if the designer is not willing to meet user needs, then their client should find another designer in the future.