**📄 EXERCISE 3 – INITIAL DESIGN**

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**PURPOSE**

The purpose of this exercise is to apply usability to my own design. I will create an initial design for my project that incorporates the three laws of usability.

**ACTIVITIES**

**1. Discussion Questions**

**a. What do users typically do when visiting a website? Do you do that too?**  
Users usually scan the homepage, look for menus/navigation, and try to quickly find what they need. Yes, I also do the same: I check menus first and then click on the option I want.

**b. What is mindless usability? Why do users like mindless choices?**  
Mindless usability means users can use a website without thinking too much. They like it because it saves time and effort, making the experience smooth and comfortable.

**c. What is the second law of usability? Why is it a law of usability?**  
The second law says: *Do not make users think unnecessarily.* It’s a law of usability because every extra decision slows users down, and websites should guide users naturally.

**d. What is the third law of usability? Why is it a law of usability?**  
The third law says: *Every click or step should be meaningful and efficient.* It’s important because users get frustrated if they feel their time is wasted.

**e. How would you apply mindless usability, and the second and third laws, to design websites for a better, more user-friendly and effective user experience?**

* Use clear menus and labels (mindless usability).
* Avoid unnecessary questions or steps (second law).
* Keep navigation short, with only useful clicks (third law).

**2. Initial Design of My Project Interface**

**a. Main Page Design for Project 01**  
I designed the main page of my project in Figma.  
It contains:

* **Header**: Logo + navigation bar (Home, About, Services, Contact, Login).
* **Search bar**: Easy to access at the top.
* **Main content area**: Featured section with short description and call-to-action button.
* **Sidebar or Quick links**: For faster navigation.
* **Footer**: Contact info, social media icons, and copyright.

**b. Focus of design**:

* Simplicity (mindless usability).
* Easy navigation with fewer clicks (2nd law).
* Quick access to important functions (3rd law).

**c. Design Tool Used**: Figma.

**d. Screenshot of Design (example placeholder below):**

