EM E 2040 Michael Hayworth Digital Wedia Lule of hirds I tems split into three equal White Space or parts where 2>1=3 will appear more visually aw of Proximity appealing. An entire screen should not be crowded with items. tems near each other will eave them room to breathe! automatically be associated with each other, whether you want them to or not. Design Principles Hicks's aw More important or commonly used items should More choices lead to more time and more complexity.

Keep it simple! appear bigger in a Lesign. (/sability All Development principles strive to make a design more usable.

(Isability is how easily a total stranger can use your Lesign.

Digital Development

https://cxl.com/blog/universal-web-design-principles/

https://www.usability.gov/what-and-why/user-interface-design.html