

When I made this expandable card, I noticed how small design choices can really affect how much control users feel they have. Using Flexbox kept the header tidy, with the title on one side and the button on the other, so it always looks organized no matter the screen size. I like that the card doesn't throw all the info at once, people can choose whether they just want a quick summary or the full details. But at the same time, having to click to see more could be annoying for some users, especially if they use a screen reader or have trouble with tiny buttons. What feels "clean" might actually make things harder for them.

Looking at the bigger picture, this little expand/collapse feature says a lot about how design shapes choice. By hiding some info, I'm kind of deciding what's "important" right now and what people have to dig for. That can be useful if the goal is simplicity, but it also risks leaving some people out. For a project like Community Resources, deciding what's front and center versus what's tucked away could change who feels included and who might miss something. These small design choices can make users feel in control or left out.