

First Principle: Neurodivergent Equity-Driven Princely

This principle emphasizes designing with equity at the core, ensuring neurodivergent users are not an afterthought but the foundation of accessibility. By prioritizing inclusive design choices tailored to diverse cognitive experiences, the framework elevates usability for all, making accessibility the rule rather than the exception.

Second Principle: Minimalist Principle from UI Minimal to UX Minimal Tested

This principle focuses on stripping away unnecessary complexity from both interface and experience. A user interface should be a clean design structure—rooted in wireframes and mockups that serve clarity, not clutter. Every component should earn its place, tested for its ability to reduce friction and cognitive load,

ultimately guiding users through an effortless, intuitive flow.

Third Principle 3.1: Hue-Saturation-Lightness (HSL) Conceptual Modeling

This principle explores the psychological and emotional impact of color within UI and UX. Using the HSL model, designers can map user experiences to different emotional states. For example, “Apple Red” can evoke warmth, energy, or intensity in one context, while in another—such as a blood-red hue—it suggests horror or danger. This model treats colors as part of a verb–noun conceptual system: the *verb* is the expressive, emotive quality (e.g., “reddish”), and the *noun* is the object or context (e.g., “apple”). Together, they create an experiential definition for interaction design. By consciously applying these mappings, interfaces can guide user emotion and narrative, shaping

responses through controlled color semantics from UI to UX.

Third Principle 3.2: Stylized Rendering with HSL Substrates

This principle defines lightness as the spectrum or substrate upon which colors like red, green, or blue exist. Saturation then operates as the boundary of intensity, determining the maximum and minimum allowable color within the model. Hue becomes the external modulation—light overlaying the color to shift its perceived meaning. For example, “juicy red apple” suggests freshness and readiness to eat, whereas “blood red reindeer” evokes a stylized, dramatic, or even horror-driven tone. This method frames stylized color rendering as a design tool for narrative, where hue, saturation, and lightness work in concert to encode context and emotional depth directly into UI and UX

aesthetics.