

* UX:-

- User means user experiences.

* It includes everything related to all the interactions that a user has with a company, its services and products.

- Don Norman, one of the most famous researchers in the field of design, coined the term UX.

* Process :

Observe task → Identify problems

Test ← Prototype ← Generate ideas

- Jacob Nielsen a highly recognized professional in the field of usability proposes that we can evaluate usability through five usability components -

- Learnability
- Efficiency
- Memorability
- Errors
- Satisfaction

The five stages of the UX process are

- empathize
- Define
- Ideate
- Prototype
- Test

1) Empathize - Understand the user's need

2) Define - Collate and distill all the information collected from users and identify the key problems and needs that they have

3) Ideate - Generating ideas

4) Prototype - Simulation of final product.

5) Test - The testing stages where we present solution to user and get feedback

* A wire frame is two dimensional representation of the user interface which is concerned with the placement and hierarchy of the content and functionalities that are offered and the expected action that user will take.