Bradon Ladd

4-2-19 (Day 1) // UI/UX Design

**Discussion**

**Lecture Notes**

-Form follows function follows problem follows people.

-Structure is important. Client’s scopes change, and the designer should have a development cycle that can manage any roadblocks that come up, including exit strategies.

-A prototype is a tool, model, or experiment that inspires a directed solution for a person’s problem. Prototypes are useful in client-designer relationships.

-We made a Salmon cannon, a pneumatic tube that transports old people across town.

**Assignment Due Next Period**

-Find an elegant prototype. Present it in class the next class period.