CS3240: Reflections on Design Exercises

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1 Introduction

This document summarizes my learning journey from the two Design Exercises I attempted in CS3240 and how i applied the lessons learnt in my first design task into the second design task.

2 Learning Points

2.1 Covering most user interactions early

As mentioned in the write-up for the First Design Exercise, some main interactions were **not covered** early. As a result, more work was needed to be done in the wireframes in order to account for these missing interactions.

Thus, as my sketches always lead me to my ideation of the wireframes necessary, it was important that I define the features and interactions **as early as possible** such that I do not miss out these interactions when moving on to wireframing and subsequently, prototyping.

2.2 Go through multiple iterations of sketches

Initially, I only thought that **one iteration of skecthes** were enough to guide me to my wireframes. However, as mentioned earlier, I **did not consider** the possibility of missing interactions. As a result, it would **do no harm** to repeatedly go through multiple iterations of sketches to come up with a **better set of wireframes**.

2.3 Replace Dropdowns with Radio Buttons

As mentioned in my write-up for the second design task, the key idea for most of my dropdowns is that there is no clear default value. Furthermore, I would want the user to see all options available. As a result, I have decided to replace dropdowns with radio buttons for easier viewing and selection.