**Overview**

Hello everyone, today I'm presenting my initial thoughts on my third assignment, which covers my pairing, interaction, key parts and the visual planning.

**Pairing**

I chose mental models as the topic for my assignment 3, so what is a mental model? The term "mental model" refers to an individual's cognitive representation or framework of how something works or how a particular situation is understood. It is essentially a mental construct that helps us interpret and interact with the world around us. Mental models are formed through a combination of personal experiences, beliefs, knowledge, and perceptions. They act as filters through which we interpret new information and make decisions. I want to make a mental model that is within the user's cognition and can bring them fun and interaction.

**Interaction**

How to establish this kind of interaction?

Develop informative and engaging content about various mental models. This can include articles, blog posts, case studies, and visual representations (such as infographics or videos) that explain different mental models and their application in different contexts. Encourage users to engage with the content by providing opportunities for comments, discussions, and sharing.

Create interactive tools or assessments that help users understand their own mental models or explore different mental models. These could include quizzes, self-assessment exercises, or interactive visualizations that allow users to engage directly with the concepts.

Create a user-friendly and intuitive interface that facilitates easy navigation and encourages users to interact with the website's features. Additionally, actively listen to user feedback, analyze user behavior on the website, and continuously iterate and improve the user experience based on their needs and expectations.

**Key Parts**

User Interface (UI) Design: Design an intuitive and visually appealing user interface that encourages engagement. Ensure that the website's layout, navigation, and interactive elements are user-friendly and easy to understand. Pay attention to the placement and visibility of interactive features to make them easily accessible to users.

Clear Calls to Action: Use clear and compelling calls to action (CTAs) to guide users towards interactive elements. Clearly communicate what action I want users to take. Make the calls to action stand out visually and ensure they are easily clickable or tappable.

Ensure that website is responsive.

Creating interactive experiences requires a user-centered approach.

**Visual Planning**

This is the effect I wanted to make, a space with a soundtrack that opens up and the user can explore on their own.