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Complete Beginner's Guide to Interactive Design

I think the Goal Driven Design has aspects of it that I understand but also don't. I was taught how to code as well as how to design and it has helped me better understand the constraints of both. I may have an unpopular opinion in the sense when I say that designing and coding can be the responsibility of both the designer and programmer, but that may be because I know how to do both and I am a little biased. The idea that all the blame falls on the designer when it comes to product quality and consumer satisfaction is both right and wrong in my mind. I think there are several channels and several people designers have to speak to before the idea is finalized so I don't think it is completely the designers fault. On the other hand, bad design can only be blamed on the designer and no one else. Their whole job is to design something that is legible and easy to understand but also designed well. I really enjoyed the section of the five dimensions of interactive design. The design usually leaves the user wanting more if it lacks one of these things. I think there are cases where that isn't true, for example a website that is more like an art piece than a ecommerce website doesn't necessarily need all of these aspects but an ecommerce website probably does