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# Designing your life, animation handoff, CSS for forms — and more UX this week

A weekly selection of design links, brought to you by your friends at the UX Collective.

**Fabricio Teixeira**[Follow](#)

 UX Collective a11y-light ~3 min read · February 3, 2019 (Updated: December 7, 2021) · Free: Yes

[Why are you not designing your day-to-day experience?](#) › We use logical thinking when designing the app we are working on, when deciding what to include (or not include) on the homepage, when discussing product priorities with our coworkers, when defending our design decisions. Still, sometimes we forget to apply those same principles to our own life.

[A discussion on ethical design](#) › Spotify product designer Lu Han shares her take on how to bring about more ethical design in future.

[Building forms while not taking away affordances](#) › How an innocent-looking piece of CSS could leave you with a degraded UX and make your forms less accessible.

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If you like the links, don't forget to 

## From the community

- [The rise of extremism in the UX community – where is the empathy?](#) › An open letter to all the method haters, grumpy UXers, short-tempered commenters, and preachy designers out there. By [Juan Madrigal](#).
- [How to deal with the Imposter Syndrome as a Designer](#) › How to handle this phenomenon more than 70% of the population has experienced at least one time in their career. By [Costin Iorgulescu](#).
- [How to make sure what you design is what the developers build](#) › Everything goes fine until the moment you need to actually handover the animation to developers to be recreated in the product. By [Nazli Kaya](#).
- [Blurred lines in Design](#) › How the increasingly interactive way in which we experience content will shape our responsibility towards Design. By [Gabriel Valdivia](#).
- [The tyranny of frictionless design](#) › How Big Tech mistakenly favors convenience over user autonomy. By [Victoria Sgarro](#).
- [Branching paths in storytelling](#) › Entertainment is becoming ever more interactive. This requires us to reimagine the art of storytelling. By [Lauri Lukka](#).
- [Moving beyond the screen to the ecosystem will save Design](#) › Design is much broader than pixels and the tools of design can have much greater impact when allowed. By [Jon Fox \(XD\)](#).
- [How to implement design system thinking to a product](#) › Some insights on the design process that will motivate the team to improve when it comes to

~~Public interactions demand public awareness / Tuning the time to consider~~  
the customer journey on the micro-level can have a huge positive impact in the experience you're creating. By [Aaron Cecchini-Butler](#).

- [\*\*Honest answers to common portfolio questions\*\*](#) › Personal tips after engaging in 30+ office hour sessions with students all around the world. By [Geunbae "GB" Lee](#).



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[Thread] Here's a \*design\* industry survey ran by a \*design\* software company, interviewing 2k businesses that same \*design\* software company chose to + qualitative research with \*designers\* in the field + tapping into the \*design\* software company's in-house \*design\* experts.

11:01 PM · Feb 2, 2019 

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## News & ideas

- Netflix unveils a [new logo animation](#) to play before Originals
- [These mugs](#) celebrate everything you love to hate about startup culture
- Zara's [claustrophobic new logo](#) is giving designers a lot to rant about
- This is the [per-pixel average Earth](#) from space in 2018
- Facebook now lets you [brainwash your partner](#) with ads

## Tools & resources

- [Mental Health](#): a pattern library for digital mental-health services
- [SocialSizes](#): image and video templates for social media
- [Unicons](#): vector icons and iconfonts for your next project

## A year ago...

- **Don't take design critique as an insult** › Receiving feedback is a natural part of the design process, and in every round of feedback the design tends to get stronger and tighter. But how do you avoid taking feedback personally?

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