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HUMAN COMPUTER INTERACTION WK5

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1.

In a User-Centered Design (UCD) scenario for app development, the design process focuses on meeting the needs and expectations of the intended users. For instance, when creating a fitness tracking application, the first step involves gathering information through surveys, interviews, or observations to understand user goals, such as monitoring progress, setting reminders, or finding motivation. From this data, designers create user personas and journey maps that represent typical users and their interactions with the app. Early design concepts are developed into wireframes and prototypes, highlighting features like simple navigation, clear icons, and accessible input methods. Usability testing is then conducted, where participants provide feedback on the design's strengths and weaknesses. The app is refined based on this feedback to improve efficiency, accessibility, and overall satisfaction. This iterative approach ensures that the final product is both functional and engaging, while directly reflecting the preferences and needs of its target audience.

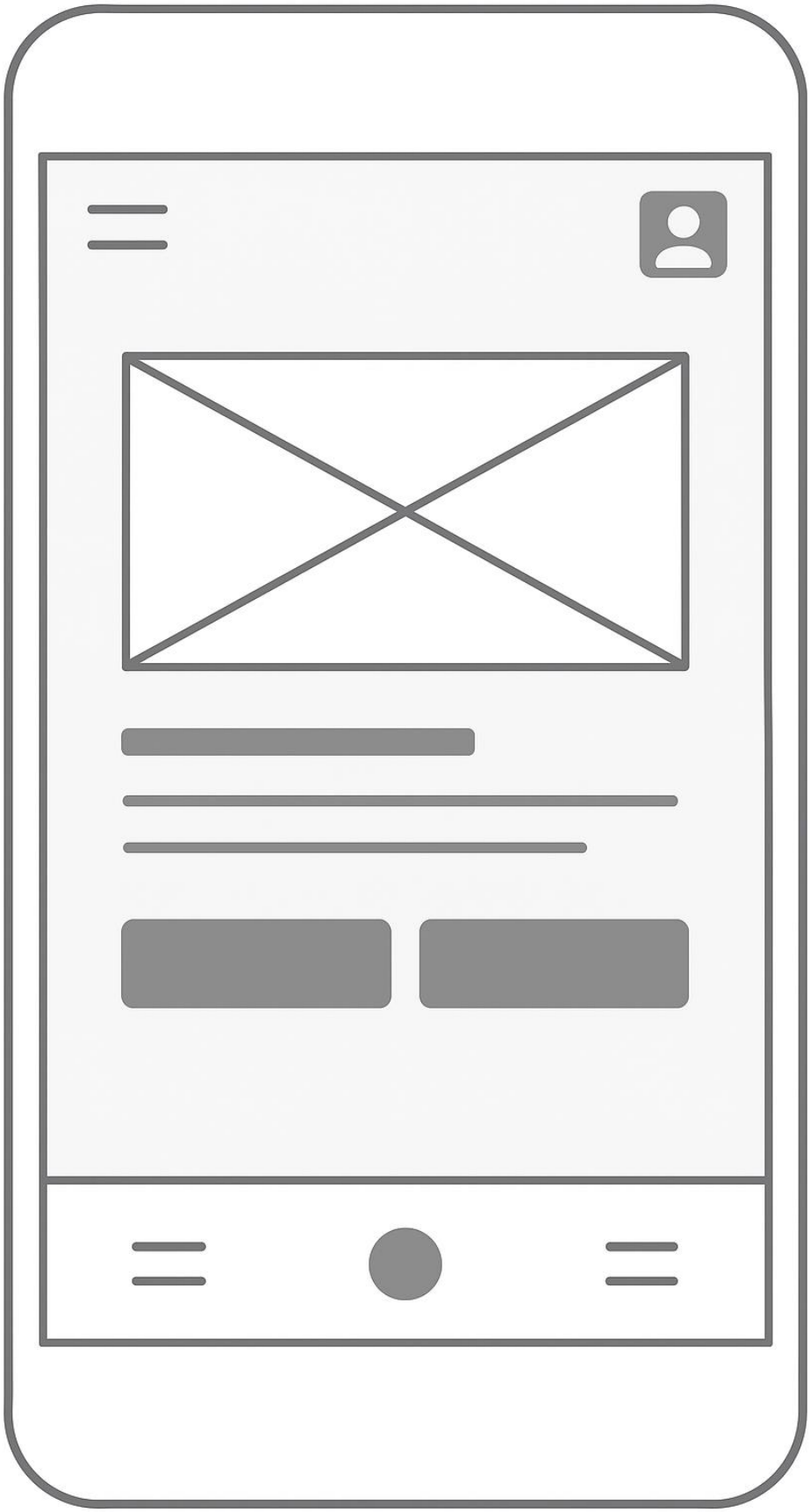
2.

Accessibility refers to the practice of designing digital products, systems, and environments that can be used effectively by all individuals, including those with disabilities. In app and web design, accessibility ensures that people with visual, auditory, cognitive, or motor impairments can interact with content without barriers. This includes features like screen reader compatibility, text alternatives for images, adjustable font sizes, and clear navigation structures. Its role is to promote inclusivity, equity, and compliance with standards such as the Web Content Accessibility Guidelines (WCAG). By prioritizing accessibility, designers create products that are not only ethical but also usable by a wider audience.

3.

Using Figma to create a wireframe was a valuable learning experience that highlighted the importance of planning before actual design implementation. The wireframe served as a blueprint of the application's structure, showing how different screens and features connect. I began by outlining the main interface with simple shapes to represent buttons, menus, and input fields. Figma's drag-and-drop tools and alignment features made it easy to arrange components and maintain consistency across screens. This exercise emphasized the role of simplicity, as wireframes focus on layout and usability rather than detailed visuals. I also realized how essential user flow is in ensuring that the design meets user needs and prevents confusion. Working with Figma encouraged me to think critically about navigation,

accessibility, and the overall user experience. Reflecting on this task, I see how wireframing saves time in later development stages by clarifying ideas and reducing redesigns through early feedback.



4.

Creating an interface diagram in Canva is an effective way to visually represent the structure and flow of an application or website. The process begins by selecting a blank canvas and using Canva's shapes, icons, and text boxes to sketch out the main components of the interface. For example, rectangles can be used to represent screens, buttons, or navigation bars, while arrows show how users move between different sections. Canva's drag-and-drop feature makes it easy to align elements neatly and apply consistent formatting. This exercise emphasizes clarity over detail, focusing on how users interact with features rather than final aesthetics. By labeling each section, such as "Home," "Profile," or "Settings," the diagram communicates the layout and user journey in a simple and accessible way. Reflecting on this task, the diagram helps designers organize ideas, identify possible usability issues, and present a clear visualization for collaboration before moving into detailed design stages.