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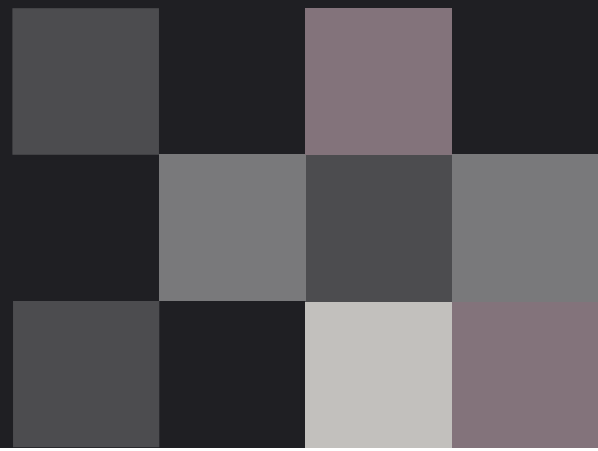
COURSE DAY 2

UI/UX Training for Engineers



September 2025

Everllence

WELCOME BACK

& thank you for yesterday

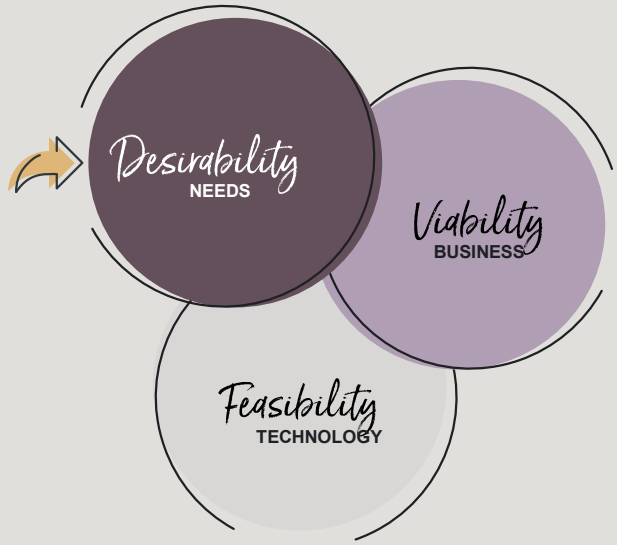
What about **yesterday's agenda was important** or interesting to you?

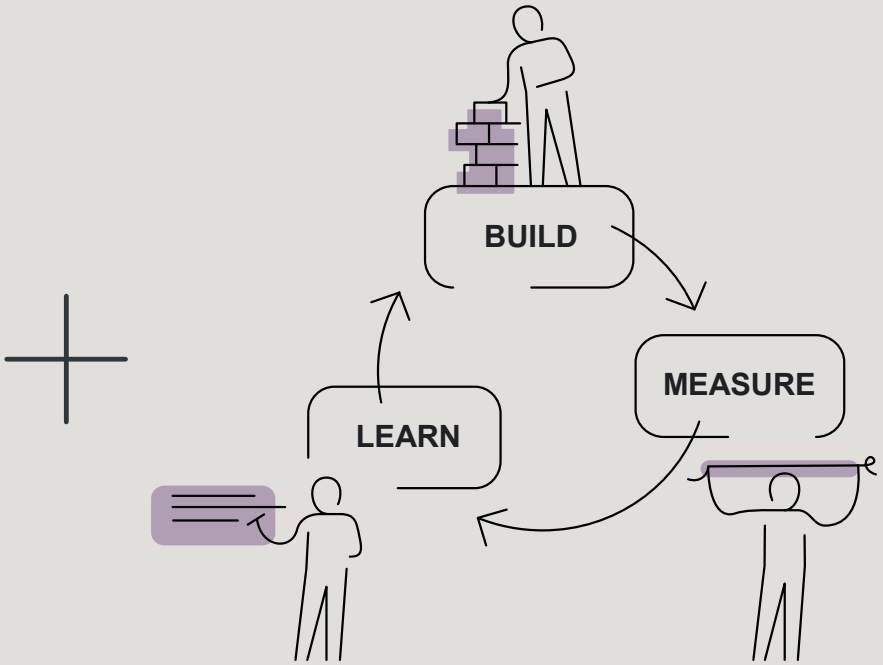
Recap on UX

Mindset and **process**

Everllence

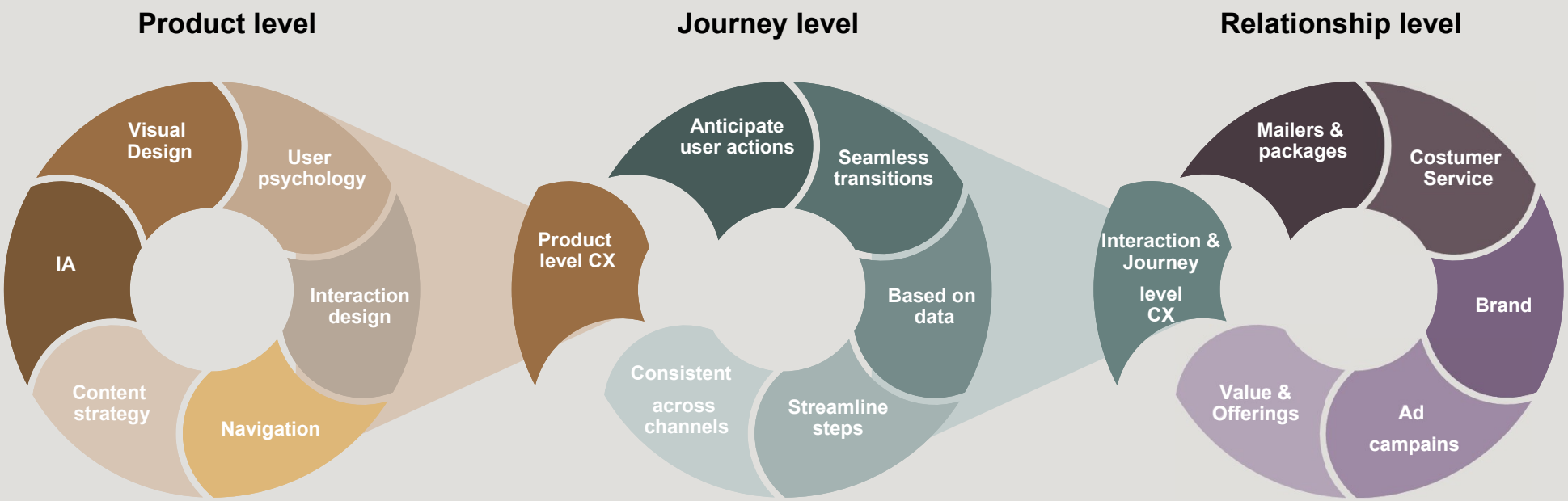
We start here!





A mindset with a broad toolkit depending on the user group and level of interaction

Everllence



Everllence

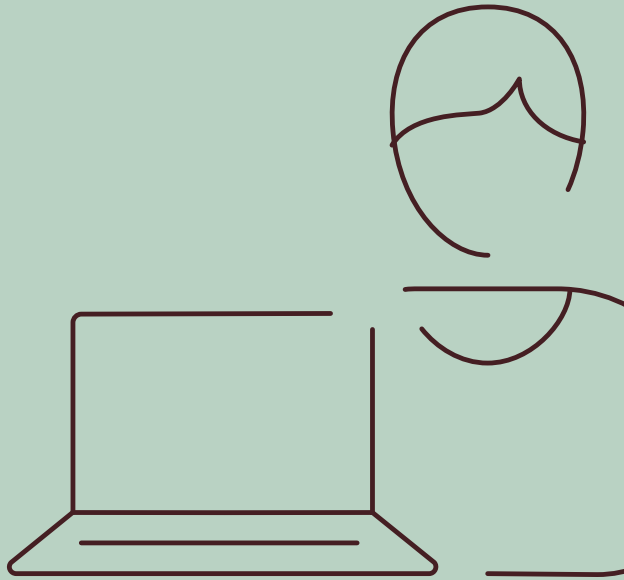
Today’s purpose

The goal is not to make you designers, but to give you tools to view your system objectively, **identify relevant design issues, and apply practical design methods to solve them.** The focus is on ensuring the **system is useful and meets user needs, with strategic, analytical choices rather than gut feeling.**

IT’S TIME
FOR THE AGENDA

Usability, IA and UI

Everllence



Exercise

— Worst possible UI

userinyerface.com

Worst possible UI - **Frustrations**


Everllence
IT IS TIME FOR A
SHORT BREAK

Everllence

UI Design

Everllence

Does *golden* UI design rules exist?

Or should we call them ***guidelines*?**

Everllence

Gestalt

are principles/laws of human perception that describe how humans group similar elements.

What are the Gestalt Principles? | IxDF

Accessibility

the practice of designing and developing websites, tools, and technologies so that people with disabilities can use them effectively.

What is accessibility | MDN

Humans, Intuition Psychology & Experience

Heuristics

are broad rules of thumb and not specific usability guidelines.

10 Usability Heuristics | NN Group

Design Tips

Aggregated wisdom of the crowd.

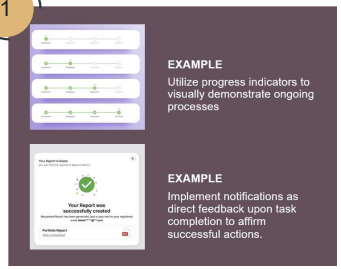
Everllence

Usability Heuristics

10 Usability Heuristics – According to NN group

Everllence

1

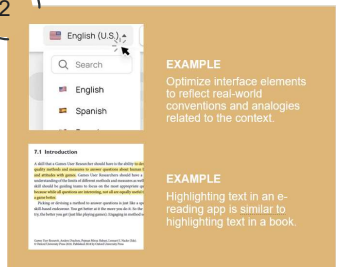


EXAMPLE
Utilize progress indicators to visually demonstrate ongoing processes

EXAMPLE
Implement notifications as direct feedback upon task completion to affirm successful actions.

Visibility of System Status

2



EXAMPLE
Optimize interface elements to reflect real-world conventions and analogies related to the context.

EXAMPLE
Highlighting text in an e-reading app is similar to highlighting text in a book.

Match Between the System & the Real World

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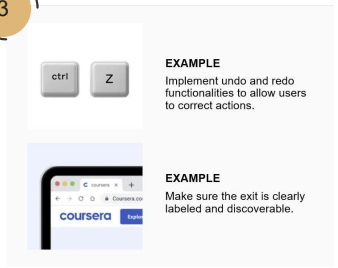
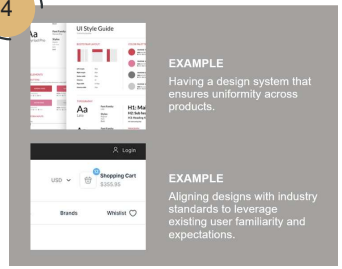


EXAMPLE
Implement undo and redo functionalities to allow users to correct actions.

EXAMPLE
Make sure the exit is clearly labeled and discoverable.

User Control & Freedom

4



EXAMPLE
Having a design system that ensures uniformity across products.

EXAMPLE
Aligning designs with industry standards to leverage existing user familiarity and expectations.

Consistency & Standards

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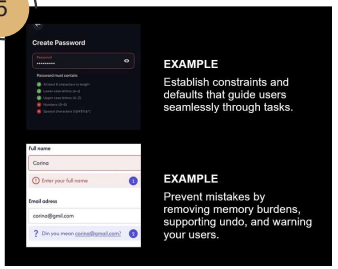
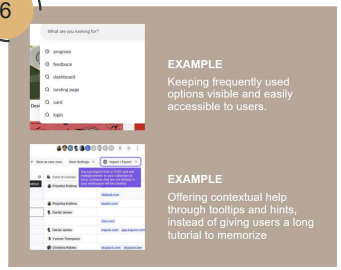


EXAMPLE
Establish constraints and defaults that guide users seamlessly through tasks.

EXAMPLE
Prevent mistakes by removing memory burdens, supporting undo, and warning your users.

Error Prevention

6



EXAMPLE
Keeping frequently used options visible and easily accessible to users.

EXAMPLE
Offering contextual help through tooltips and hints, instead of giving users a long tutorial to memorize

Recognition Rather Than Recall

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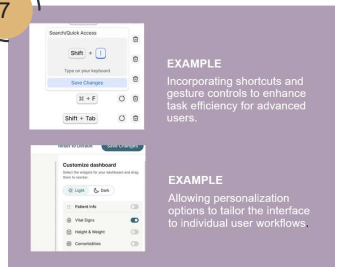

EXAMPLE
Incorporating shortcuts and gesture controls to enhance task efficiency for advanced users.

EXAMPLE
Allowing personalization options to tailor the interface to individual user workflows.

Flexibility & Efficiency of Use

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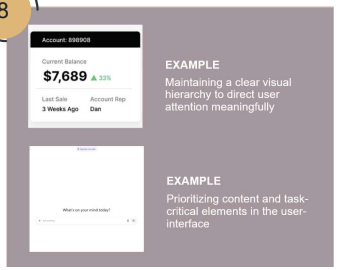
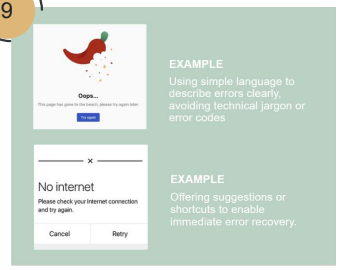


EXAMPLE
Maintaining a clear visual hierarchy to direct user attention meaningfully

EXAMPLE
Prioritizing content and task-critical elements in the user-interface

Aesthetic & Minimalistic Design

9

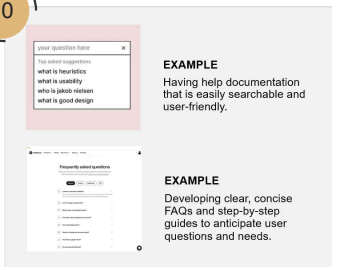


EXAMPLE
Using simple language to describe errors clearly, avoiding technical jargon or error codes

EXAMPLE
Offering suggestions or shortcuts to enable immediate error recovery.

Help Recognize, Diagnose, & Recover from Errors

10



EXAMPLE
Having help documentation that is easily searchable and user-friendly.

EXAMPLE
Developing clear, concise FAQs and step-by-step guides to anticipate user questions and needs.

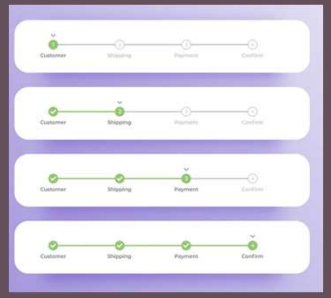
Help & Documentation

10 Usability Heuristics for User Interface Design - NN/g

1 Visibility of System Status

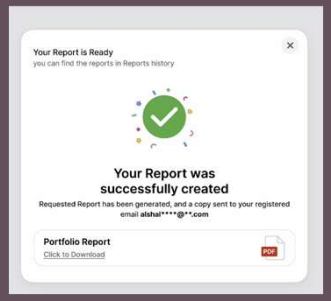
Everllence

The design should constantly **keep users informed about what is happening** through feedback mechanisms.



EXAMPLE

Utilize progress indicators to visually demonstrate ongoing processes



EXAMPLE

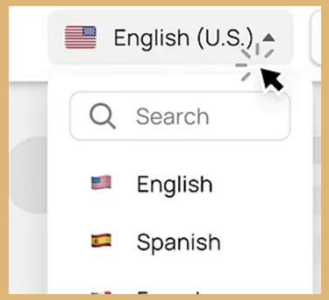
Implement notifications as direct feedback upon task completion to affirm successful actions.

10 Usability Heuristics for User Interface Design - NN/g

2 Match between System & the Real World

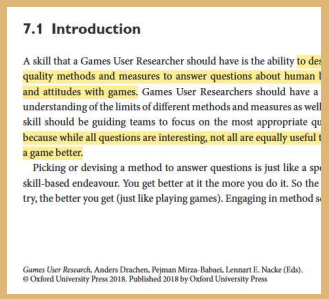
Everllence

Employ **language and symbols that users are familiar with** and reflect their experiences from the real world.



EXAMPLE

Optimize interface elements to reflect real-world conventions and analogies related to the context.



7.1 Introduction

A skill that a Games User Researcher should have is the ability to des
quality methods and measures to answer questions about human t
and attitudes with games. Games User Researchers should have a
understanding of the limits of different methods and measures as well
skill should be guiding teams to focus on the most appropriate qu
because while all questions are interesting, not all are equally useful t
a game better.

Picking or devising a method to answer questions is just like a sp
skill-based endeavour. You get better at it the more you do it. So the
try, the better you get (just like playing games). Engaging in method s

Games User Research, Anders Drachen, Pejman Mirza-Babaei, Lennart E. Nacke (Eds).
© Oxford University Press 2018. Published 2018 by Oxford University Press

EXAMPLE

Highlighting text in an e-reading app is similar to highlighting text in a book.

10 Usability Heuristics for User Interface Design - NN/g

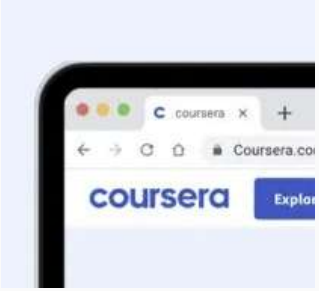
3 User Control & Freedom

Everllence

Users often perform actions by mistake. They need a **clearly marked "emergency exit" to leave the unwanted action**.

EXAMPLE

Implement undo and redo functionalities to allow users to correct actions.



EXAMPLE

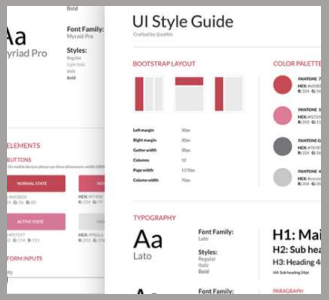
Make sure the exit is clearly labeled and discoverable.

10 Usability Heuristics for User Interface Design - NN/g

4 Consistency & Standards

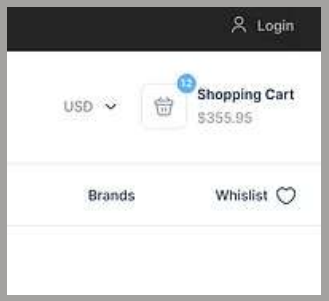
Everllence

The design should adhere to **consistent patterns and established conventions**.



EXAMPLE

Having a design system that ensures uniformity across products.



EXAMPLE

Aligning designs with industry standards to leverage existing user familiarity and expectations.

10 Usability Heuristics for User Interface Design - NN/g

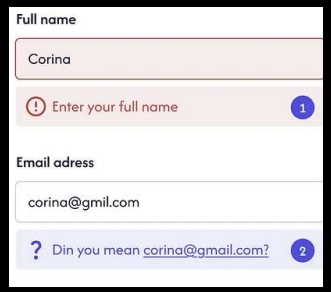
5 Error Prevention

Everllence

Systems should **proactively prevent errors, helping users avoid mistakes** rather than just providing solutions afterward.

EXAMPLE

Establish constraints and defaults that guide users seamlessly through tasks.



EXAMPLE

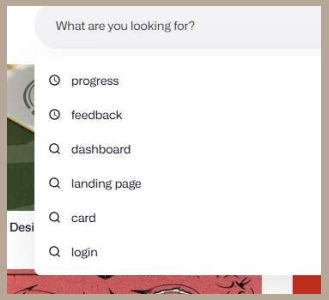
Prevent mistakes by removing memory burdens, supporting undo, and warning your users.

10 Usability Heuristics for User Interface Design - NN/g

6 Recognition Rather Than Recall

Everllence

The **system should rely on recognition of visible elements** rather than requiring users to recall information from memory.



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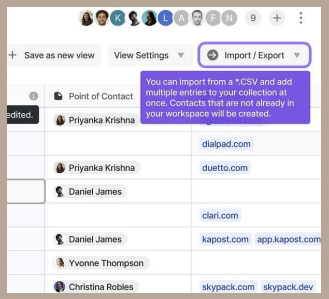
Keeping frequently used options visible and easily accessible to users.



EXAMPLE

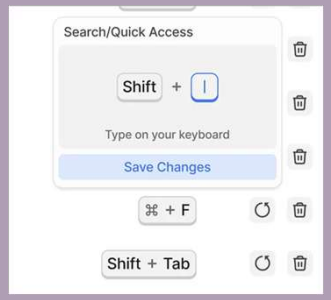
Offering contextual help through tooltips and hints, instead of giving users a long tutorial to memorize

10 Usability Heuristics for User Interface Design - NN/g

7 Flexibility & Efficiency of Use

Everllence

Offer flexibility to accommodate both novice users and experts, providing shortcuts for efficiency.



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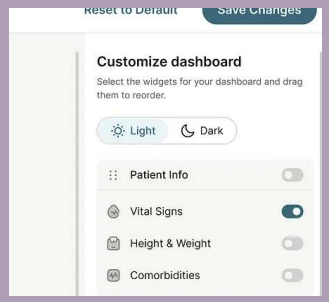
Incorporating shortcuts and gesture controls to enhance task efficiency for advanced users.



EXAMPLE

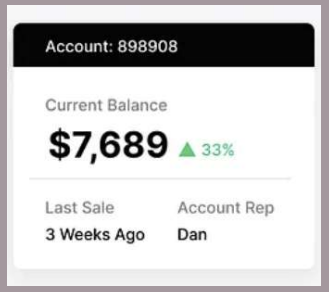
Allowing personalization options to tailor the interface to individual user workflows.

10 Usability Heuristics for User Interface Design - NN/g

8 Aesthetic & Minimalistic Design

Everllence

Interfaces should **not contain information that is irrelevant or rarely needed**.



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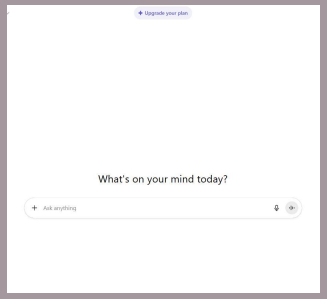


EXAMPLE

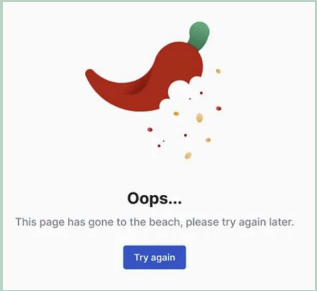
Prioritizing content and task-critical elements in the user-interface

10 Usability Heuristics for User Interface Design - NN/g

9 Help Recognize, Diagnose, & Recover from Errors

Everllence

Error messages should **be expressed in plain language (no error codes),** precisely indicate the problem.



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Offering suggestions or shortcuts to enable immediate error recovery.

10 Usability Heuristics for User Interface Design - NN/g

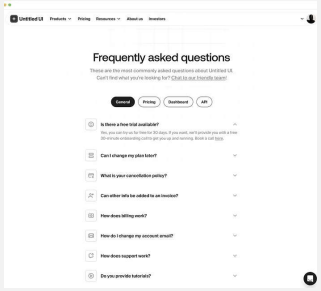
10 Help & Documentation

Everllence

The design should **have accessible help documentation for guiding users** in understanding and completing tasks.

EXAMPLE

Having help documentation that is easily searchable and user-friendly.



EXAMPLE

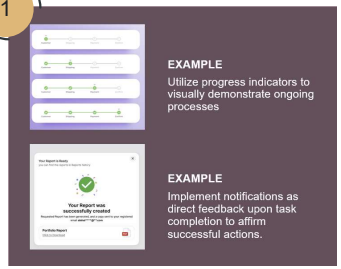
Developing clear, concise FAQs and step-by-step guides to anticipate user questions and needs.

10 Usability Heuristics for User Interface Design - NN/g

10 Usability Heuristics – **Reflections**

Everllence

1



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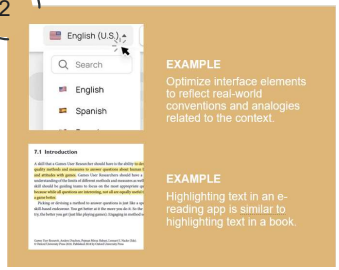

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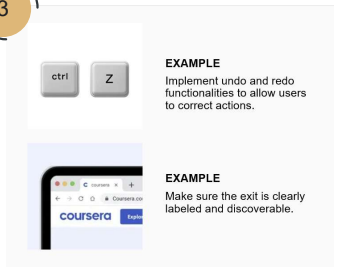

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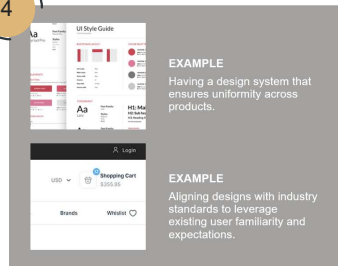

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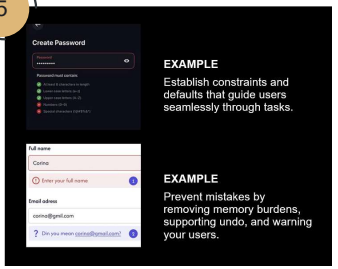

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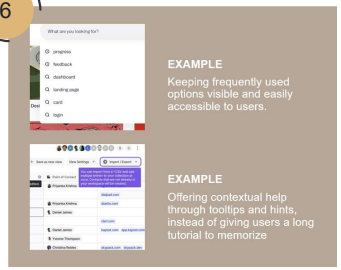

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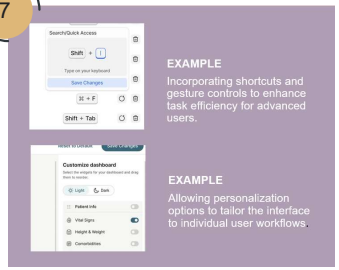

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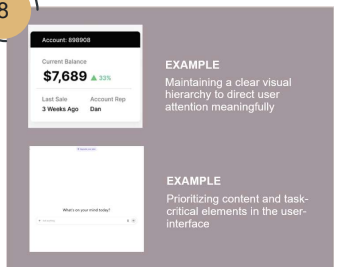
Flexibility & Efficiency of Use

8

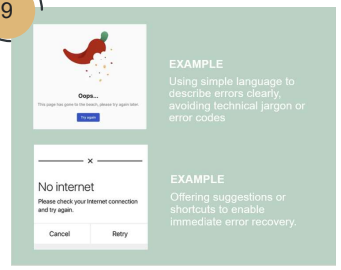


EXAMPLE
Maintaining a clear visual hierarchy to direct user attention meaningfully

EXAMPLE
Prioritizing content and task-critical elements in the user-interface

Aesthetic & Minimalistic Design

9

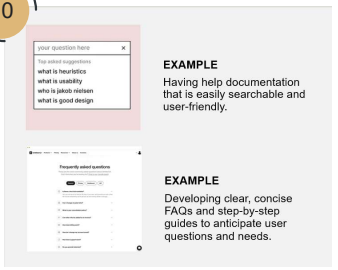


EXAMPLE
Using simple language to describe errors clearly, avoiding technical jargon or error codes

EXAMPLE
Offering suggestions or shortcuts to enable immediate error recovery.

Help Recognize, Diagnose, & Recover from Errors

10



EXAMPLE
Having help documentation that is easily searchable and user-friendly.

EXAMPLE
Developing clear, concise FAQs and step-by-step guides to anticipate user questions and needs.

Help & Documentation

10 Usability Heuristics for User Interface Design - NN/g

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Evaluating a User Interface

Heuristic Evaluation

The purpose of a heuristic evaluation is to assess the usability of a system by identifying areas where it aligns or misaligns with recognized usability heuristics.

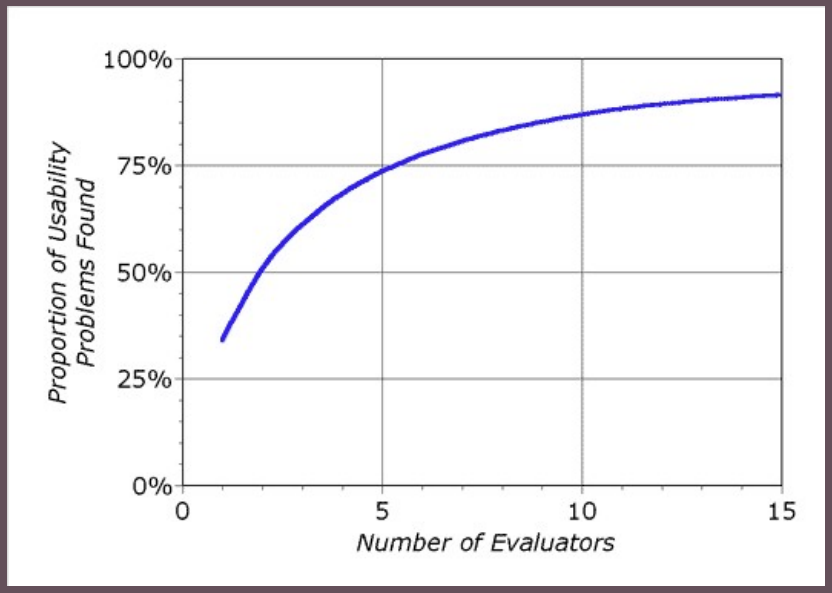
The method is fast and inexpensive compared to other methods as it does not require involvement of real users, however it is important to note, that this method does not substitute for testing with real users.

Pros of Heuristic Evaluation

- Heuristics can help highlight potential usability issues early in the design process.
- It is a fast and inexpensive tool compared with other methods involving real users.

Cons of Heuristic Evaluation

- Heuristic evaluation is based on assumptions about what “good” usability is. As heuristics are based on research, this is often true.
- The evaluations are no substitute for testing with real users.



Jakob Nielsen; The Theory Behind Heuristic Evaluations, 1994,

Amount of evaluators

Heuristic evaluations work best when performed by a group of people, not just by one evaluator.

Ideally, **three to five people should independently evaluate the same interface**.

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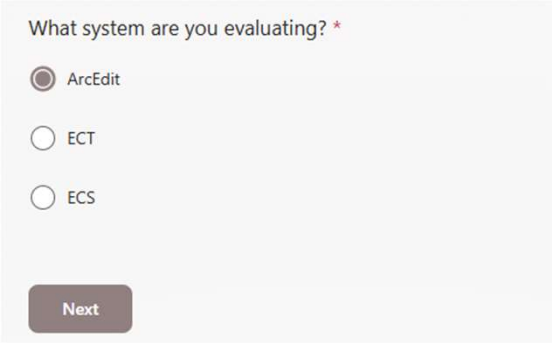
Exercise

— Heuristic evaluation

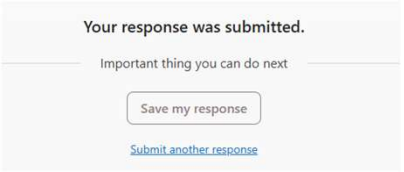
SELECT SYSTEM

Select the right system to evaluate



SAVE YOUR RESPONSES

After submitting your evaluation, make sure to save your responses, as you will use the results later.



Heuristic Evaluation Questionnaire (November 2025) – Fill out form

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Reflections: What do you think about the heuristics and this method?

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UI Design
Tips & tricks

We have 4 UI design tips categories

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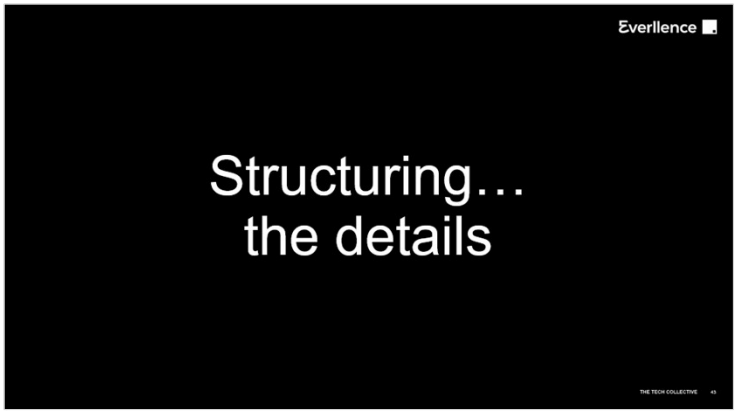
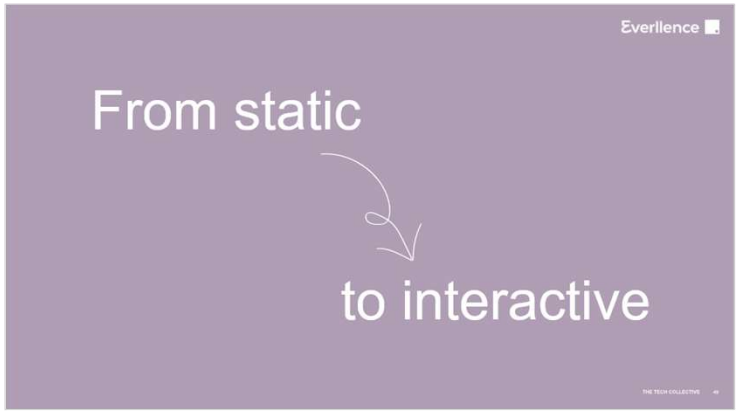
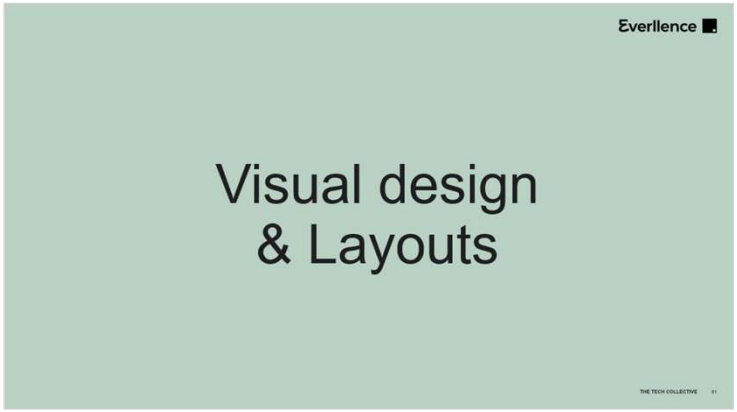
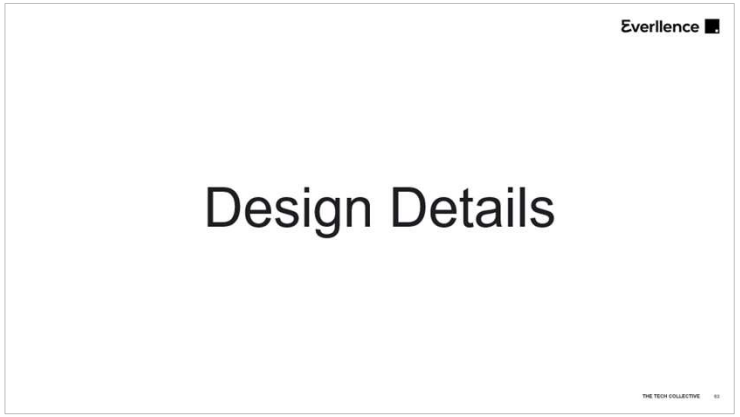








Everllence

Structuring…
the details

Structuring

Design Systems
Atomic Design

Everllence

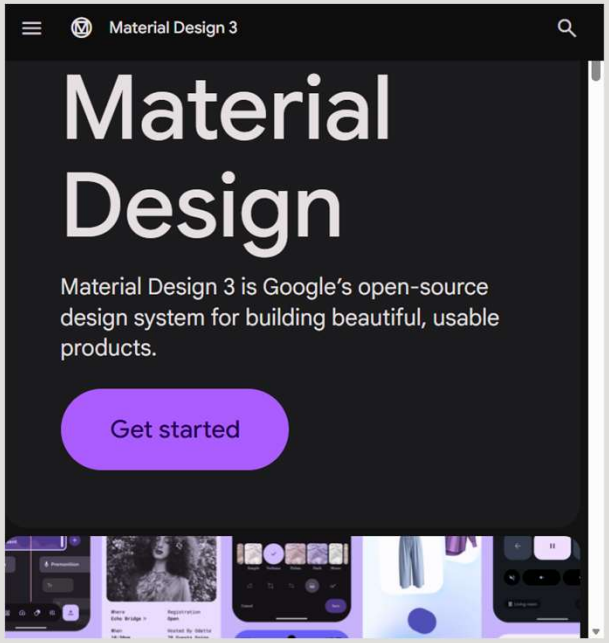
…the details

Labels
Colors and Fonts
Forms
Buttons

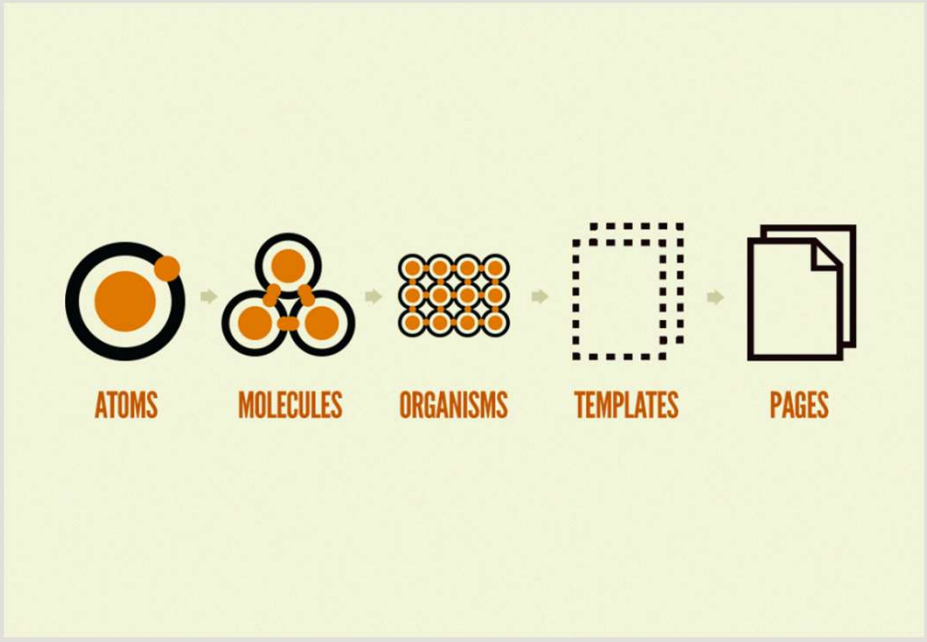
Everllence

Structuring

Design Systems



Atomic Design



Structuring

Design Systems
Atomic Design

Everllence

…the details

Labels
Colors and Fonts
Forms
Buttons

Everllence

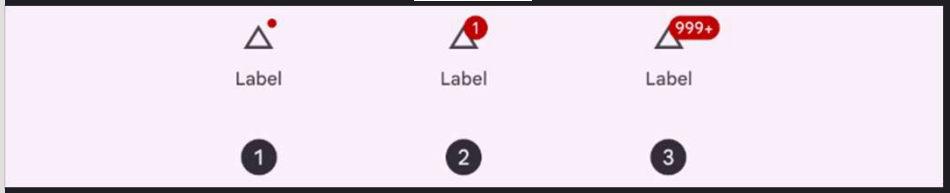
... the details

Forms

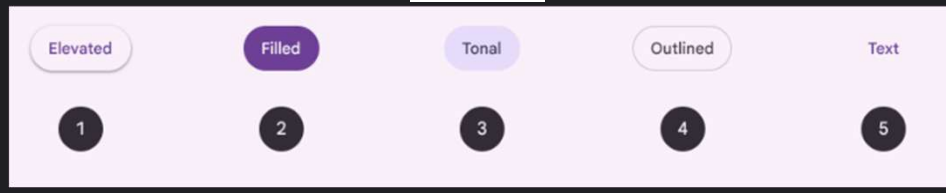
Colors and Fonts

Primary	Secondary	Tertiary	Error
On Primary	On Secondary	On Tertiary	On Error
Primary Container	Secondary Container	Tertiary Container	Error Container
On Primary Container	On Secondary Container	On Tertiary Container	On Error Container

Labels



Buttons



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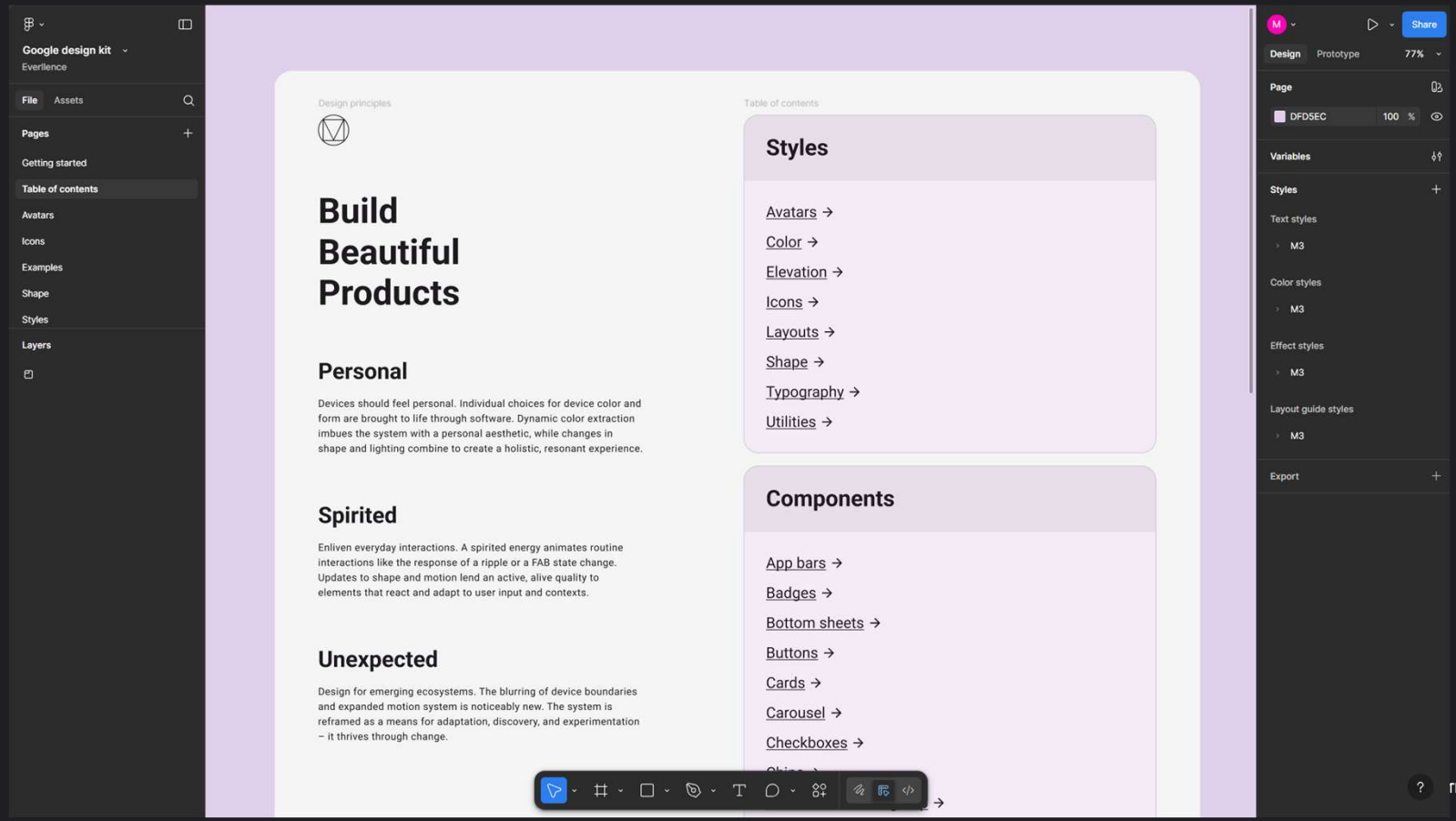
... the details ... In Figma



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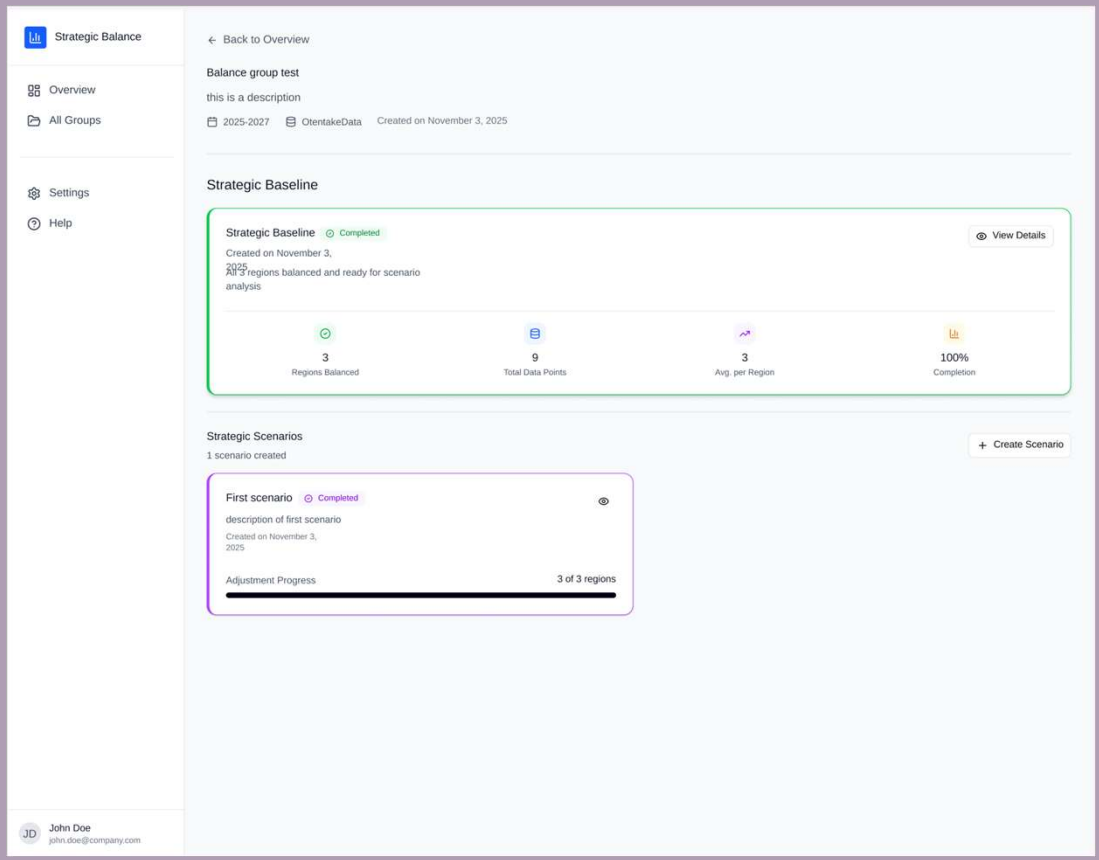
From static

to interactive

Static Figma
- Sunshine Scenarios



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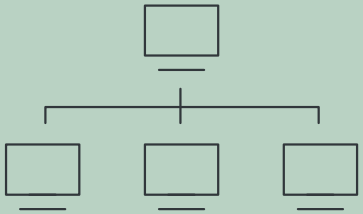
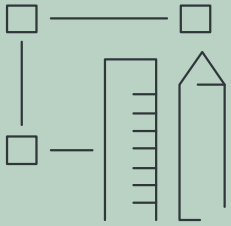
Visual design & Layouts

Visual Design & Layouts

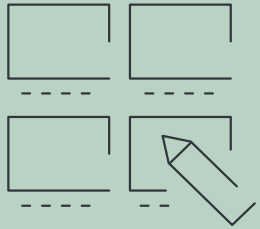
Everllence



Visual Hierarchy



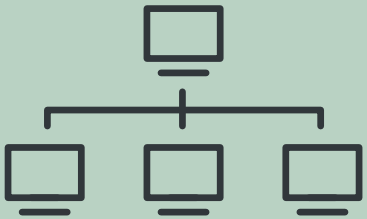
Design Patterns



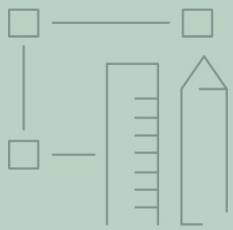
Gestalt Principles

Visual Design & Layouts

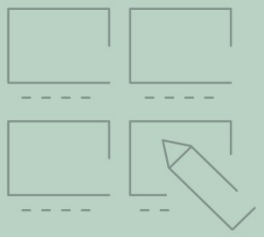
Everllence



Visual Hierarchy



Design Patterns



Gestalt Principles

And you will read this last

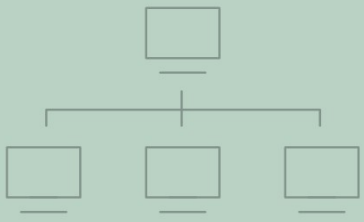
You will read this first

And you will read this second

This one third

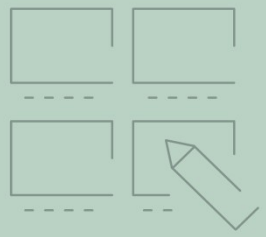
Visual Design & Layouts

Everllence



Visual Hierarchy

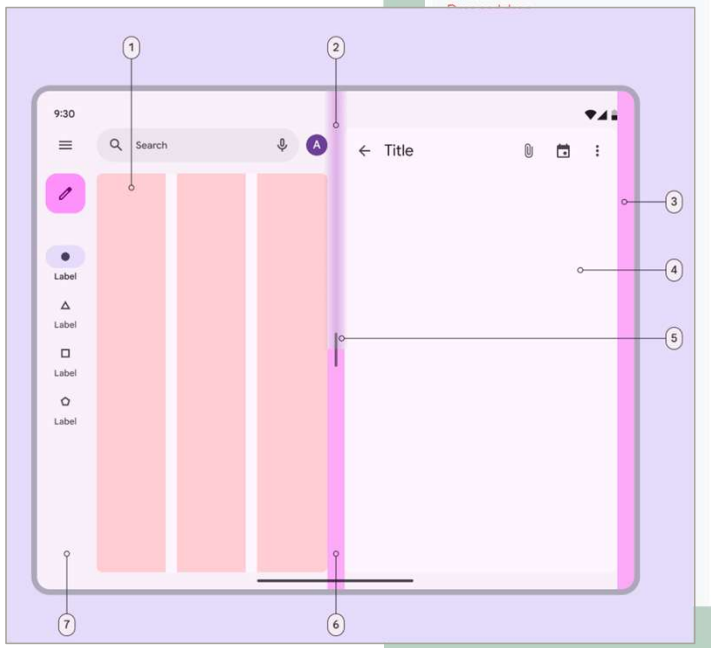
Design Patterns



Gestalt Principles

Everllence

E.g.: Design patterns: Dealing with data



User Interface Design Patterns

Getting input

Forms
Structured Format
Keyboard Shortcuts
Rule Builder
Captcha

Navigation

Tabs
Navigation Tabs
Module Tabs

Jumping in hierarchy
Breadcrumbs
Shortcut Dropdown
Fat Footer
Notifications
Modal
Home Link

Menus
Vertical Dropdown Menu
Accordion Menu
Horizontal Dropdown Menu

Content
Adaptable View
Article List
Pagination
Tagging
Categorization
Cards
Carousel
Progressive Disclosure
Continuous Scrolling
Tag Cloud
Event Calendar
Archive
Thumbnail
Favorites

Gestures
Pull to refresh

Dealing with data

Tables
Table Filter
Sort By Column
Alternating Row Colors

Formatting data
Frequently Asked Questions (FAQ)
Dashboard
Copy Box

Images
Gallery
Slideshow
Image Zoom

Search
Autocomplete
Search Filters

Onboarding

Guidance
Coachmarks
Playthrough
Inline Hints
Walkthrough
Blank Slate
Guided Tour

Registration
Lazy Registration
Paywall
Account Registration

Social

Reputation
Testimonials
Leaderboard
Collectible Achievements

Social interactions
Activity Stream
Auto-sharing Mini
Chat
Friend list Mini
Invite friends
Friend
Follow
Reaction

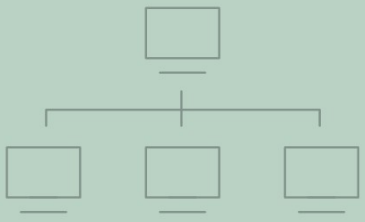
Miscellaneous

Shopping
Coupon
Pricing table
Product page
Shopping Cart

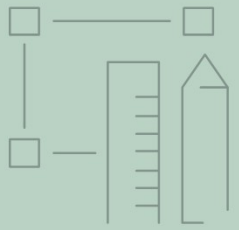
Increasing frequency
Tip A Friend

Visual Design & Layouts

Everllence



Visual Hierarchy



Design Patterns

Gestalt Principles

Gestalt Principles

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"Gestalt" is German for **"unified whole“.**

Coined in the 1920’s by German psychologists Max Wertheimer, Kurt Koffka, and Wolfgang Kohler.
They identified **a set of laws that address the natural compulsion to find order in disorder**.

According to this, the mind "informs" what the eye sees by perceiving a series of individual elements as a whole.

***Interaction Design Foundation* explains 12 different Gestalt principles, but we selected 3.**

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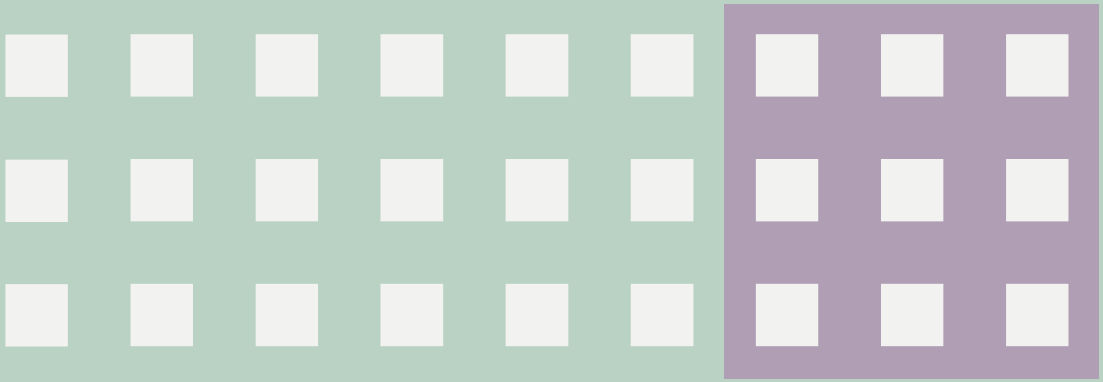
3: Common Region



What are the Gestalt Principles? | IxDF

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5: Proximity

What are the Gestalt Principles? | IxDF

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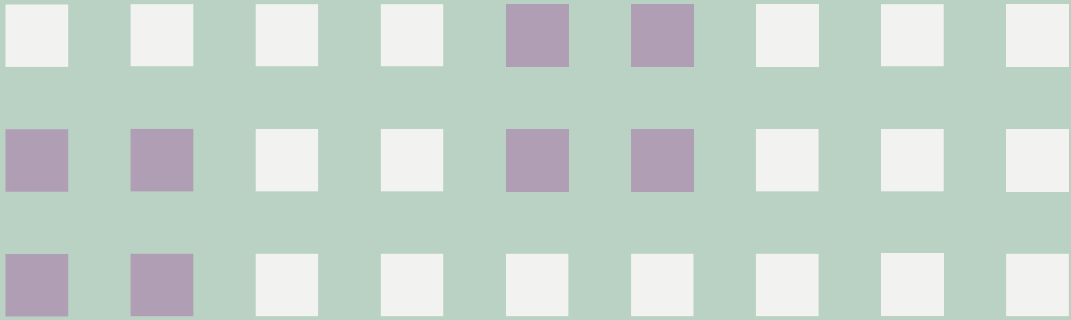
10: Similarity



What are the Gestalt Principles? | IxDF

Recap on the UI design tips

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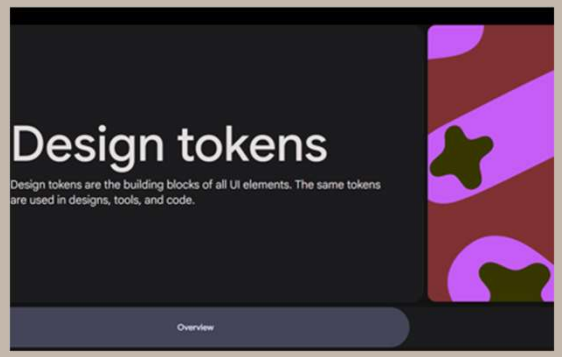
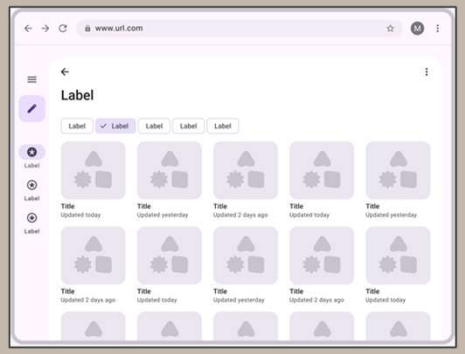
DESIGN SYSTEMS



VISUAL HIEARCHY

INTERACTIVE DESIGN



GESTALT PRINCIPLES

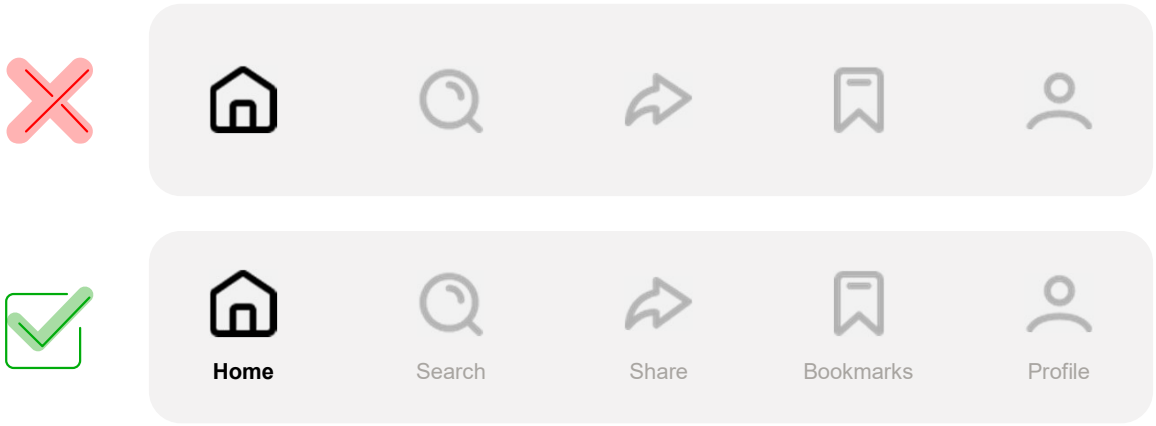
Design Details

“I know this looks terrible, but I have no idea why..”

Adam Wathan

A

Don’t confuse minimalism with simplicity



B

Use a single primary button for the most important action

Primary

Secondary

Tertiary

C

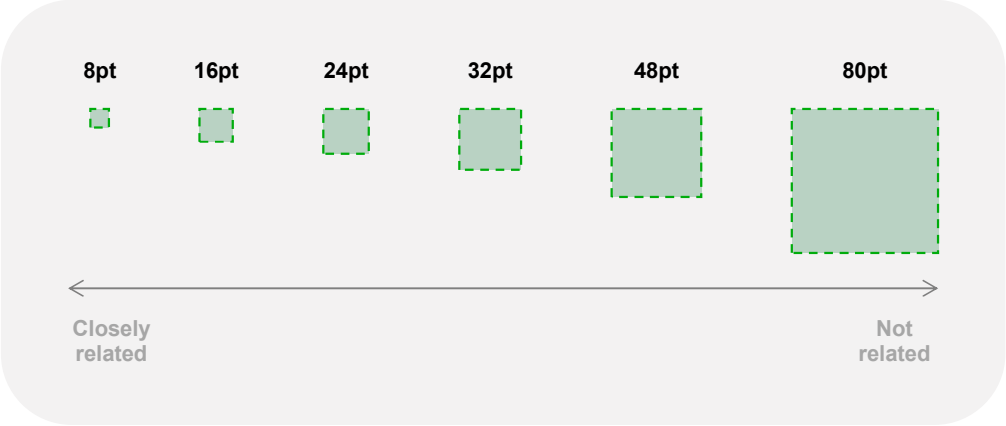
Don’t rely on color alone as an indicator

Articles Activities About us

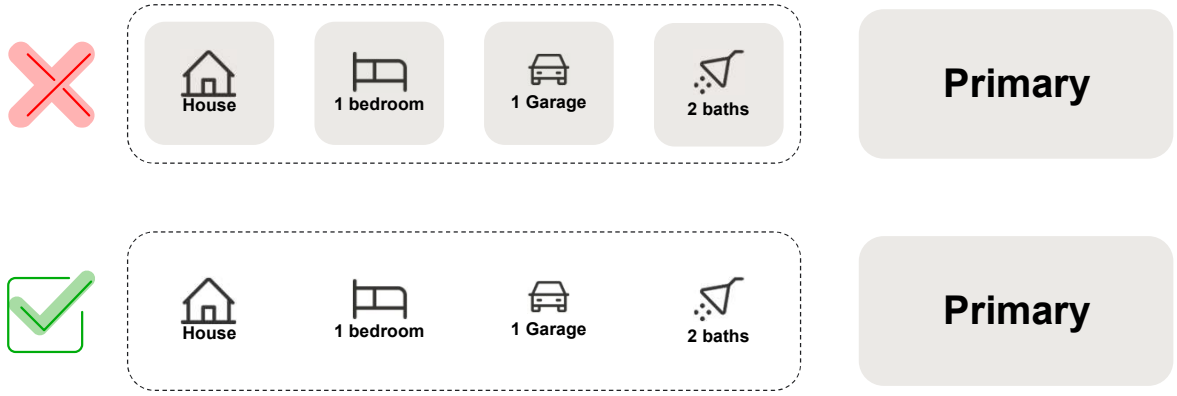
Articles Activities About us

Space elements based on how closely related they are

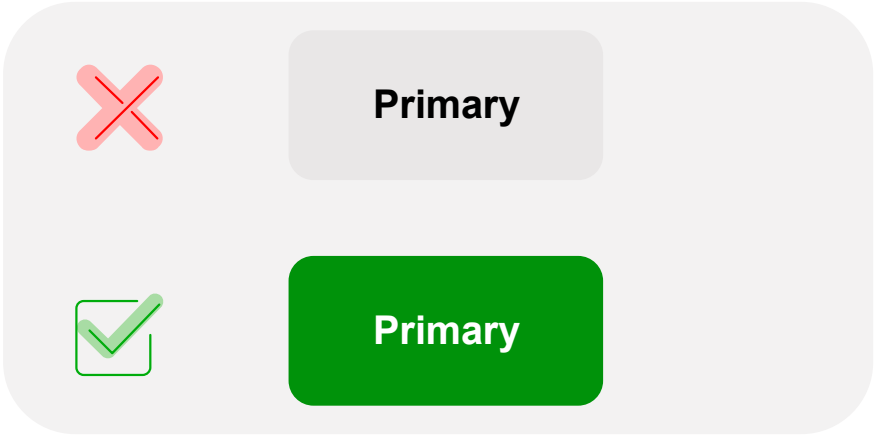
Use 8pt spacing grid:



Similar looking elements function similarly

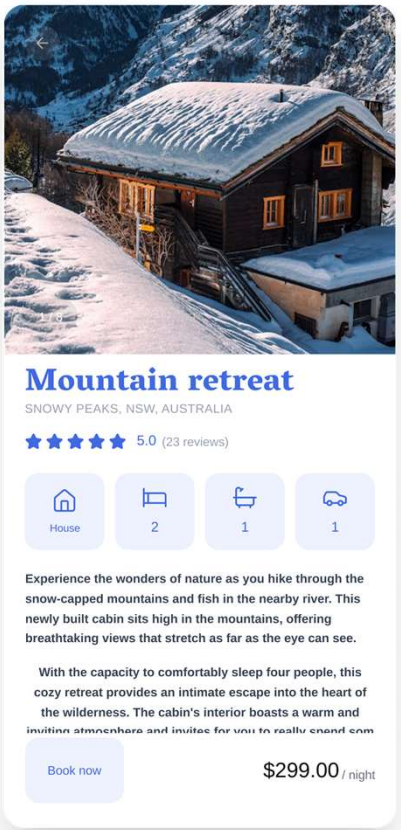


Use contrasts for accessibility



Applied Design Tips

What can we do?

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IT'S TIME
FOR LUNCH!

10 Usability Heuristics – **Recap**

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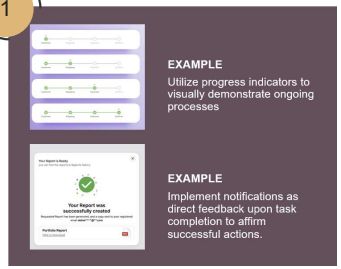
1

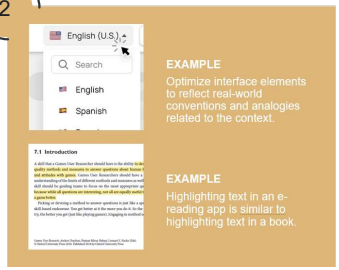


EXAMPLE
Utilize progress indicators to visually demonstrate ongoing processes

EXAMPLE
Implement notifications as direct feedback upon task completion to affirm successful actions.

Visibility of System Status

2

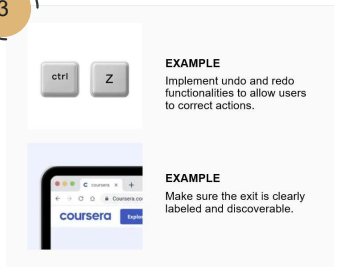


EXAMPLE
Optimize interface elements to reflect real-world conventions and analogies related to the context.

EXAMPLE
Highlighting text in an e-reading app is similar to highlighting text in a book.

Match Between the System & the Real World

3

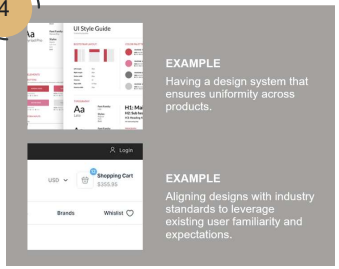


EXAMPLE
Implement undo and redo functionalities to allow users to correct actions.

EXAMPLE
Make sure the exit is clearly labeled and discoverable.

User Control & Freedom

4

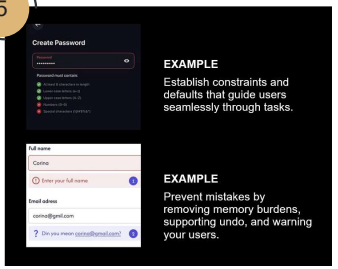


EXAMPLE
Having a design system that ensures uniformity across products.

EXAMPLE
Aligning designs with industry standards to leverage existing user familiarity and expectations.

Consistency & Standards

5

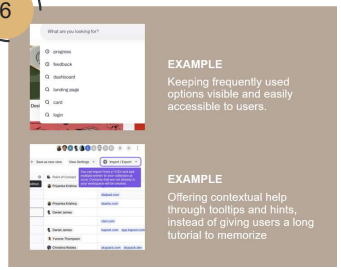


EXAMPLE
Establish constraints and defaults that guide users seamlessly through tasks.

EXAMPLE
Prevent mistakes by removing memory burdens, supporting undo, and warning your users.

Error Prevention

6

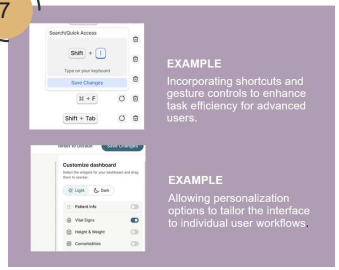


EXAMPLE
Keeping frequently used options visible and easily accessible to users.

EXAMPLE
Offering contextual help through tooltips and hints, instead of giving users a long tutorial to memorize

Recognition Rather Than Recall

7

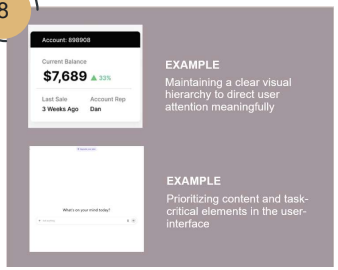


EXAMPLE
Incorporating shortcuts and gesture controls to enhance task efficiency for advanced users.

EXAMPLE
Allowing personalization options to tailor the interface to individual user workflows.

Flexibility & Efficiency of Use

8

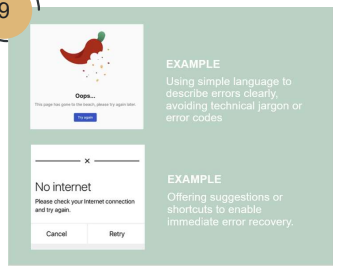


EXAMPLE
Maintaining a clear visual hierarchy to direct user attention meaningfully

EXAMPLE
Prioritizing content and task-critical elements in the user-interface

Aesthetic & Minimalistic Design

9

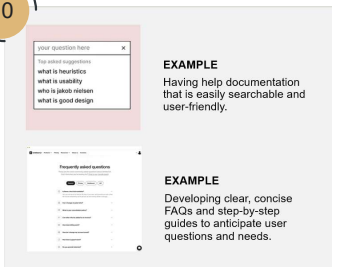


EXAMPLE
Using simple language to describe errors clearly, avoiding technical jargon or error codes

EXAMPLE
Offering suggestions or shortcuts to enable immediate error recovery.

Help Recognize, Diagnose, & Recover from Errors

10



EXAMPLE
Having help documentation that is easily searchable and user-friendly.

EXAMPLE
Developing clear, concise FAQs and step-by-step guides to anticipate user questions and needs.

Help & Documentation

10 Usability Heuristics for User Interface Design - NN/g

Recap on the UI design tips

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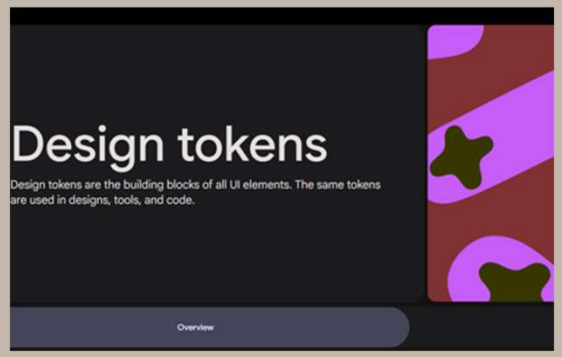
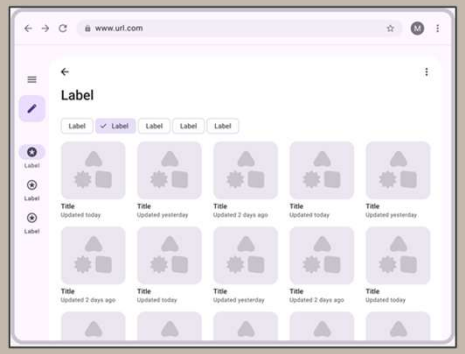
DESIGN SYSTEMS



VISUAL HIEARCHY

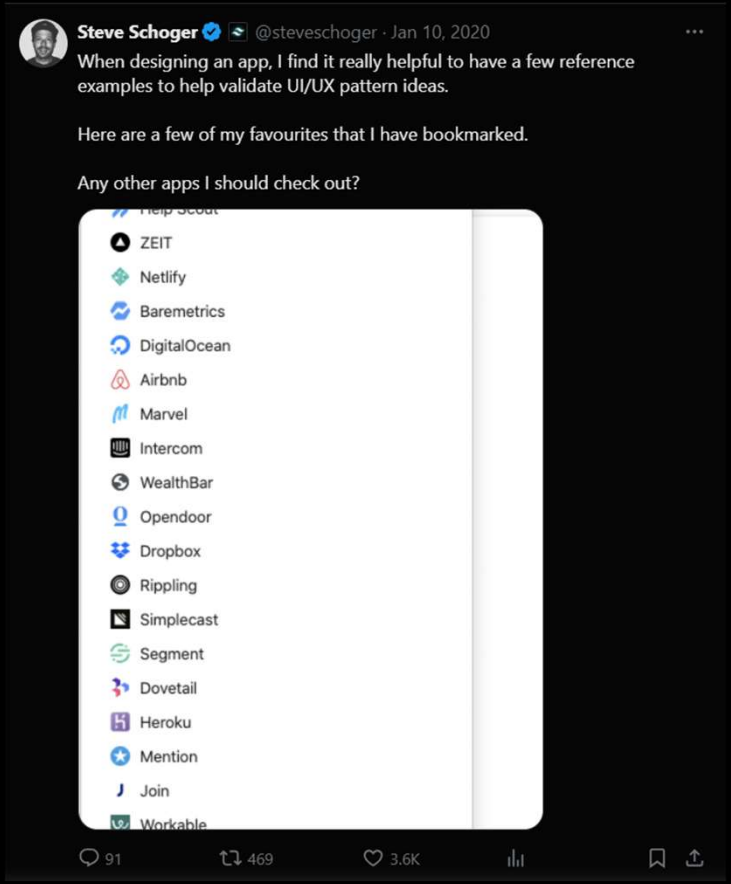
INTERACTIVE DESIGN



GESTALT PRINCIPLES

Steal design ideas

Steal design ideas! *(But be careful..)*



Similar Sites and Problems

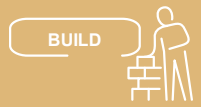
Sentry.io
Port.io
[Add you own sites]

The UX Industry

UX Collective
UX Planet
Awwwards

Steve Schoger on X

Energizer

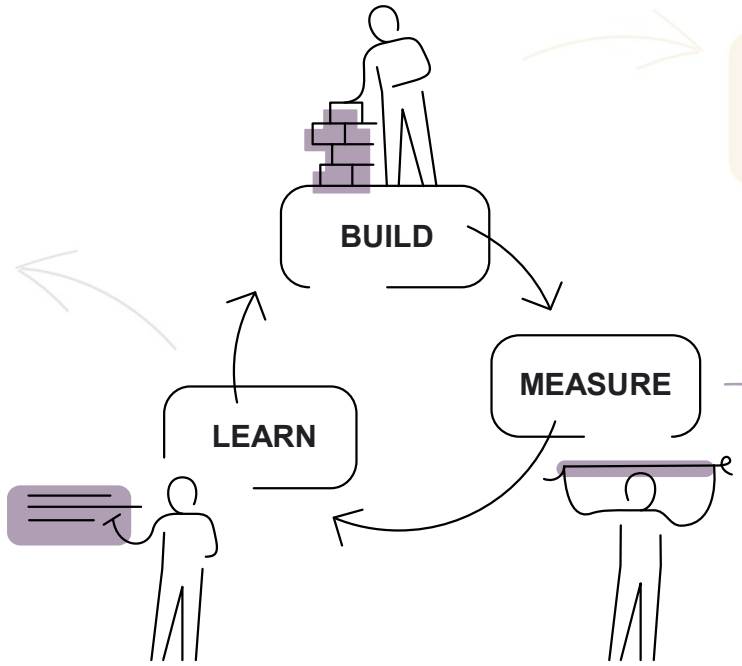


BOOTCAMP

Rapid prototyping

The bootcamp concept

The time has come to combine all the new theory and tools, with the new findings and learnings about your systems - **To try and ideate and create potential solutions**



Coming sessions
Cut 'n' Paste
Vibe Coding

Theory & tools:
Design Tips, Gestalt, Heuristics, etc.

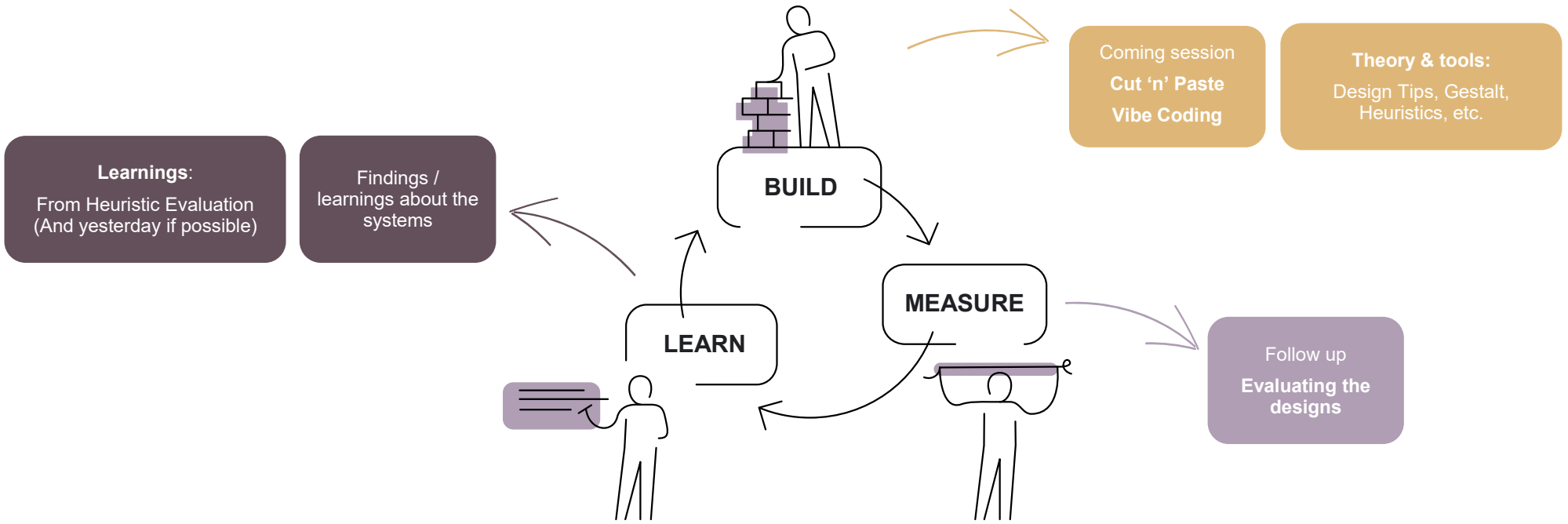
Learnings:
From Heuristic Evaluation
(And yesterday if possible)

Findings / learnings about the systems

Follow up
Evaluating the designs

The bootcamp concept

The time has come to combine all the new theory and tools, with the new findings and learnings about your systems - **To try and ideate and create potential solutions**



We'll do this through 2 sessions with 2 different variations of "Rapid Prototyping".

The first variation is analogue, with sketching

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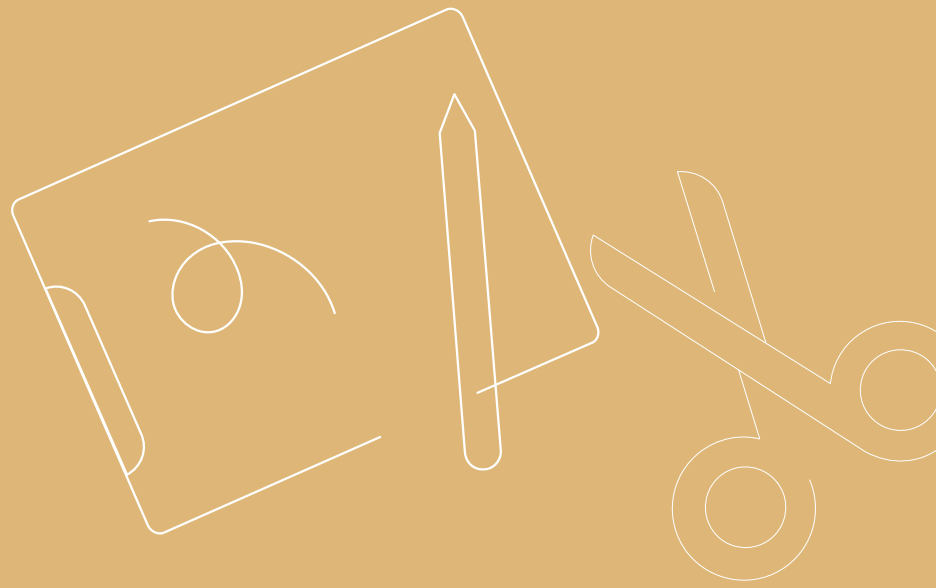

Variation 1

– Cut ‘n’ paste (analogue)

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What is going to happen

01

Problem definition

Use your findings to guide the design

Use sketching and allow yourself to be creative and also create completely new components or designs

02

Solution Cut ‘n’ Paste

Cut, draw and rethink in low fidelity

Take the preprinted GUIs as your starting point

Use sketching and allow yourself to be creative and also create completely new components or designs

03

Design presentation

To guide the design

Which of your findings/learnings can be related to this?

Which of the Heuristics comes in to play and should be considered?

Which Design tips categories can you use?

Deliverable

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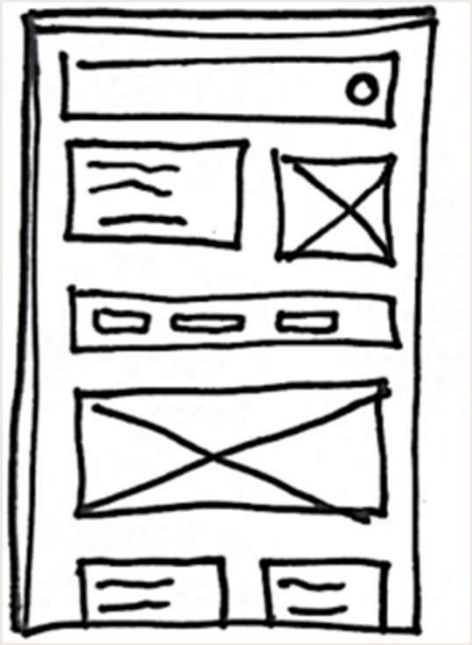
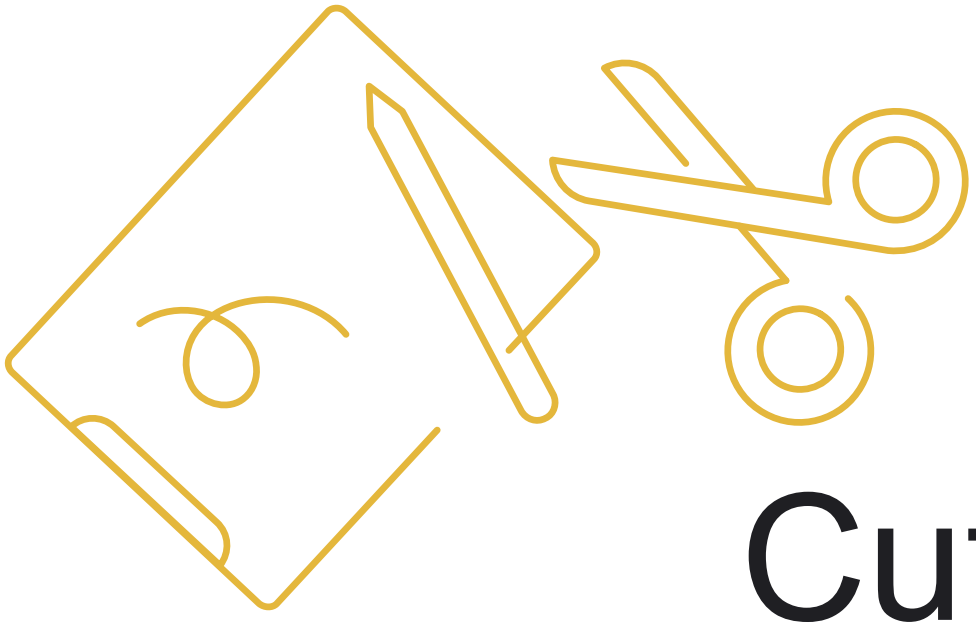
IDENTIFIED PROBLEM

The users struggle to...

PROPOSED SOLUTION



Description...



Cut ‘n’ Paste presentation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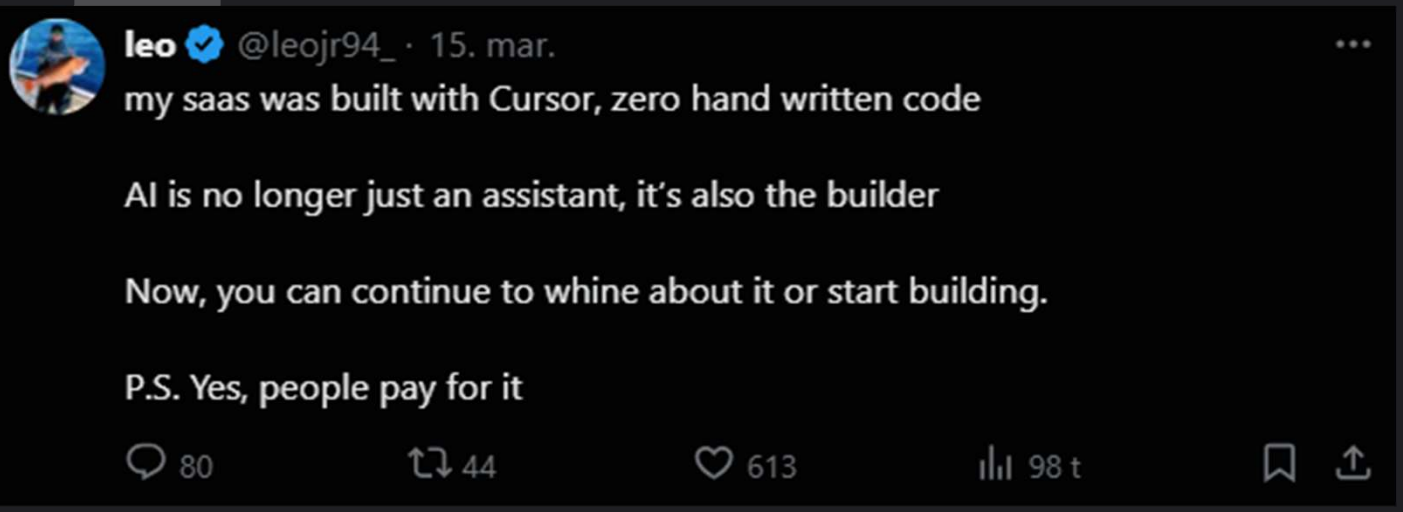
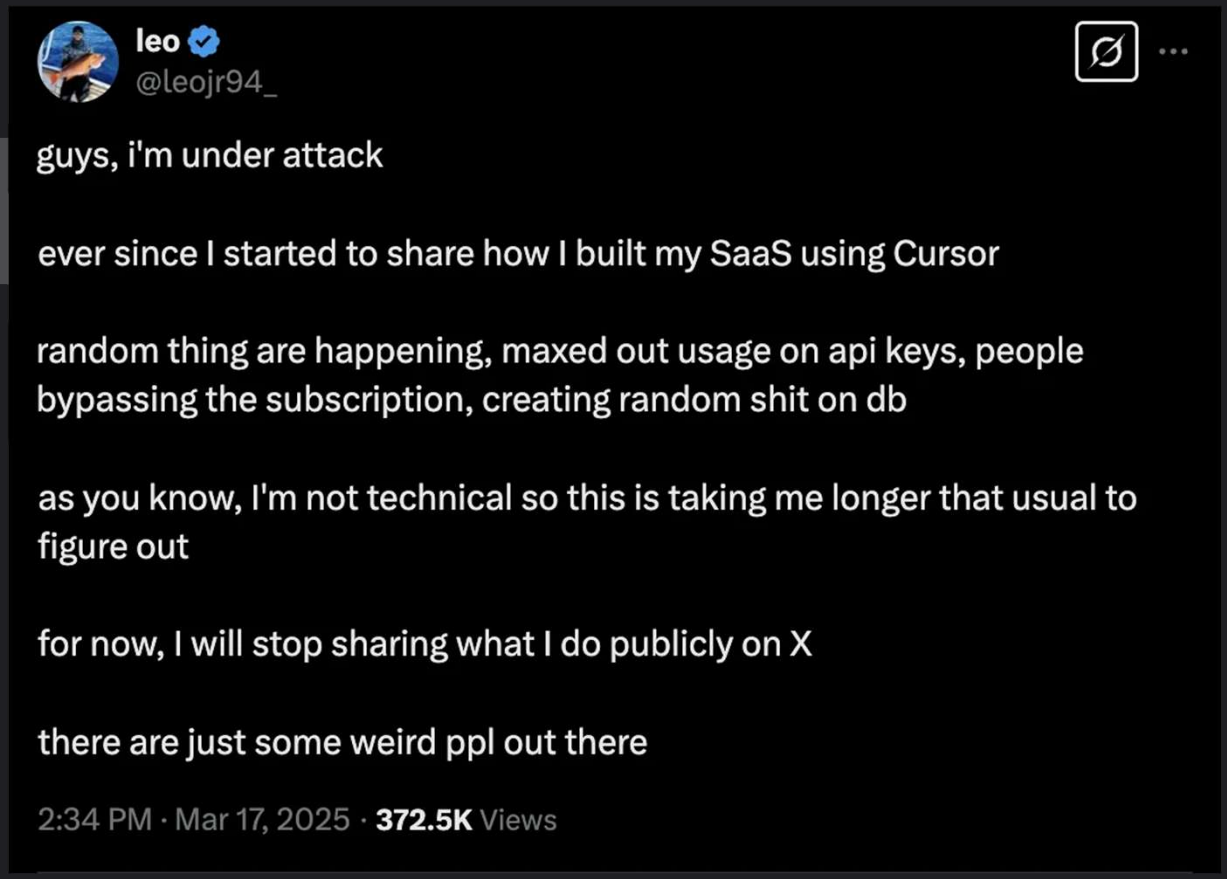
IT IS TIME FOR A
SHORT BREAK

SaaS Vibes

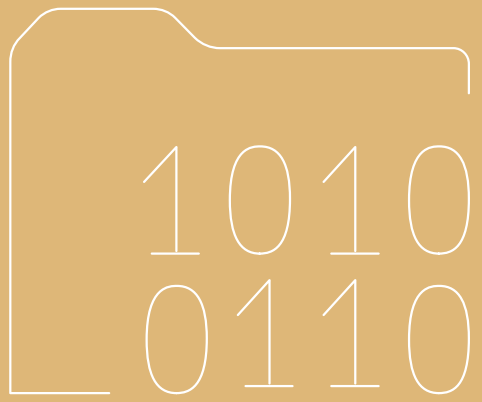
- A Short story


leo @leojr94_ · 15. mar.
my saas was built with Cursor, zero hand written code
AI is no longer just an assistant, it's also the builder
Now, you can continue to whine about it or start building.
P.S. Yes, people pay for it
80
44
613
98 t


leo
@leojr94_
guys, i'm under attack
ever since I started to share how I built my SaaS using Cursor
random thing are happening, maxed out usage on api keys, people bypassing the subscription, creating random shit on db
as you know, I'm not technical so this is taking me longer that usual to figure out
for now, I will stop sharing what I do publicly on X
there are just some weird ppl out there
2:34 PM · Mar 17, 2025 · 372.5K Views


leo @leojr94_ · 20. mar.
i'm shutting down my app
Cursor just keeps breaking other parts of the code
you guys were right, I shouldn't have deployed unsecured code to production
I'll just rebuild it with Bubble, a more user friendly and secure platform for non techies like me
I appreciate everyone
Vis mere
574
471
4 t
938 t

Everllence



Variation 2

– Vibe Coding (digital)

Digital and AI-enabled **Vibe coding**

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A very new and modern approach. It can be a **good creative partner**, or a **source of inspiration**.

Usage example: Aggregate and summarize all your findings and ask it to find common solutions to these problems.

Mid-stage/ high fidelity

Gen-AI Is useful for creating **quick and interactive mock-ups** of the potential solutions or detailed components, when you have an overall description and idea for the desired solution.

Can create a lot of *boilerplate* and "*low hanging fruit*"-UI.

Be mindful, about your AI-generated content, before you put it into production!

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What is going to happen

01

Gather findings

Gather your findings from both Think Aloud, Card Sorting, Heuristic Evaluation, and feedback prom sketching and use for the prompt

02

Prepare Prompt

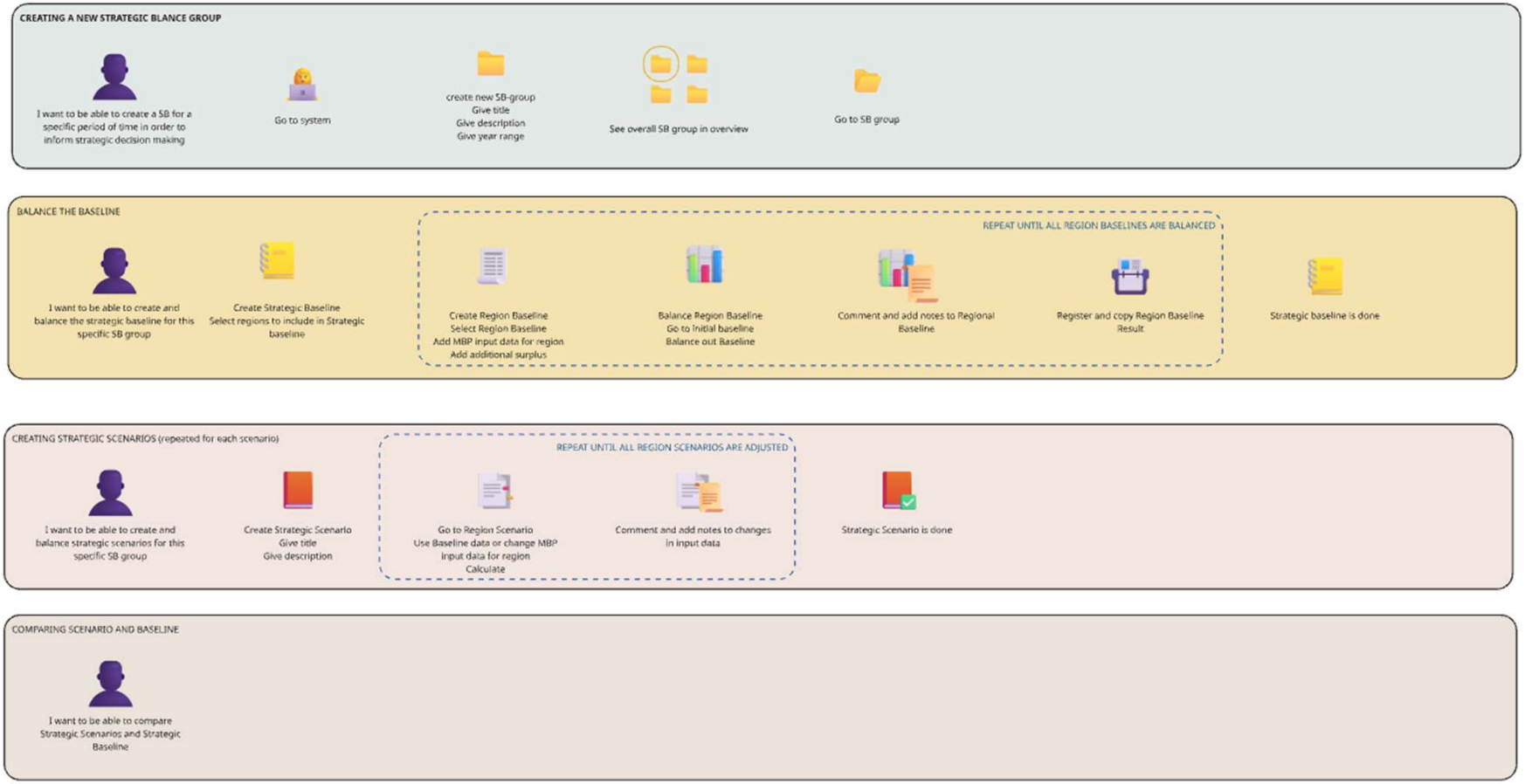
Find inspiration in the prompt guide

03

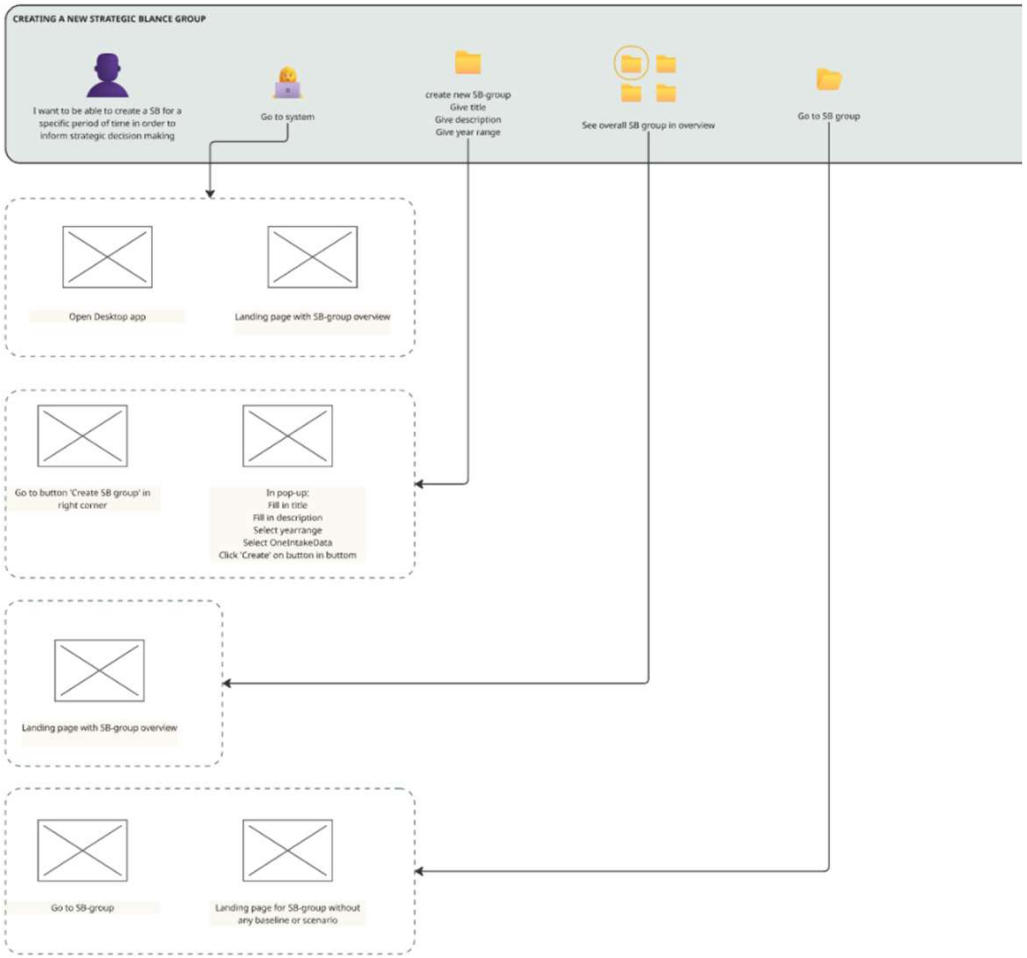
Play with Figma Make

Use your prompt in Figma Make and create a higher fidelity prototype with the tool

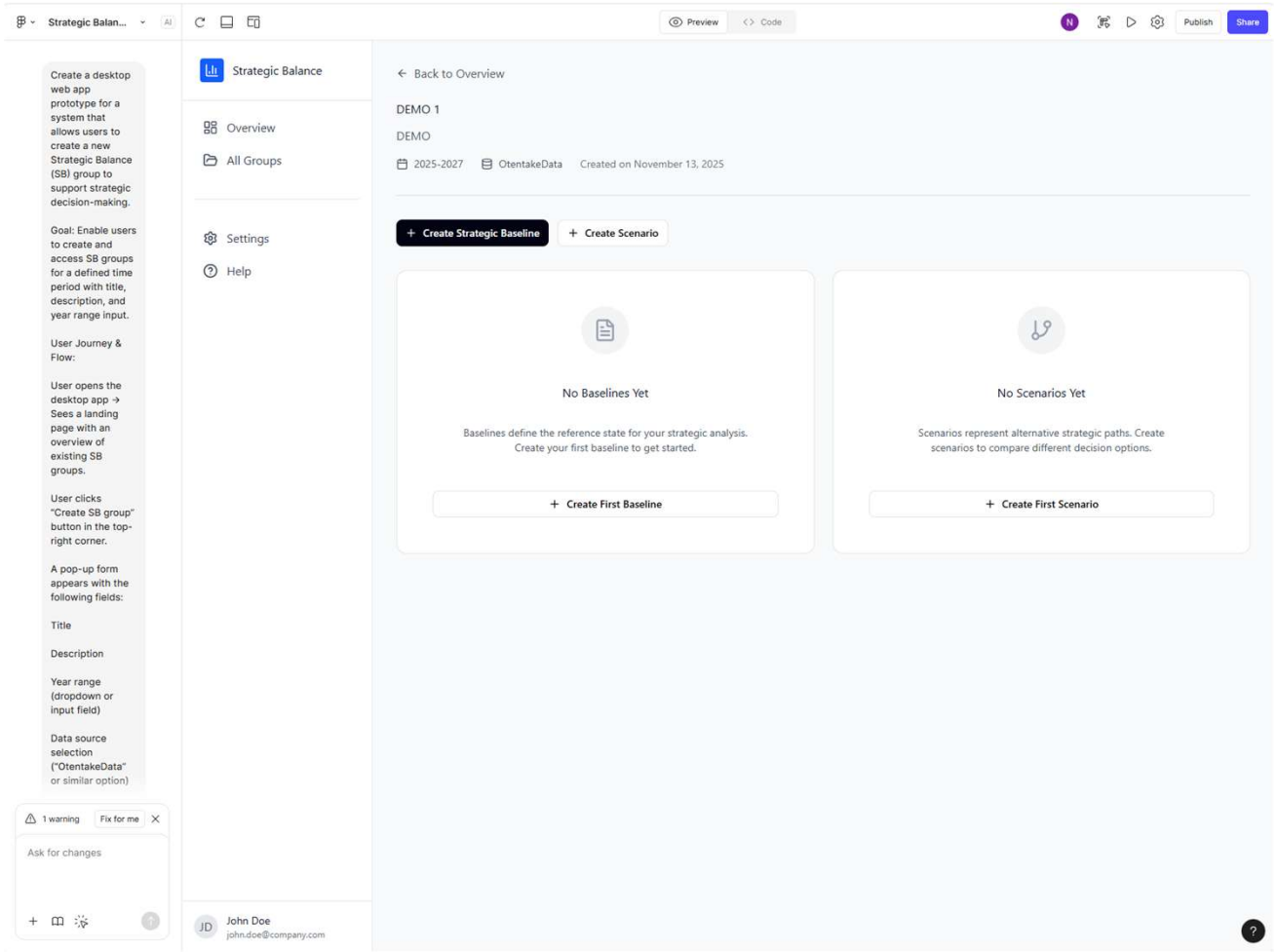
Prompting Figma Make – an example



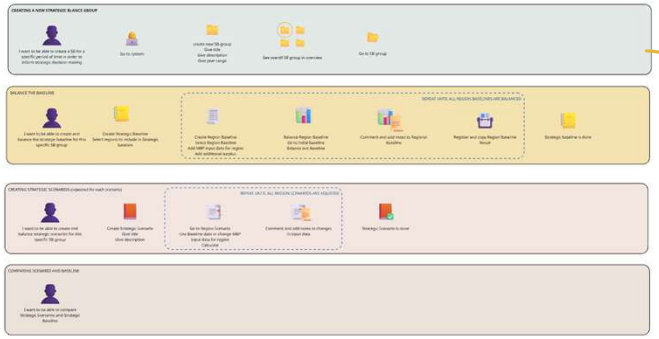
Prompting Figma Make – an example

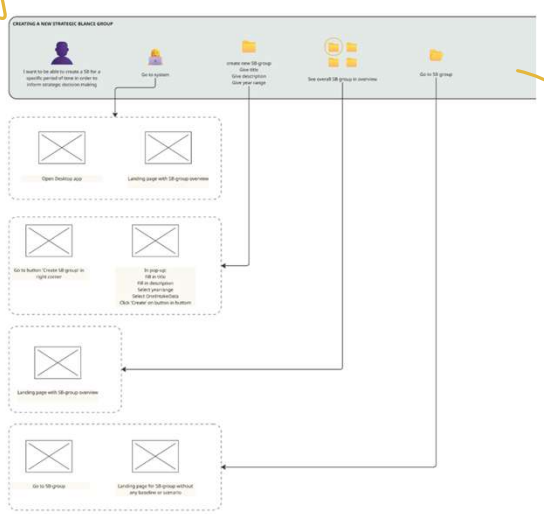


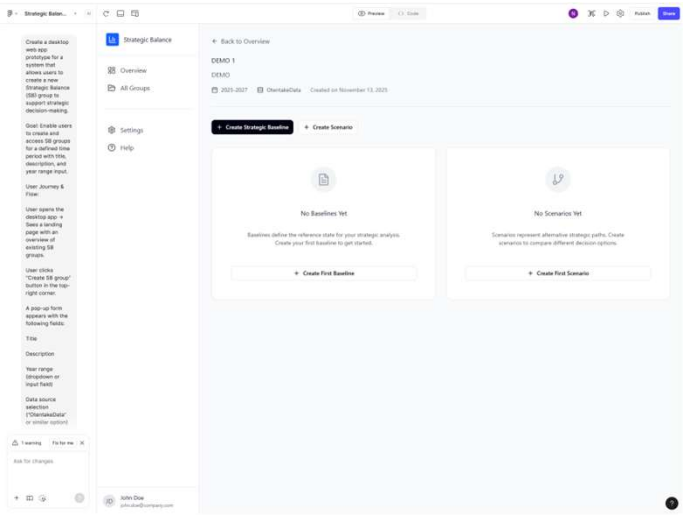
Prompting Figma Make – an example

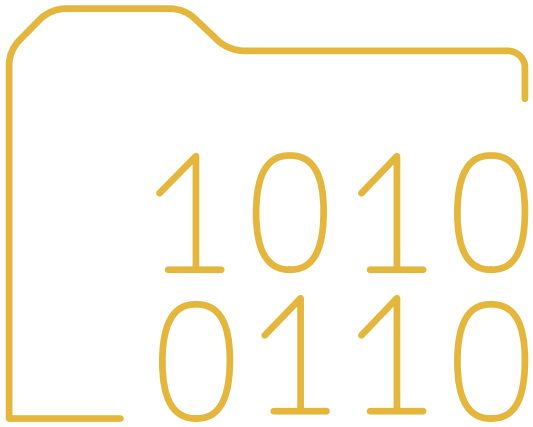


Prompting Figma Make – an example









Vibe coding reflection

Let’s revisit the expectations

Evaluation

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THANK YOU

Mathias Nikolaj Nielsen
mnin@thetechcollective.eu

Nanna Lundbæk Sørensen
nals@thetechcollective.eu