BCA Optimized Notes by Yash
Semester IV - UI/UX

Table of Contents

Unit 1

Perceptions

1. Trying to Understand the Client Requirements
2. How to Develop a Product Meeting Those Client Requirements
3. How to Determine Whether the Product Meets the Requirements and Expectations of the Client
4. Making the Products Sustainable Throughout the Product Lifecycle

Design Thinking

Definition

Design thinking is a non-linear, iterative process that teams use to understand users, challenge assumptions, redefine problems, and create innovative solutions to prototype and test.

Stages

- Empathize
  Research Your User's Needs
- Define
  State Your User's Needs and Problems
- Ideate
  Challenge Assumptions and Create Ideas
- Prototype
  Start to Create Solutions
- Test
  Try Your Solutions Out