

BCA Optimized Notes by Yash

Semester IV - UI/UX

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Unit 1 - Chapter 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

User Experience Design

User experience (UX) design is the process design teams use to create products that provide meaningful and relevant experiences to users.