BCA Optimized Notes by Yash

Semester IV **- UI/UX**

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# 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