

**ENSE 471 -** [**User Interface Programming**](https://urcourses.uregina.ca/course/view.php?id=13770)

**Professor: Tim Maciag**

**Milestone 2.1 - Brainstorm #1**

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**Group Name: UserPro**

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**Github URL:** [**https://github.com/zainshafiq/User-Interface-Programming-Human-Centered-Design-**](https://github.com/zainshafiq/User-Interface-Programming-Human-Centered-Design-)

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#### **Purpose**

The focus of this brainstorming activity is to **ideate many different and unique design ideas for the page navigation, layout, user flows, and content (modelling) of the new Engineering website**.

To do this, we plan to ideate by sketching and/or using storyboarding key processes and interactions (visualizing key scenarios previously created).

For this first brainstorming exercise, we are focusing on quantity of ideas over quality of ideas at this stage, i.e. “If you want to have good ideas you must have many ideas. Most of them will be wrong, and what you have to learn is which ones to throw away.”

However, we will not throw any ideations away at this stage! We want to try and reduce tunnel vision as we ideate (i.e. only focusing on one superior design solution) and try to instill a “fresh snow” mentality by focusing on as many possible designs/user experiences as per our selected target customers.