

rapid web page construction design vs. code theory

Self-determination theory (SDT)

In addition to this, I have also learned:
Development app ideas, research → PACT analysis
→ demographic analysis → sketches → high-fidelity
→ interactive experiment → user experiment.
Review the content of the design from multiple angles.

facilitate practical app interaction
Figma
skill
D. (what have I learned)

Deepen the understanding of user needs.

I realised that the preliminary work of design is the most important, which determines the direction of my entire design.

skill part. I (Analyse what I have learned)

① Figma { quickly perform interactive experiments.
improve work efficiency.

② vs code: rapid construction of web.

theory part, { 1. guide me from the user's perspective
2. emotional design.

P. (Apply the harvest to future learning)

Figma: Quickly figure out the logic of interaction.

SDT: Designed with consideration

Autonomy
Competence
relationship

values and principles

values

SDT { critical thinking
increase user empathy
add inclusive and humane.

principles

① Samir Garbaya, 2018.
"integrating self-determination and self-efficacy in Game Design"

② Martin Lynch, 2018
"Psychological Aspects of Digital Learning: A Self-determination Theory perspective"

note that there maybe:
Frequent reflection can lead to delays in the design process or difficulties in decision-making.

emphasis on the user perspective