Xinjie Zhao

36029947

https://2025.macd.work/xz2a24

Describe:

I took on a variety of jobs throughout the semester. The sfirst task focuses on creating an app for time management, the following on creating smart home software for foreign students, and the first task is observing people's behaviour in a particular outdoor setting. As I worked through each task, I struggled to comprehend its significance. But, as each project ended, I suddenly realized how significant each had been. We need to know that people of all ages and workplace backgrounds exhibit diverse behaviour patterns in the same setting, so the first project aims to explore the origins of discussion by observing how people interact with their surroundings. According to this finding, interaction design should consider as many different types of people as feasible. In our successive independent projects, the professor assisted us in dividing the inhabitants into minors and people over the age of 20. This gave us a clear path for our research and a helpful demonstration of how to do effective classification research. The most notable is the next task, which incorporates the learning from the first and second jobs and emphasizes the realities of thorough research and interaction design for various community needs. I learned how to apply observation and research findings to particular design aspects as I completed this task. For instance, I considered the personal needs and lifestyles of various user groups when creating the app's lighting and background songs. This design enhances the phone's utility, enhances the user experience, and adds personalized parts. I realized that an important factor should be considered when designing engaging software or other products because it can provide significant advantages to users rather than just focusing on aesthetic appeal and aesthetic appeal due to early research, interaction between courses, and careful teacher guidance. The sustainability of interaction design is a crucial topic that I neglected to address in my earlier reading. After finishing the job, I quickly realized that a great design should anticipate and react to problems and technical adjustments that might arise from prolonged use. For instance, an app's flexibility and software may need to continually

improve as consumer habits change, or technologies develop and as user habits change or technology advances, app functions and interfaces may need to be continuously optimized and upgraded.

Interpret:

There are three major ways to explain the significance of this discovery. First, it demonstrates a major improvement in the user experience. Manufacturers and designers can learn the needs, behaviours, and keys of specific customer groups through user research, which can significantly improve user comfort and ease of use. User mental burdens can be reduced with a soft, user-friendly interaction design. Boost the efficiency and naturalness of the activity. At the same time, according to customer feedback and market needs, continuous marketing and expansion of functions do more effectively join user needs, thus improving user satisfaction. Second, it is one of the most powerful strategies for boosting market competitiveness. The app will stand out in the fierce marketplace competition through ongoing useful development. Regular updates can increase user engagement and entice new users to join, but they also help maintain the active users' level and strengthen user loyalty and then promote long-term product development (Flight, 2023). We can better get, keep, and keep customers and build a solid customer base through ongoing development and product optimization. Ultimately, it improves product protection. Regular updates can quickly patch security flaws, safeguard user data from breaches, lessen security risks, and boost product trust (Terekhov, 2023). We can give users a more stable and trustworthy apply environment and build a solid foundation of trust, which is very important for the long-term upkeep of brand image through ongoing safety updates and optimization. The possible implication of this new idea is that our understanding of product design and user connection needs to be deeper and more comprehensive to better adapt to changing markets and user needs. In order to gain more specific information about consumers ' actual needs and behaviour patterns, we must continue conducting user research in future work. We can promote integrated cooperation and encourage interdisciplinary collaboration to develop more integrated and innovative solutions while creating more cohesive and creative choices.

Evaluate:

The instructor displayed several distinctive images in the course composed of numerous points and lines appearing in various forms and viewpoints. This simple training process has profoundly inspired us: perhaps we need to shift from a single-mindedness to a diversified perspective when examining and figuring out problems. We may consider different viewpoints when reviewing and resolving issues. I believe this idea has significant software value in terms of make some interaction design, like app design. Secondly, it encourages us to examine the issue from various perspectives to understand how diverse user needs are. Our software design appeals to a wider consumer party because people have various habits, interests, and skills and think differently. Second, as a result of this idea, we strive to provide specialist activities that meet the needs and motivations of each user. For instance, when developing health software, we must consider the various objectives and desires of people of various ages. Younger persons may be more open to using software to improve fitness and build strength, whereas older people may be more interested in using it to screen physical activity. By understanding and analyzing user needs from different perspectives, we can design products that are more suitable for people's actual usage possibilities and objectives, which cannot only greatly improve user experience but also effectively increase the market competitiveness of items and make them stand out in the fierce business competitors (No Creator, 2024). Considering from various viewpoints may also aid in identifying and resolving issues. You can identify design flaws in the layout process in advance to avoid the issue of weak user experience after the item is released, taking into account various use cases and consumer behaviour. This forward-thinking design thinking is necessary to increase solution security and customer satisfaction. Because it enables me to assume from both the perception of developers and users, perhaps possible users, I believe this approach will be very helpful for my early study and development. Maybe I think if I can make this change, for my perspective, my design work will become more approachable and capable of resolving true user issues and attract more users, and get a good reputation.

Plan:

In graduate school, where I gained a deeper understanding of the order and logic of the material taught by the tutor and the internal connections between various projects, this new knowledge greatly enriched my academic vision and greatly helped me in my future design and study. After finishing the project, I uncovered my deficiencies and determined the best action. The concept of sustainability is very important to me when talking about interactive projects. I recognize that onward thinking is vital in future project training, meaning the design needs to assume technology trends and incorporate sustainability concepts into the design to ensure its lengthy-term value and effectiveness. I realized that the preliminary research needed to be more in-depth in order to accomplish this objective. Expanding the number of individuals I polled and knowing the people I interviewed gave me a more detailed insight into the user's needs. A dynamic feedback mechanism may be built at the beginning of the design so that the layout can be continually adjusted and optimized during the product development procedure to ensure that it usually meets the changing needs of users and modern developments.

Additionally, we may work with experts in their fields and collaborate with them to create more thorough and creative runs. Because when there is an expert involved, some of the expertise becomes clearer. In this method, I even learned how to incorporate theoretical knowledge with practice, such as how to separate user research groups and maintain visual effects while making the operation simple and convenient, essential for my problem-solving ability and innovative thinking. This knowledge and understanding will help me continue to advance in the field of interaction design, creating work that has a long-term view and meets user needs, in my opinion. I believe that this experience and understanding will play an important role in my future career, helping me to continue to advance in the field of interaction design, creating work that meets the needs of users and has a long-term perspective.

Reference：

Flight, J. (2023) ' The importance of updating your mobile app: top 5 reasons why' *RUBIQA*, doi: https://www.rubiqa.co.uk/website-graphic-design-articles/the-importance-of-updating-your-mobile-app-top-5-reasons-why/

No Author, (2024) 'How to design user scenarios: best practices and examples' *Justinmind,* doi: https://www.justinmind.com/blog/how-to-design-user-scenarios/

Terekhov, V. (2023) ' Keeping Your App Fresh: The Importance of Regular Mobile App Updates ', *ATTRACTGROUP*, doi: https://attractgroup.com/blog/the-importance-of-regular-mobile-app-updates/