Identifying a design problem first is the ability to solve the problem and know who the stakeholders are.Output list, clickable form high-Fidelity task flow, style guide UL KITS, UserstoryRe-designing and improving the initial screen model through the designer's interview with the user and how he interacts with the application, and the design is redesigned according to user feedback.The principles of interaction with design are stability, explorability, readability, and simplicity.The concept of Affinity Map, placing information in one place, collecting similar information, naming groups.Displaying Low-Fidelity information with text, images and videos.Xd tool for determining screen sizes and designing interfaces.User Research For my design, I first create a plan and purpose for the research, find users for the research, collect data, analyze the data, and share the results with stakeholders.The concept of Low-Fidelity is the amount of information that is displayed to the user, leaving out simple details such as color, data, and animation.Competitive analysis is a comparison between my product and another product and developing my product.Knowing the Persona is the user's imagination.How to design input information such as name and email.Knowledge of creating a User Flow or user journey.The concept of Style guide and its importance in interface design.Create Style Guide and Plugins with the Xd tool.Initial design drawing.Draw the screens on paper.Better design is like minimizing options.Types of formats.Conditions of links.Types of Prototype, look-like Prototype, feels-like Prototype, acts-like Prototype..Letter consistency is important.How to use the button.

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