

LIST OF KNOWLEDGE

- UI User Interface, is a visual design that communicates directly with the end-user that translates every reaction and action between the two parties
- UX User Experience, is the experience that the end-user feels when interacting with interfaces or objects.
- UCD User Centered Design, is an iterative design process where the designers focus on the end-users and their needs to be able to achieve the desired design result.
- GAP A method of a performance assessment of a business that determines whether or not requirements/objectives have been met, and if any requirements have not been met, what actions should be taken to meet them requirements.
- SUS System Usability Scale, is an effective 10 questions assessment method that measures the usability of a system.
- SEQ Single Ease Question, is a 7-point scale that measures how easy/difficult a task is for the end-user. It's a very reliable and versatile way for designers to generate insights on what is needed or not.