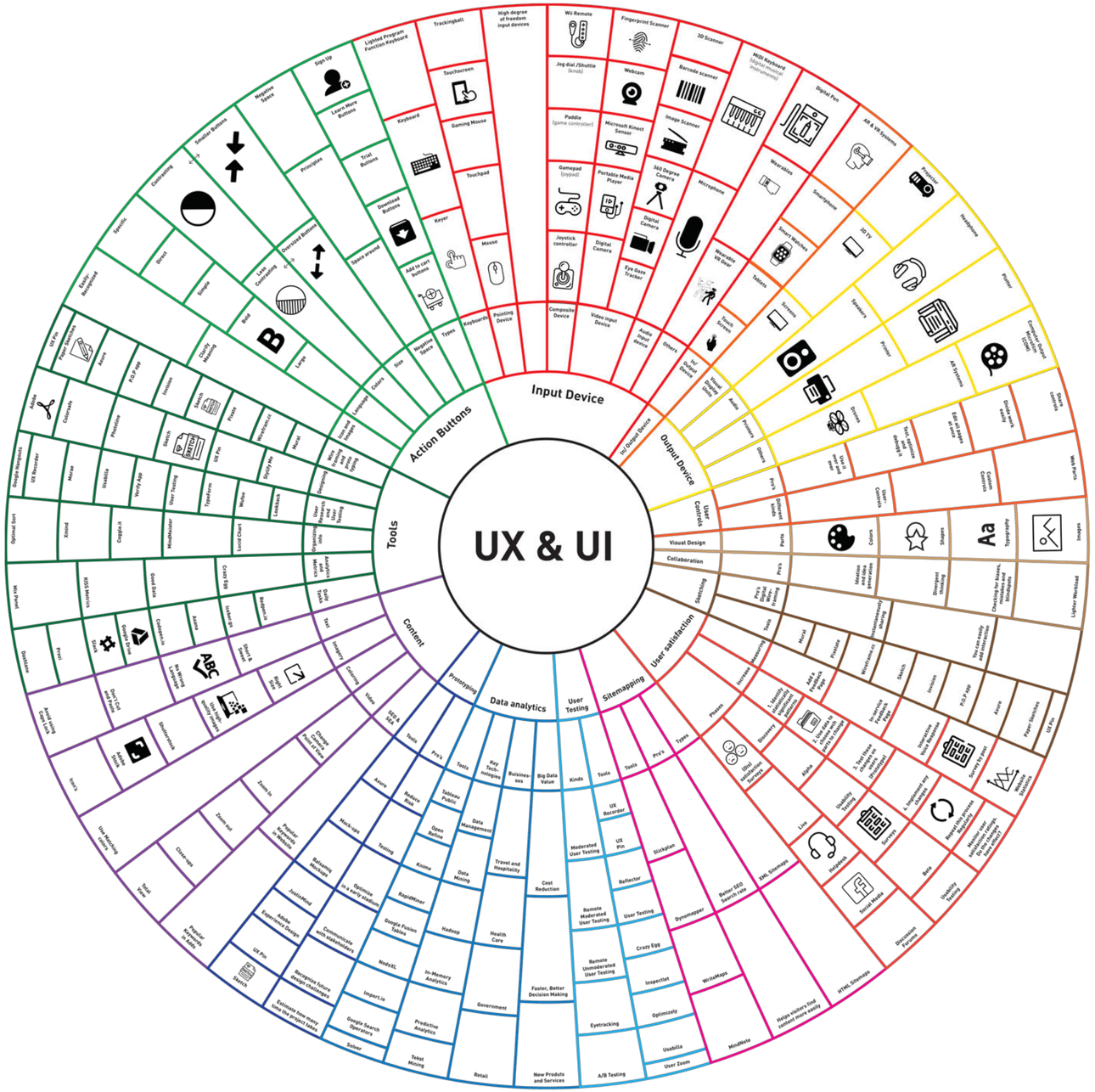
UX and UI
concentric circle



Input Device
An input device is a piece of hardware used to provide data and control signals to an information processing system such as a computer or information appliance.

Output Device
A output device is a hardware used to provide data and control signals to an information processing system such as a computer or information appliance.

User controls
A User Control is a separate, reusable control element users can interact with to control something.

Visual design
Visual design is the use of imagery, color, shapes, typography and form to enhance usability and improve the user experience. Visual design as a field has grown out of both UI design and graphic design.

Collaboration
'1+1=2', When working together you can achieve much more than when you work alone. When you collaborate you will come to unique ideas which you wouldn't think of if you where working on your own.

Sketching
Many designers underestimate the power of sketching. Sketching is much more efficient, it keeps you from getting caught up in technology, and instead focuses you on the best possible solution, freeing you to take risks that you might not otherwise take.

User satisfaction
User satisfaction is a measure of how products and services should be supplied by a company to meet or surpass customers expectations. It's defined as 'the number of customers" or percentage of the total

Sitemapping
A Sitemap is a page or document containing links to all website page's, sorted on subject or relevance. Handy for visitor's and search engine machines to get to specific page.

User testing
User testing is a technique to evaluate a product by testing it on users. A technique that gives you direct input on how real users use the system and how they like it.

Data analytics
Analysis of data is a process of inspecting, cleansing, transforming and modeling data with the goal of discovering useful information, suggesting conclusions, and supporting decision-making.

Prototyping
A prototype is a simulation of the final product, it's like an interactive mockup. The main purpose of building a prototype is to test whether or not the flow of the product is smooth and consistent.

Content
Good content is key for running a good website. Content consists everything like text, imagery and videos. Make sure your content is high quality and doesn't contain mistakes.

Tools
When your designing it's important you're using the right tools from the very start of your project. It will safe you time and frustration in the end.

Action buttons
Good call to action buttons or very important when improving your click through rate. The button has to stand out against the rest of your website, something that can be achieved by using the right color's, sizing and so on.

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