

ESSENTIAL VOCABULARY

LESSON 1: DEFINING UX/UI

Define the following vocabulary terms from the lecture slides.

1. User researcher -

2. Interaction designer –

3. Information architect –

4. Usability tester –

5. UX designer –

6. Front-end developer –

7. Gestalt principles –

Name: _____

8. Persona –

9. Context –

10. Cognitive load –

11. Widget –

12. Gestures –

13. CTA –

14. User-centricity –

Name:_____

15. Mind mapping –

16. Wireframe –

17. Interface –

18. Eye-tracking –

19. Benchmarking –

20. Crowdsourcing –

21. Journey Mapping –

Name:_____