

UXD Vocab Study Guide

Persona A semi-fictional character based on your current (or ideal) customers (who will be your user?)

Behaviors The way in which people act in response to a particular situation or stimulus

Userflow User flow is the path taken by a user on a website or app to complete a task (where will they go next?)

Wireframe Content layout and functionality

Prototype Working layout that functions

Mood Board A mood board (inspiration board) is a collage of ideas that expresses the mood you are striving for.

Style Guide A style guide catalogs specific colors, type, logos, imagery, patterns, taglines, etc. of a brand. Having a style guide enhances continuity throughout.

Logo A logo is a visual anchor (branding) for a product that ideally communicates the core essence of a company.

Continuity Having the same look n' feel — the feeling that everything belongs together.

Target Market A particular group of people at which a product or service is aimed

UX Design The process of creating a product that is as usable, accessible, and as enjoyable for your users as possible.

UX Research The process behind analyzing peoples (users) behaviors

Interface Any device a user with interact with or connect with

A/B Testing Basically means testing two options against each other to determine which one drives more conversions and revenue

Accessibility Focus on every person including those with disabilities giving access that enables people with disabilities to understand, navigate and interact with a website or applications. (Examples: users who are color blind, blind, visually impaired, deaf, people with cognitive disabilities, and so on)

End Users An end user represents the person for whom the product is designed/created and who is ultimately intended to use it.

Usability Test Usability testing is a ux research method used to measure the accessibility and ease of use of a product or design by testing it with real users.