www.designwhine.com

DesignWhine

Celebrating UI & UX Designers

what kind of music helps you get

IN THE ZONE?

INSIDE
A playlist of 23 music tracks especially curated for UX designers

EXCLUSIVE OPINION POLL ON DESIGNERS' MUSIC LISTENING HABITS

INTRODUCING DESIGN FICTION

OVERWHELMS OF A BUDDING DESIGNER BY RUPASHREE

DESIGN HOROSCOPE - DESIGN LIFE FORECASTS

It's been a while..

When we first started, we were aiming at a bi-monthly frequency. With the limited resources and time we had, we thought this would be ideal. We were able to maintain the pace up until March. However, even our modest plans soon turned awry and we couldn't come up with anything in over three months!

While most of us were down with COVID-19 recently, our ever growing aspirations are equally to blame for this delay. When we received a tremendous response on our Women's Day special issue, we saw it as an opportunity to rise to new heights. We conceived a plethora of new features, interacted with many more designers and worked on revamping the format of DesignWhine.

The past few months saw us conduct a mammoth opinion poll around what music designers listened to while working. The results of the poll is what forms the cover story of this issue.

While our struggle with resources and time continue, we have resolved to improve on the frequency and promise to be around more frequently in the coming days.

May the force be with us! ☺

RAJAT AGARWAL
Editor-in-Chief

CONTENTS

DESIGNWHINE ISSUE # 05

Connect with us - **in** / DesignWhine ✉ / hello@designwhine.com

Overwhelms Of A Budding Designer

A seasoned designer reflects on her journey and jots down some tips handy for beginners

By Rupashree

If I can call it that, my love story started in the early days of my childhood, most of which I spent in Jamshedpur, the "city of steel", located in the Indian state of Jharkhand. During summer vacations, my mom and dad would occasionally take me to their workplace and it was there that I saw him for the first time.

I gradually learnt that he was a man of multiple languages and I wanted to learn them all, just so I could speak with him. Much to my pleasant surprise, he not only joined my school but my very class! I would try to be in his league and in time became good friends with him. We would spend entire days at length in each other's company, together. It was so magical and fascinating, everything seemed so effortless.

I had fallen in love with the
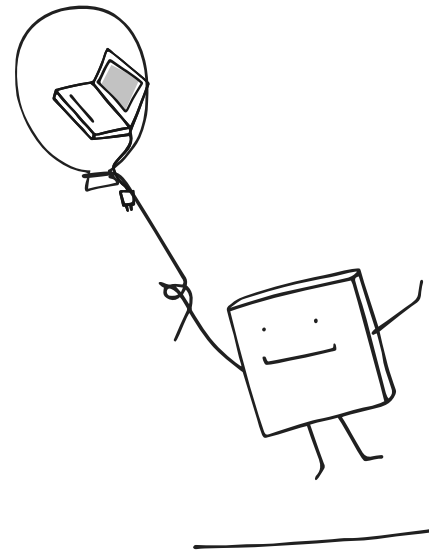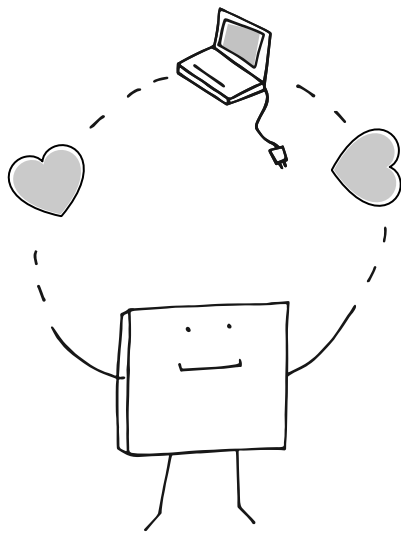
computer.

I still remember, our computer exams used to be three hours long and my entire class would be out in an hour except me. I would sit there the entire time, adding tons of sample codes to my answers, simply enjoying each minute of the exam. My teachers too saw my interest and got me enrolled in advanced computer classes way beyond our syllabus.

It was a clear hint that this was the way to go.
Later for my academics, I chose to solder ICs and circuits, coded

microprocessors and learnt more programming languages. I was having the time of my life!

But it wasn't until my first job that I learned about the existence of UI/UX. Our visionary mentor under whom we were working would have us spend thirty minutes each day to learn something new. It was during one of these half-hour slots that I stumbled upon the term User Experience. Both UX and those half-hour slots have stayed with me since.

I then found my way to the best UI/UX studio in the

country, where I got to work with a bunch of amazing designers. Initially, it was too overwhelming. But eventually I settled in this industry and got opportunities to work with leading brands in domains like BFSI, Entertainment, ERP, Data Science and Automobile. Even after spending years, every day would offer a new level of excitement and energy.

Why did I want to tell you all of that? Because I didn't decide to be a designer the day I was born or the day I fell in love with the computer. All I did was pick hints from my life that paved way for the rest of my journey.

Today, having spent more than a decade as a designer in the industry, what I have are a few lessons (or maybe questions!) that I learnt along the way. Putting them together would probably come in handy to muddle through this magnificent world of UI/UX.

1. DOING IT FOR THE FIRST TIME?

I had never been to a design school or learnt about the UX processes formally. Those were the times when UX was new and there was barely any content on the internet. So whatever little I could find, I devoured it. My only piece of advice here would be to not hesitate in calling things out.
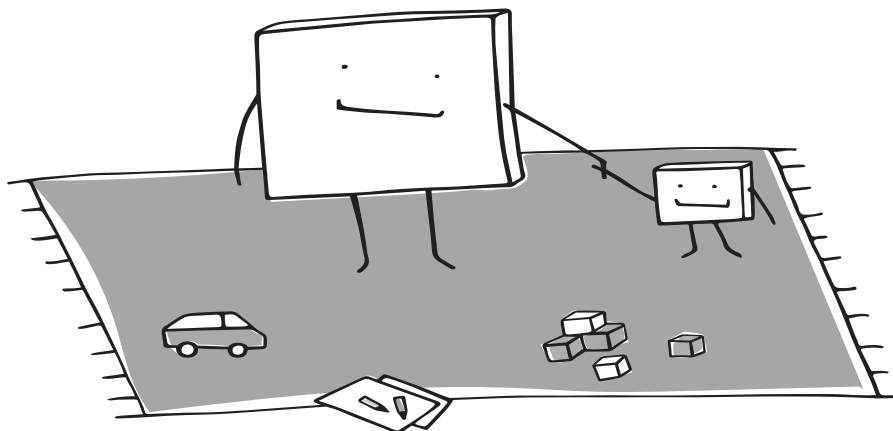
MINIMUM   F-SHAPED
CARD CLICKSTREAM
ACCESSIBILITY TESTING A/B LAW
NEGATIVE SPACE SORTING ANALYSIS
PATTERN FITTS CLICK ENGAGEMENT VIABLE GOLDEN
PRODUCT RATIO USER RULE

Tell yourself and the people around you that you are doing this for the first time. It is okay to be judged with your own story rather than be presumed by other people.

2. OVERWHELMED BY BUZZWORDS?

At times, I've had awkward situations where the buzzwords turned out to be entirely different from what I thought they meant. However, the good thing about the design world is that it is too subjective. What seems wrong to you might not actually be wrong. It could be right from a different perspective or in a different light. In the end, buzzwords are just that - 'buzz' words. As designers we keep stumbling upon new stuff every now and then. It is up to us, as part of the industry, what we want to name them. Next time, you hear a new word from someone, be sure to ask what they mean and if they could show you any example to give you a better idea.

3. IS THERE ANYTHING LIKE A 'WRONG' UX?

During my career, I've had multiple people walk up to me and say this is wrong UX, which ironically is a wrong statement in itself! There is no right or wrong UX. Experience is defined by how our users feel while using a product. If the experience does not match the industry standards and yet makes them perform tasks intuitively, so be it! What
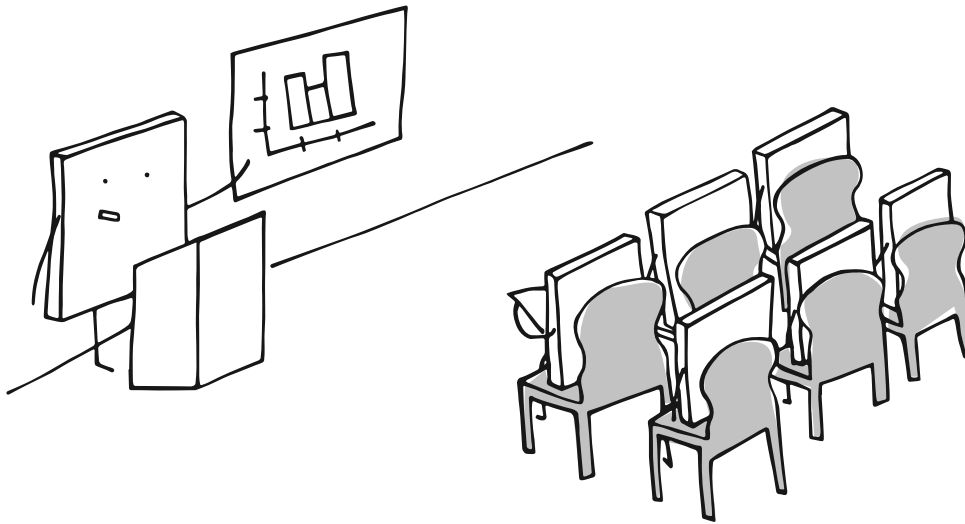
you study in design schools is to lay your foundations right. They are not rules set in stone. The only thing that matters is for you to realize that your designs should be backed by reasoning and data.

4. BEING ASKED TO CREATE PITCH PRESENTATIONS?

Initially I was of the opinion that creating pitch presentations is a different skill altogether and should not form part of a designer's skillset. But boy, was I wrong! Over the years I have learnt that every idea that one can think of, be it for a client, an internal stakeholder or just a

friend, is an opportunity to pitch. I now convert even the smallest ideas to a mini pitch.

5. NEED BLESSINGS FROM YOUR BOSS?

There'll be times when your client would want to have a conversation with your boss. Initially, I thought it was probably because seniors would have better ideas and perspectives. But I soon realized, it's more of a power game. Clients feel satisfied when a senior looks at their engagement personally even if they don't add any real value. It therefore becomes important for you to be in sync with your seniors, your

bosses. Have quick conversations with them before client meetings so they don't deviate from what you have sold to the client.

6. ARE THEY PROACTIVE OR REACTIVE?

Clients are of two types. One who is well versed with the product they want designed and have all the research at their tips - a proactive one. The other type who hardly knows anything about their product but easily reacts to concepts you show them. It's pretty easy to figure out the type in the first meeting itself. Although the reactive ones are tough to deal with, there are a couple of things you can do. Look for the decision maker in the room and try to win their trust and bombard the client with options. Multiple design options of a concept are known to diffuse reactive clients.

7. HEARD ABOUT GREENER GRASSES?

There would be times when the concepts that you had rejected initially would make more sense to you as you progress on a concept. If you are a beginner, it is likely to dent your confidence. But it is important to know that when perspectives change, initially rejected ideas seem to make sense and it's normal. In the end, it is important to trust your gut.
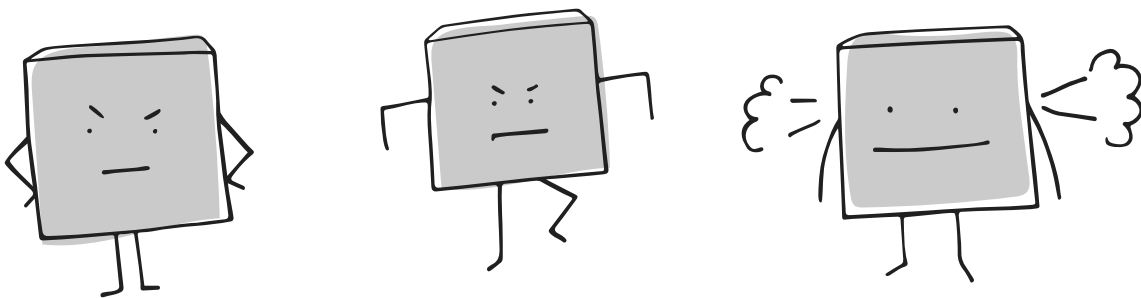
8. DO YOU NEED THAT FANCY DEGREE?

This is one of the most asked questions by beginners. I believe that hands-on experience teaches you more than any school or degree would. Trust yourself rather than a stamped college name in your profile. As cliche as it might sound, ultimately it really is all about believing in yourself. It is important to keep your knives sharp rather than spending a fortune on a beautiful one.

9. UX STRATEGY - A PERSONALITY OR A SKILL?

I was once told that UX strategy is a personality trait and either you have it in you or you don't. However, I wasn't convinced. I believed (and still do) that it's a skill that can be learnt. It's just a matter of getting your hands dirty. To give you an analogy, my mother-in-law is an amazing cook. She can cook for dozens of people in no time and expects me to learn that from her. But unless I get my hands dirty, there's no way I would be able to match up to her taste and speed. She might need to handhold me the first time, help me the
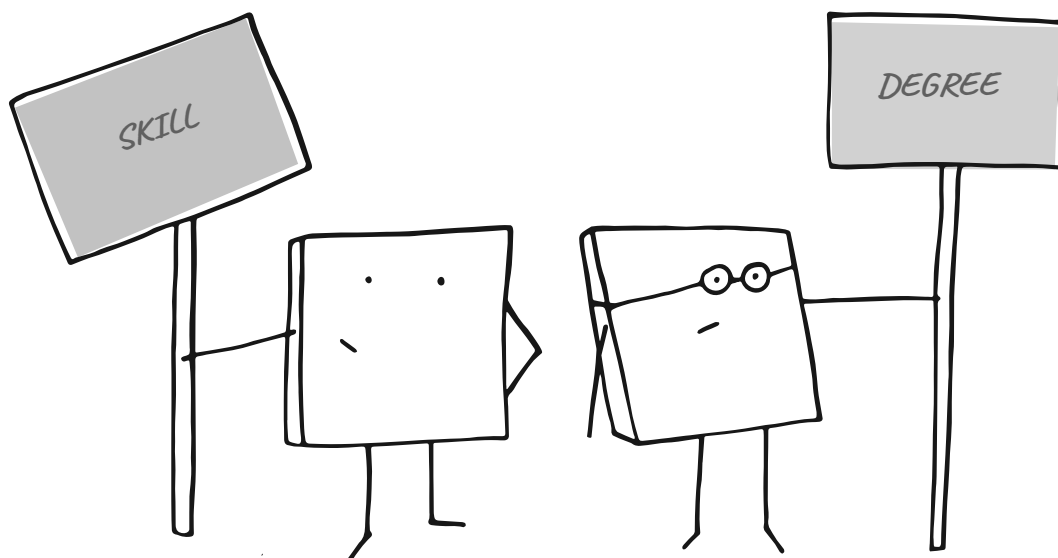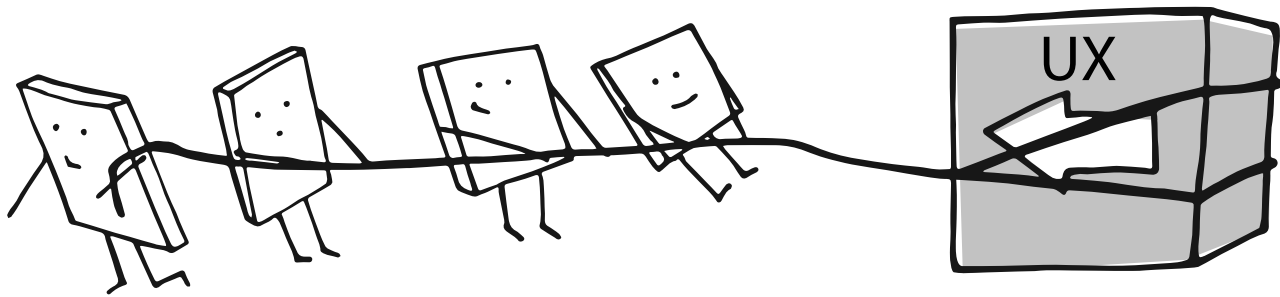
second time and then eventually I would be there. UX, like cooking, is not something that cannot be learnt or mastered with practice.

10. DON'T KNOW ABOUT THE THIRD EYE YET?

As a newbie you tend to stay meek and the quietest amongst all. You believe you have a lot to learn and not an expert to roll out your opinions yet. Think again. When you try solving a problem, you are so much into it that you sometimes lose perspective of the bigger picture. Never try and solve it all by yourself. Get a third eye involved. It is always a good idea to get perspectives of people who are not involved in the process. Design is a team sport. You don't need to play it all alone.

A Product Designer, Consultant and Educator, Rupashree believes happiness is a problem and the more complex it is, the more fun it becomes. With a dream of creating an impact in the world of digital experiences, she loves her running shoes, brush strokes, books and music.

are you a designer with a story?

we're interested in getting you heard.

designwhine.com/get-featured

SAVVY UX SUMMIT 2021

Beyond the Product

17th to 19th September 2021 @ Virtual

SAVVYUX Summit 2021

UX Testing
Aldrich Huang
CEO & Co-Founder

gojek
Aprajit Kar
Group Design Head - Consumer Platforms

DAITO DESIGN
Adrian Garcia
VP, Transformation & Strategy

Google
Billal Qureshi
Head of Mobile and Apps

GitLab
Christie Lenneville
Vice President of User Experience

J.P.Morgan
Chris Stair
VP, Product Design

agoda
Dynin Khem
Director of Design

TECHCOMBANK
Ivan Schneiders
Head of Design

PDIS
Haoting Chang
Public Digital Innovation Space, Taiwan Government / Design Lead

Google
Jonathan Shariat
Interaction Designer, Author, Podcast Host

Kiyo Yamauchi
Research Consultant Ex- Twitter Japan / Head of User Experience

Onkardeep Singh MBE
Senior User Experience Designer

www.savvyuxsummit.com

Imagining A Brave New World

Introducing a recurring feature where UI & UX designers imagine, design and discuss futuristic interfaces

By Rajat Agarwal

Back in 1998, an eleven year old me had stumbled upon a tattered copy of "Future Shock" by Alvin Toffler in a used bookstore. I didn't understand large parts of the book but a section titled, "Future of Societies", that talked about how the science of 2050 would let parents produce bespoke babies fascinated and stuck with me for a long time. It mentioned how physical attributes and the personality of a child could be planned and chosen in advance via an interface.

As I grew older, I devoured "Future Shock" and subsequently read other books by Alvin Toffler. This was a shift in my reading interest from the regular science fiction genre that I
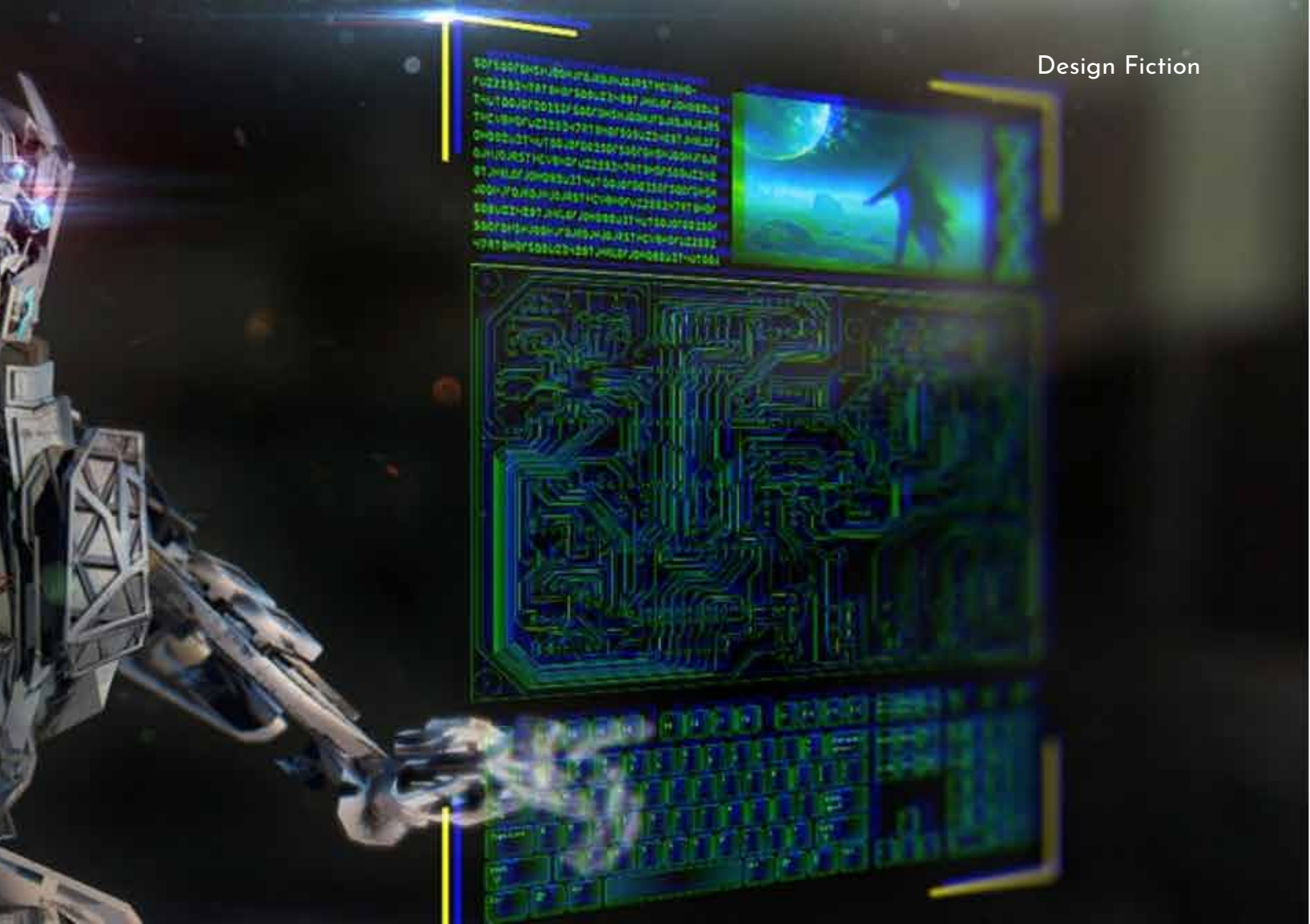
was very fond of. My brother had always been a science fiction buff and while I never really enjoyed space operas like the Star Wars or Star Trek, I was more drawn to science fiction that seemed a little more plausible. I thus read a lot of books by Michael Crichton which were sometimes labelled as "hard science fiction." These revolved around the future

possibilities owing to the current science and were more believable.

I had a similar fascination when as a designer I stumbled upon "Speculative Design" not long ago. Coined in the 90s by Anthony Dunne and Fiona Raby, professors at London's Royal College of Art, Speculative Design advocates the use of design
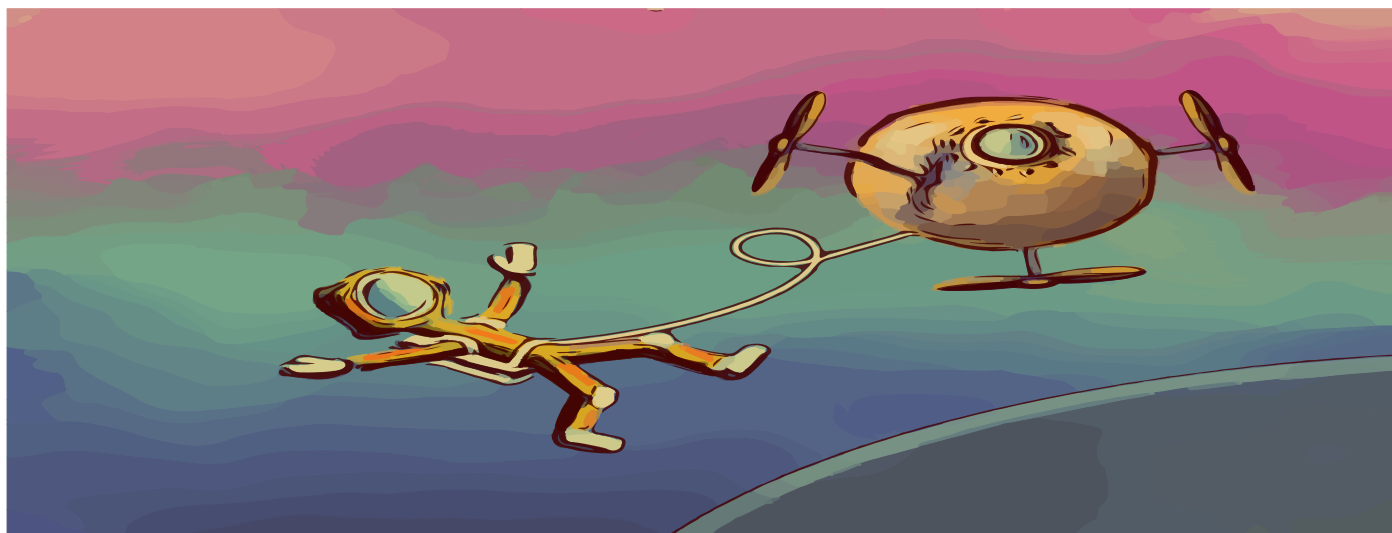
as a speculative process which is not aimed at creating things but ideas. Ideas that are not so far fetched and could be a plausibility but are also not currently possible.

As designers, this is powerfully creative in a lot of ways. We use design to discuss and debate more about futuristic ideas and thoerize on how our society could shape up. There's no right or wrong as long as the discussions are based on the ideas that are plausible.

ORIGINS AND THE BUZZ WORDS AROUND

Like I mentioned, it was first coined in the 90s by Dunne and Raby and has since spawned various other nomenclature loosely meaning the same. Hence we have Critical Design, Design Fiction, Discursive Design, Interrogative Design, Ludic Design, all slight variations of Speculative Design which in itself is a design practice aiming at exploring and criticising possible futures by creating speculative, and often provocative, scenarios narrated through design artifacts.

The specific term Design Fiction was coined by Bruce Sterling in 2005 but wasn't until Julian Bleecker firmly

established the idea through his 2009 essay titled, "Design Fiction A short essay on design, science, fact and fiction".

CRITIQUING THE FUTURE

Design Fiction asks us to look beyond our regular user-centered approach to design and think about the ripples our designs could have on future societies. It's not necessarily problem solving as we know it, neither is it a prediction of the future, nor pure criticism. It is merely concerned with possibilities, not probabilities, insisting us to push the thought envelope to include a set of possible futures and the ways in which the products we design aid or
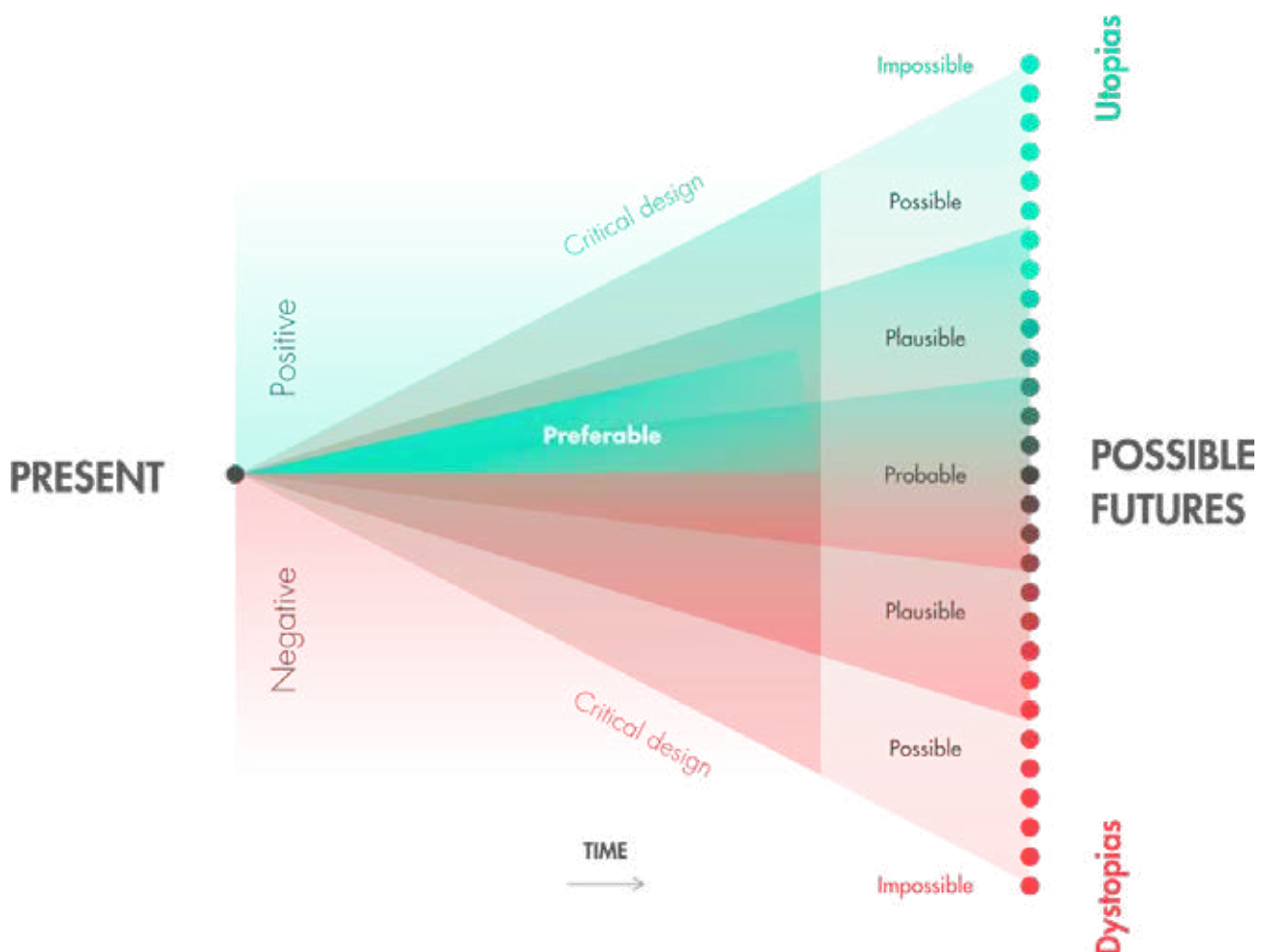
The Possibility Cone
Courtesy: Fabiobesti.com adapted and redesigned from the more popular version of Dunne & Raby (Speculative Everything, The MIT Press)

obstruct our attempts to build those futures.

Remember I mentioned "space operas" versus "hard science fiction"? Design Fiction revolves around the latter. Whether predicting or shaping how the future will unfold, design fiction is required to strike a balance between what's possible and what's pure fantasy. Too progressive, and the concept will likely never materialize. Too unadventurous, and the value of speculation is lost.

APPLICATION OF DESIGN FICTION

We are all aware of the massively popular Netflix series, "Black Mirror" which examines modern society, particularly with regard to the unanticipated consequences of new technologies. Only, Black Mirror is mostly dystopian in nature. While we speculate on the possibilities of the future with design thinking, we can choose to not be dystopian and look in the "preferable" zone of the "Possibility Cone" (see fig.).

We tend to look 5-10+ years forward and speculate on how things could be and what future we want or don't want based on these scenarios.

For example, Earth 2050 (https://2050.earth) is a work of design fiction. It is an interactive project that provides a fascinating glimpse at a future based on predictions from futurologists, scientists, and designers from all over the world.

Similarly, in 2007, the iPhone showcased the power of Design Fiction on a grand scale. When the iPhone was introduced there was nothing

like it on the market, it was conceptualized solely on the basis of speculation on how users could interact with smart phones in the future.

DESIGN FICTION AND DESIGNWHINE

The debut issue of DesignWhine mentions Speculative Design in passing in the cover story. We're thinking of having a recurring feature dedicated to "Design Fiction" where designers can present their futuristic prototypes/wireframes of interfaces based on their imagination but with foundations that rely on emerging technologies. For example, imagine an interface of an ecommerce website in 10 years from now using the upcoming technologies of AI and Voice Interface.

It would all be a designer's imagination with the sole intent of striking a debate, a dialogue about the plausible future.

How amazing is that?!

CALL FOR SUBMISSIONS

To celebrate creativity and push the envelope of a designer's thinking prowess, DesignWhine invites solicited and unsolicited concept designs, wireframes or prototypes under "Design Fiction" to be published in the magazine.

We intend to publish all concepts as long as they seem plausible and offer to initiate a healthy discussion in the design community owing to a futuristic interface based on an emerging technology.

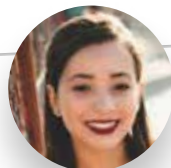Please write to us at www.designwhine.com/ get-featured/ to submit your concept designs.

DEAR MENTOR

Janet, you have always been there for me providing moral support, God-given wisdom & patience of a saint. Sometimes you spoke nothing and only listened, other times you spoke the exact words that I needed to hear at the right moment.

I am ever so grateful for the knowledge you have so gracefully shared over the years. The tenderness with which you imparted your advise is greatly appreciated. Honestly I couldn't have made the plunge in the world of UX had it not been for you.

I take this opportunity to thank you from the bottom of my heart for everything!

Amanda Smith

If you have a mentor or a colleague you'd like to thank in 100 words, write to us - designwhine.com /get-featured

Janet Lewis, Sr. Product Manager at U.S. Bancorp, Memphis, U.S.A.

DESIGN N' MUSIC

One of the most powerful weapons in the arsenal, music helps designers get in the zone...

A DW SPECIAL OPINION POLL

empathy

design thinking

prototype

While everyone has their reservoirs of brilliance or genius, the trick lies in tapping and mining them. Some of us have found our well-springs or touchstones — places, activities, rituals, people, or things — which in some way support the attainment of inner peace, joy, creativity, or well-being. Designers have a slightly different style when it comes to awakening that creative muse.

If you picture a stock representation of a designer's desk setup in any office, you're sure to picture lots of Apple products, caffeine, heaps of stationery items - post-it notes, color pens, markers, loose A4 sheets, stencils - and more often than not headphones dangling from shoulders as a lost designer struggles to come up with ideas with a half-chewed pencil in the mouth.

The headphones, more often than not, are a surefire way to the creative muse. Various surveys, as our very own, have always pointed out the fact that more than eighty

METHODOLOGY

DesignWhine conducted an opinion poll on a sample size of 987 UI and UX designers across the world in April/May 2021. The survey focused on music listening habits of designers while designing.

The study was divided into two phases. In the first phase the participants were requested to fill out a questionnaire anonymously, with their consent. In the second phase, 251 respondents were given an additional questionnaire for a more elaborate understanding of their music listening habits.

Questionnaires where 15%-20% questions were not answered were treated as invalid.
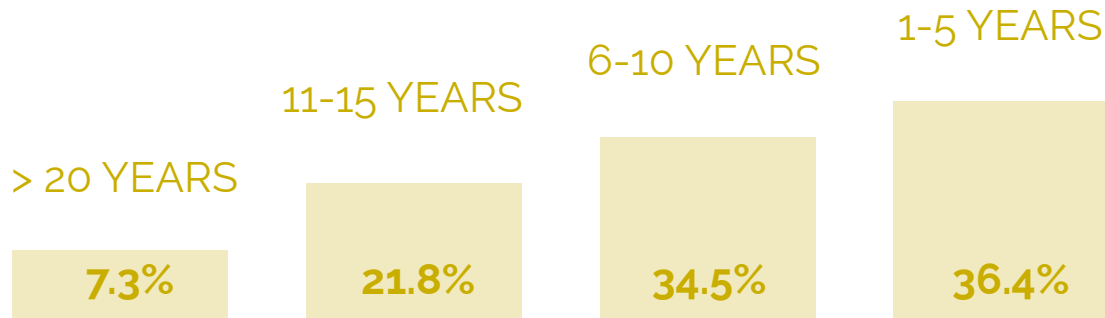
HOW LIKELY ARE DESIGNERS TO LISTEN TO MUSIC?

8 OUT OF 10 DESIGNERS LISTEN TO SOME
FORM OF MUSIC WHILE DESIGNING

percent of designers listen to music while working. To go a step further, the kind of music one listens to while working could also affect concentration and productivity. .But a more thoughtful question to find out is what are all these designers really listening to on their headphones? We, at DesignWhine, set out to find exactly that and we interacted with close to a thousand UI and UX designers from all across the globe and were able to find some answers.

We broke down the survey questionnaire to revolve around five fundamental questions - Who, Why, What, When and Where. Each question in our survey attempted to find out who these designers were (in terms of their demographics, years of experience in the industry, their location and other attributes), why did they listen to music (the actual reasons be it increasing concentration or focus or blocking out background noise), exactly what they listened to (it wasn't just music, there was white noise and nature sounds as competitors to popular music), when they listened to it (what phase of the design process) and where did they find all their music needs (what platform).

WHICH EXPERIENCE BAND IS MUSIC MOST POPULAR IN?

1-5 YEARS

6-10 YEARS

11-15 YEARS

> 20 YEARS

**7.3%** **21.8%** **34.5%** **36.4%**

MUSIC LISTENING HABIT STARTS TO DIMINISH WITH INCREASE IN EXPERIENCE IN THE INDUSTRY

About eight in ten designers are likely to listen to some sort of music when they're working. However, the trend of listening to music while working diminishes with the number of years a designer has spent in the industry. Close to thirty-seven percent of designers listened to music in the first five years of their career while this number reduced to less than eight percent for designers with over twenty years of experience.
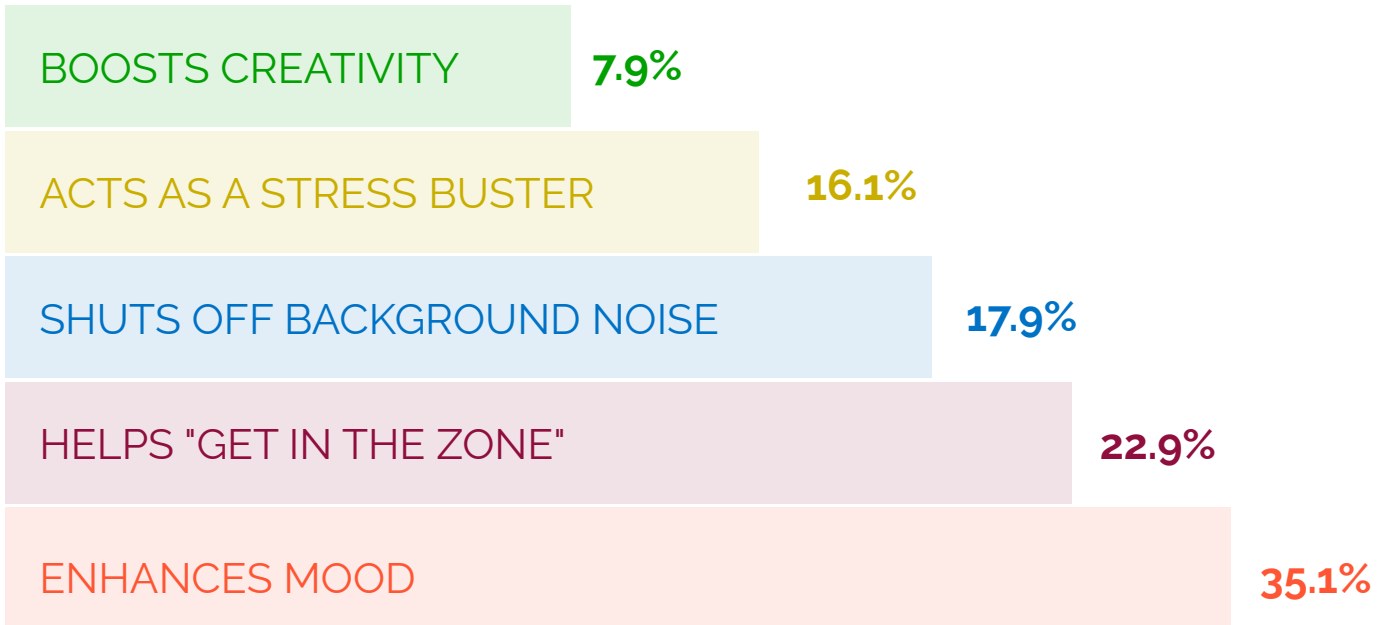
When it came to the why of

WHAT IS YOUR GENDER?
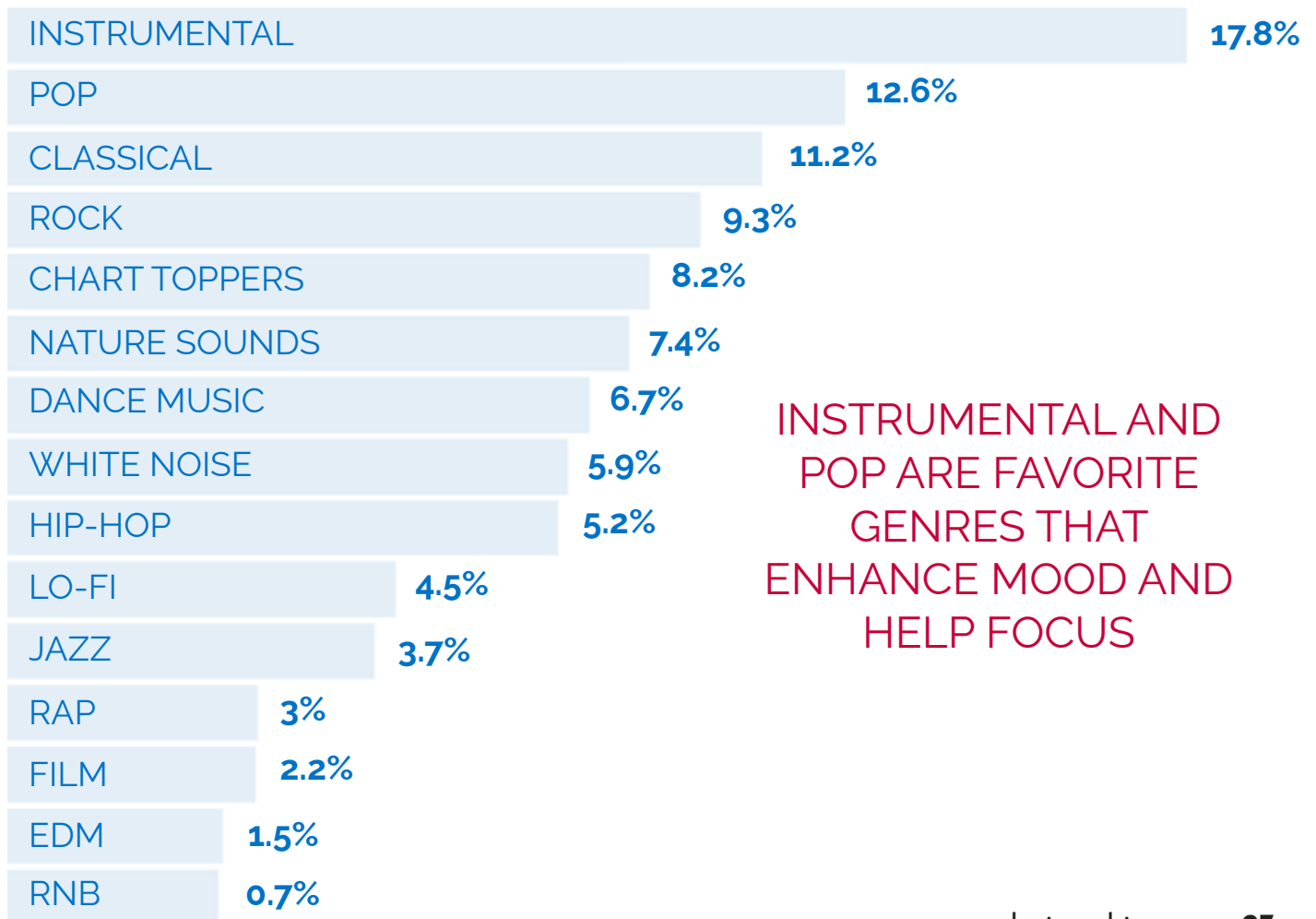
FEMALE   MALE

44.6%   **55.4%**
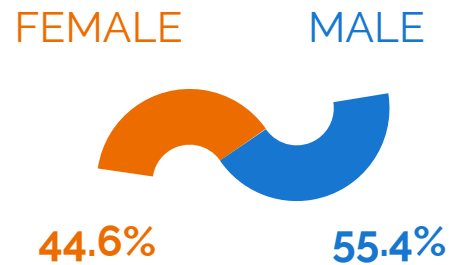
designers listening to music, a staggering number of respondents (close to thirty-five percent) mentioned it enhanced their mood. By extension many of them also mentioned the kind of music

WHY DO DESIGNERS LISTEN TO MUSIC?

BOOSTS CREATIVITY — **7.9%**

ACTS AS A STRESS BUSTER — **16.1%**

SHUTS OFF BACKGROUND NOISE — **17.9%**

HELPS "GET IN THE ZONE" — **22.9%**

ENHANCES MOOD — **35.1%**

WHAT DO DESIGNERS LISTEN TO

Genre	Percentage
INSTRUMENTAL	17.8%
POP	12.6%
CLASSICAL	11.2%
ROCK	9.3%
CHART TOPPERS	8.2%
NATURE SOUNDS	7.4%
DANCE MUSIC	6.7%
WHITE NOISE	5.9%
HIP-HOP	5.2%
LO-FI	4.5%
JAZZ	3.7%
RAP	3%
FILM	2.2%
EDM	1.5%
RNB	0.7%

INSTRUMENTAL AND POP ARE FAVORITE GENRES THAT ENHANCE MOOD AND HELP FOCUS

WHAT OUR READERS THINK ABOUT THE RELATION BETWEEN MUSIC AND FOCUS

I don't listen to music if I'm working early in the morning. I listen to music in the evenings and these are mostly instrumental
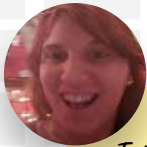
SHIVANI ADIGA

I just need some rhythm for the motion, like people in old factories used to sing together to increase coordination
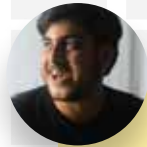
RIYA SETHI

If I'm working on wireframes I like music but avoid it if I'm working on workshop design or strategy design

VAREDH NIGAM

I tend to go with music that has a drive or groove to it and it lends itself to the pace I'm working at

JENNIFER PURCELL

I mostly listen to Lo-Fi music or Indian Classical which works as an ambient sound in the background

NAMAN CHADHA

I find listening to music helps put me into a "design zone", just like music does while completing a workout

FRANKIE KASTENBAUM

Depends on what type of but anything which is based on alpha & beta waves

SAIKAT DUTTA

I don't much listen to music much while designing, as it loses my focus but do so to freshen my mood

MAHENDRA PRATAP

At times, music helps me ease frustration somehow leading to increased productivity

MANOJ NAKUM

It 100% increases concentration! It blocks out the surrounding world and helps me get in the zone

FELIX DESROCHES

I use background music for two purposes:
- When I'm out of focus
- For repetitive tasks

JESUS MARTIN

Yes it improves my focus because I get into a rhythm of working and after a while I forget that songs are playing in the background

TANVI JOSHI

I don't really try to focus while designing because it might restrict the variety of ways to solve a problem

MARYADA PALASKAR

It keeps out the background noise and helps the creative juice flow

NISHA JAIN

For me it doesn't increase focus but it helps in decreasing stress levels. Totally depends on the stress levels / moods

SRAYAN GOSWAMI

I think music stimulates creativity in its initial stage. I always like listening to music when I come up with concepts and ideas
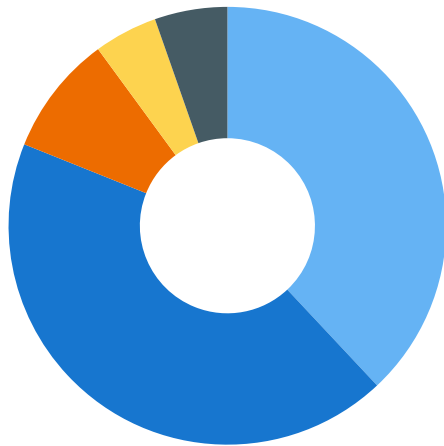
GAURAV KUMAR

Yes it improves focus while designing : no background noise, nothing negative roaming in your mind
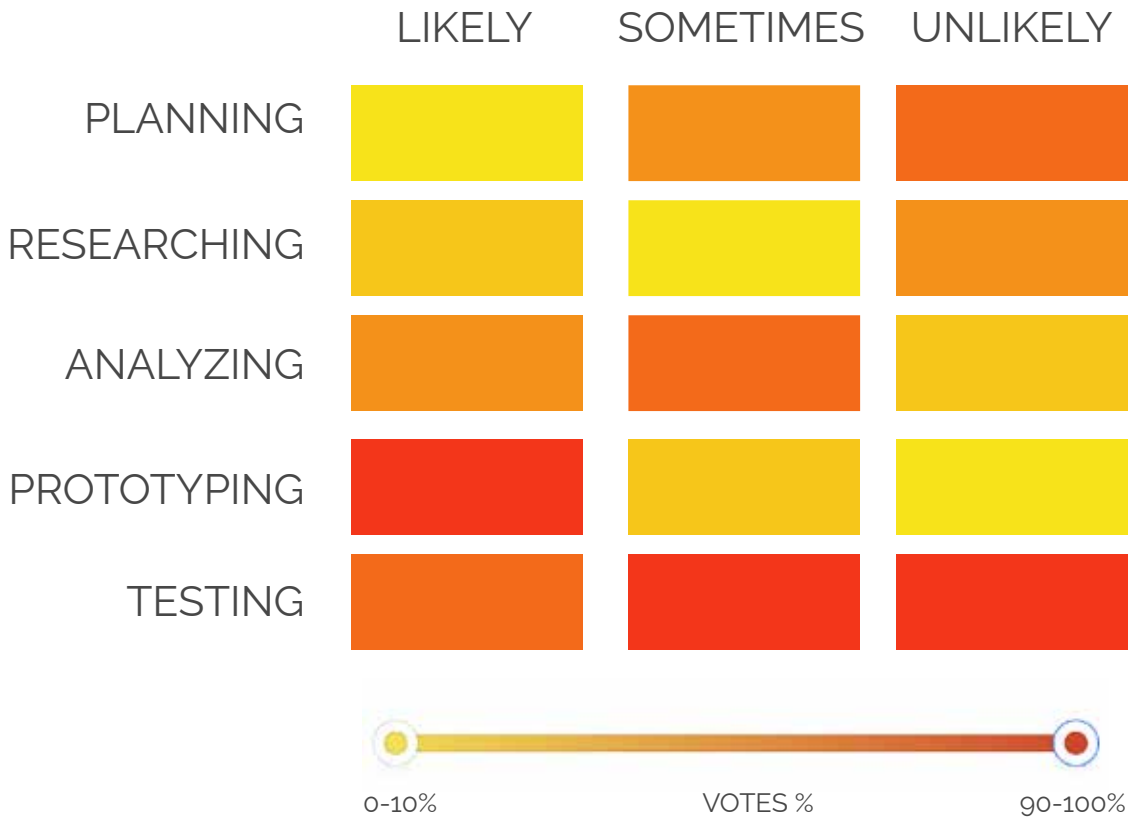
SHAILY GOEL

SOURCE OF NEW MUSIC

SPOTIFY	**42.8%**
YOUTUBE	**23.6%**
FRIENDS	**17.5%**
SOCIAL MEDIA	**10.9%**
SEARCH	**5.2%**

they listened to was also dependent on their mood. The next popular answer to the why was it helps them "get in the zone". While "getting in the zone" could possibly be related to some other answer choices as well as this also gives the designers an opportunity to shut off background noise and helps in concentration and focus, the latter and former options were chosen by 7.9 percent and 17.9 percent of respondents respectively. A lot of respondents (16.1 percent) also mentioned relief from stress as a strong reason for listening to music while working.

Some of the answers to what plays in those headphones of designers were no surprises. Instrumental music as a genre was huge with 17.8 percent of respondents listening to it as was popular music with a 12.6 percent share. Lo-fi music, white noise and nature sounds were pleasant surprises. White noise is just an equal amount at every frequency, from low to high, that a human being can hear. White noise, which about 5.8 respondents listen to, creates a masking effect, blocking out those sudden changes that frustrate light sleepers, or people trying to fall asleep. But in the case of designers, it also solidifies the reasoning that designers want

WHAT STAGE OF THE DESIGN PROCESS DO DESIGNERS ENJOY THEIR MUSIC

	LIKELY	SOMETIMES	UNLIKELY
PLANNING			
RESEARCHING			
ANALYZING			
PROTOTYPING			
TESTING			

0-10%   VOTES %   90-100%

MORE THAN 90% OF DESIGNERS LISTEN TO MUSIC DURING PROTOTYPING

POPULAR ARTISTS AMONG DESIGNERS

THE WEEKND   A.R. RAHMAN   COLDPLAY   PINK FLOYD

to evade those background noises that might be adding stress to an already stressful work life.

Similarly, about 4.5 percent of respondents listened to "Lo-fi" music, a term for music where one can hear imperfections that would typically be considered errors in the

what stage of the design process they listened to music in. Close to ninety percent listened to music while prototyping with some even adding that the music rhythms add to the coordination needed for a task like prototyping.

DESIGNWHINE HAS CURATED A PLAYLIST OF **23 TRACKS** BASED ON THE FINDINGS OF THE OPINION POLL TO HELP YOU GET

In The Zone

recording process. On YouTube channels like ChillHop music or DreamyCow, however, those "mistakes" become an intentional part of the listening experience.

Almost all respondents were unanimous in their votes to

To summarize the findings of the survey and to bring the community in-sync, we at DesignWhine have curated a list of 23 tracks, close to ninety-nine minutes of solid music, in a playlist titled, "In The Zone". Click on the link to access the playlist and let us know how you liked it. ☺

99 MINS OF CREATIVE BLISS.

A playlist of 23 tracks popular among UI & UX designers. Curated by DesignWhine.

CLICK HERE TO ZONE IN
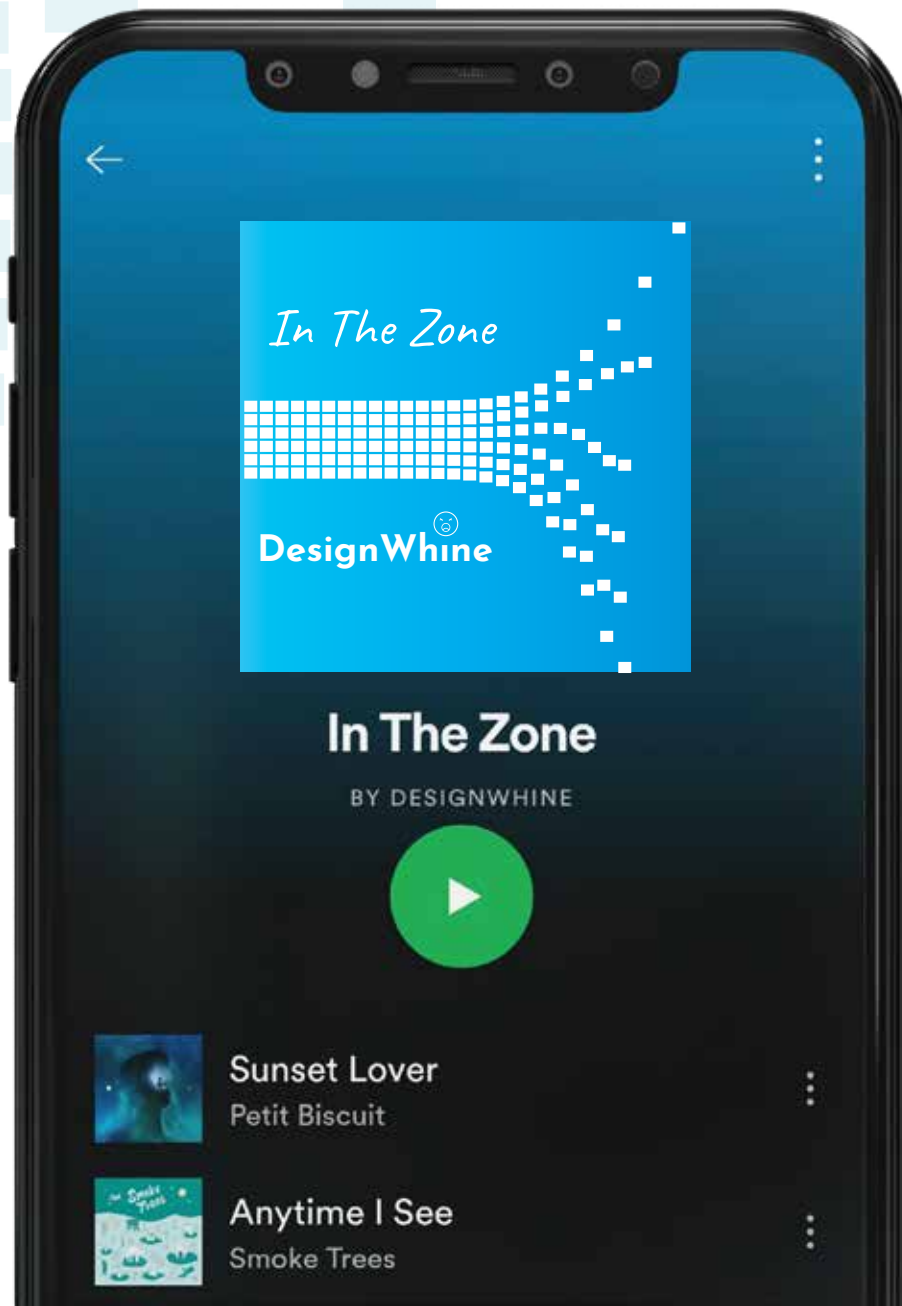
I Dream Of Screen Space

Harsh Chittora, a multidisciplinary graphic designer specializes in forward-thinking brand development for solopreneurs and businesses

As a remote worker, Harsh's life isn't confined to his desks alone so he uses laptops as well as desktops to get the maximum out of his desk.

Harsh often combines the two to double up screen space. His desk is designed to switch between the two seamlessly while also giving plenty of space to work and get creative.

In his words, "I always keep a notebook with me. It sounds cliched but the aim of the notebook is to manage all my appointments and tasks. Writing something by hand cements my commitment to achieving it."

If you want to feature your desk in the next issue, write to us - designwhine.com /get-featured

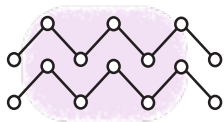Harsh's combination of desktop and laptop where he creates magic!

DESIGN HOROSCOPE
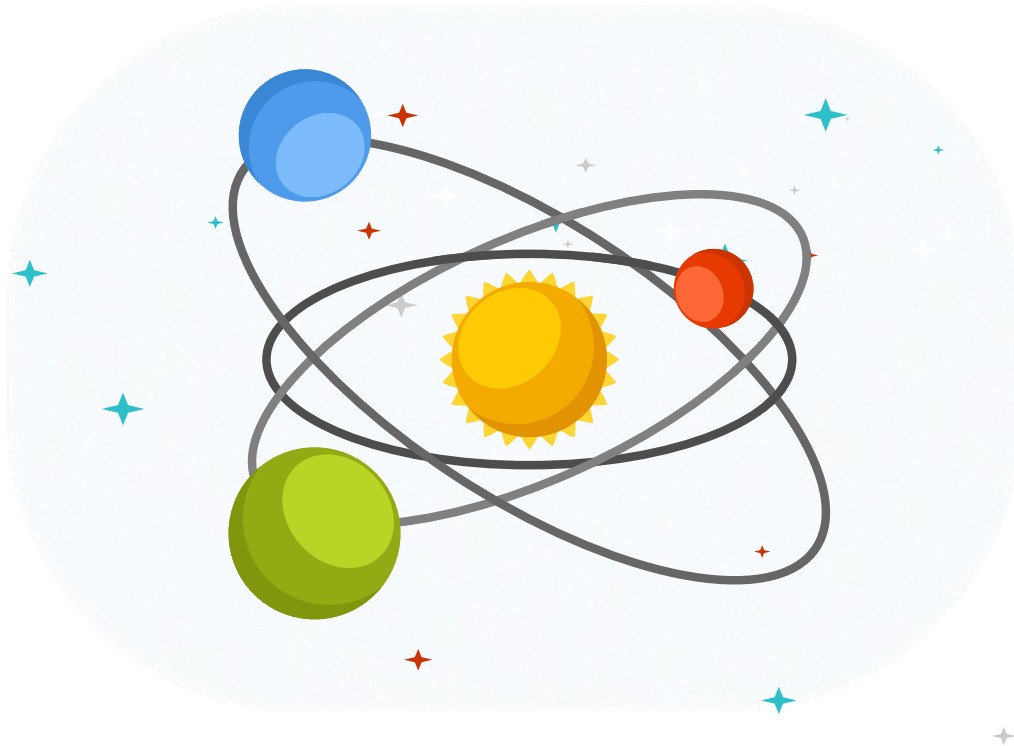
What do the celestial bodies have to say about your work life as a designer?
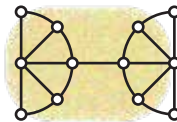
AQUARIUS
Jan 20 - Feb 18

Get ready for a major change. If you are a UX designer, your job might expect you to play the role of a UI designer and vice versa. You can take it as a challenge to learn new skills

Tip - Never stop learning

PISCES
Feb 19 - Mar 20

This month will find you struggling in your professional life. You might feel that everything is going wrong but it's time to relax and reflect on what all you've achieved

Tip - Just hang in there
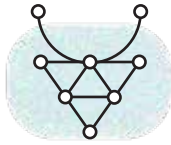
ARIES
Mar 21 - Apr 19
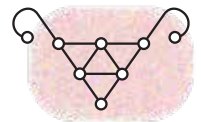
It's time for you to work on your weaknesses. For designers, one of the most important soft skills is communication. Make it your mission to work on your weaknesses

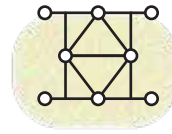Tip - Practice is key

TAURUS
Apr 20 - May 20

Ever since Mars has changed its position, your work life has become monotonous. You might feel that your designs are not being appreciated. It's time to make that switch!

Tip - Never stop learning
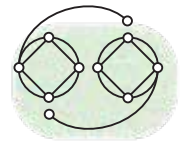
GEMINI
May 21 - Jun 20

An amazing opportunity awaits you. Pay close attention to what's happening around you and make sure that your goals are aligned with your present situation

Tip - Stay alert at work

CANCER
Jun 21 - Jul 22

You'll get to work on some amazing projects. Collaborating with the development team and clear communication will help you win accolades from stakeholders

Tip - Grab the opportunity
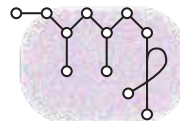
LEO
Jul 23 - Aug 22

Don't envy your co-workers and team members. Try and focus on your design skills, explore available opportunities to grow and learn. Positive attitude will help your grow

Tip - Stay updated

VIRGO
Aug 23 - Sep 22

You have many options at work and that might lead to confusion. Try weighing the pros and cons and identify the optimum solution. Going back to school can help

Tip - Follow your dreams

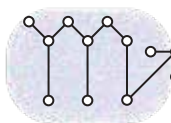### LIBRA
Sep 23 - Oct 22

Use your experience and skills to help fellow designers. Giving back to the community will help you get that satisfaction and happiness that you've been longing for

Tip - Try blogging
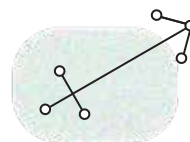
SCORPIO
Oct 23 - Nov 21

That amazing idea in your mind is something that you should focus on. A creative mind along with a strong business acumen would be key to success. Bring that idea to life

Tip - Time to take action

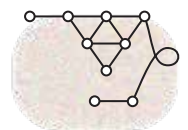### SAGITTARIUS
Nov 22 - Dec 21

Take some time off from work and pamper yourself. Connecting with friends and family will help you de-stress. A break from work will make you energetic and relaxed

Tip - Nature will inspire

CAPRICORN
Dec 22 - Jan 19

There are areas in design that you have never experienced before like Usability Testing. This is a good time to indulge in these areas and get your hands dirty

Tip - Explore new avenues

We need your ❤️

DesignWhine was born and continues to grow in moonlight.

Its a small independent venture run by a handful of team members after office hours. A lot of hardwork and resources go into it's production but we do it for the love of the UI/UX community.

If you enjoyed reading this issue, we'd request you to please share it with your professional network on LinkedIn to support us.

Follow us on Linked in