Common UX Design Terms

User Experience (UX)
Refers to a person's emotions and attitudes about using a particular product, system or service. It includes the practical, experiential, affective, meaningful and valuable aspects of human–computer interaction and product ownership. Additionally, it includes a person's perceptions of system aspects such as utility, ease of use and efficiency. *(Wikipedia)*

User-Centered Design (UCD)
A design process during which the needs of the user is considered at all times. Designers consider how a user is likely to use the product, and they then test the validity of their assumptions in real world tests with actual users. *(UXMastery)*

Graphic Design
The process of visual communication and problem-solving using one or more of typography, photography and illustration. The field is considered a subset of visual communication and communication design, but sometimes the term "graphic design" is used synonymously.
(Wikipedia)

Interaction Design (IxD)
Interaction design strives to create meaningful relationships between people and the products and services that they use.
(UXMastery)

Iterative Design
A methodology based on a cyclic process of prototyping, testing, analysing, and refining a product or process. Based on the results of testing the most recent iteration of a design, changes are made. This process is intended to ultimately improve the quality and functionality of a design.
(UXMastery)

Usability
Is the ease of use and learnability of an object, such as a book, software application, website, machine, tool or any object that a human interacts with.
(UXMastery)

Usability Testing
A user sits in front of your website or app and you have them perform tasks and think out loud while doing so.
(UXMastery)

User Interface (UI)
The space where interactions between humans and machines occur. The goal of this interaction is to allow effective operation and control of the machine from the human end, whilst the machine simultaneously feeds back information that aids the operators' decision-making process.
(Wikipedia)

Persona
A fictitious identity that reflects one of the user groups for who you are designing.
(UXMastery)

Prototype
A rough guide for the layout of a website or app, giving an indication of the direction that the product is heading.
(UXMastery)

Prototyping
Prototyping refers to an initial stage of a software release in which developmental evolution and product fixes may occur before a bigger release is initiated. These kinds of activities can also sometimes be called a beta phase or beta testing, where an initial project gets evaluated by a smaller class of users before full development.
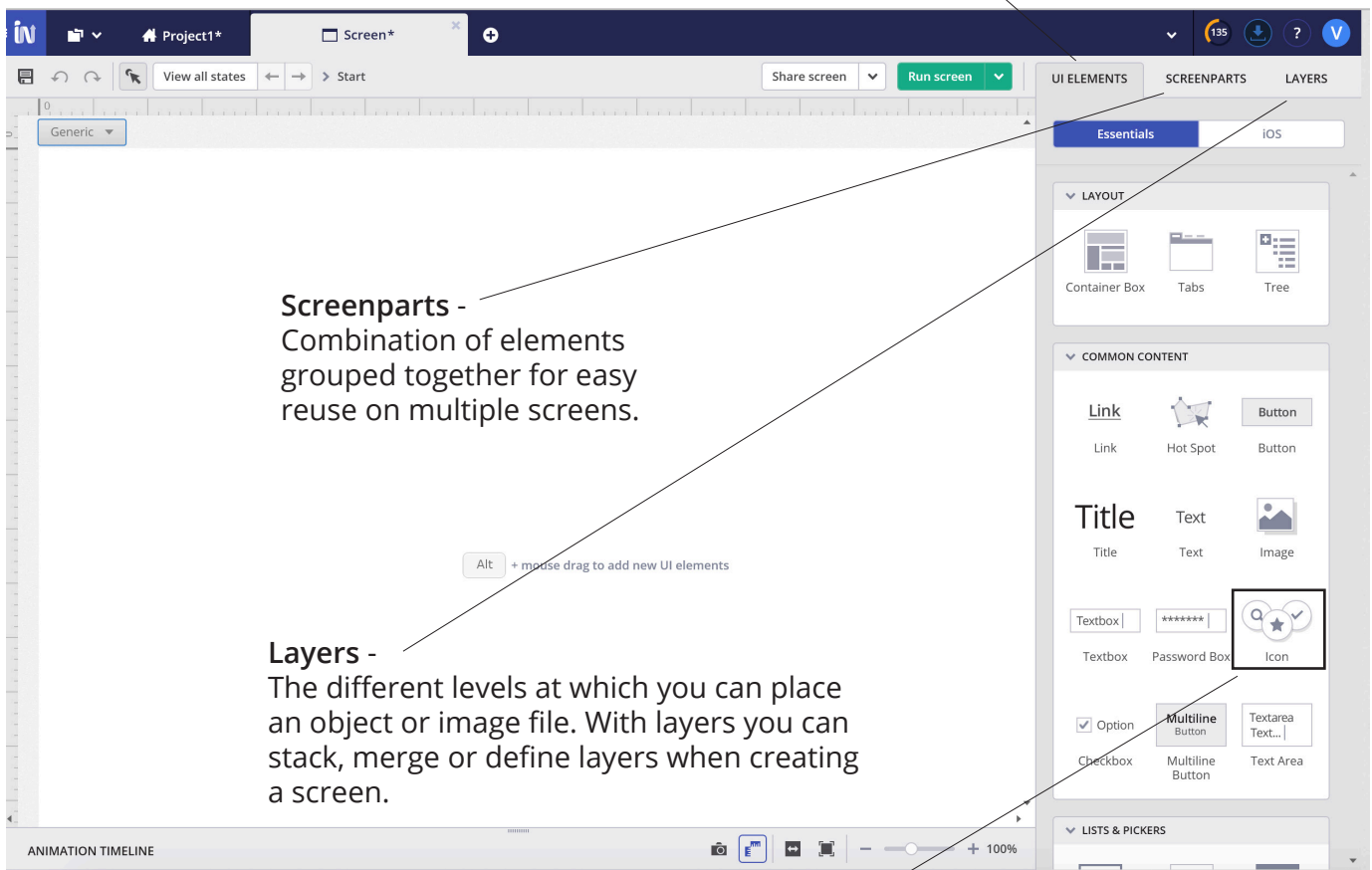*(Techopedia)*

Indigo Studio Terms

UI Elements -
User Interface elements to drag and drop on the workspace.

Pick either
*Essentials - non-device specific
*iOS - device specific

Screenparts -
Combination of elements grouped together for easy reuse on multiple screens.

Layers -
The different levels at which you can place an object or image file. With layers you can stack, merge or define layers when creating a screen.

Icons -
An image which has a high symbolic value and is used for the purpose of communication.