Interview mit Cynthia Savard Saucier und Jonathan Shariat

All right, first one is tough. What is the hardest thing you've learned as a Designer?

Cynthia:

The hardest thing I've learned is that design challenges rarely come in the form of of pixels, patterns, colors and icons. People are at the heart of most challenges but also part the best solutions. You can be the best designer in the world, you won't achieve anything if you can't collaborate, advocate, convince, communicate. The ability to build trust is the single most important skill one needs to develop when they start their design careers.

Jonathan:

The hardest thing I've had to learn about being a design is just how different people see and interact with the world. You truly can'y rely on your gut if you want to make an inclusive experience that meets the needs of your users. It creeps up on you and takes discipline to remain research/observational focused and not jump to conclusions.

If you had to stick with the same meal every day for the next week - what would it be?

Cynthia:

Poutine. If you don't know what poutine is, look it up :)

Jonathan:

I'm half Persian and love Persian food. So for me it would be Zeresk Polo with Chicken and Tadeeg (the bottom of the pan crunchy rice)

What is your favorite Design Software?

Cynthia:

Keynote, without a doubt. Keynote is accessible, easy to use, powerful enough to prototype, animate and present. But most importantly, it's extremely easy to learn. I find it unfortunate that it is quite undervalued by the design community. My second pick would be Sketch. For the first time, a professional design tool is powerful and accessible to almost everyone.

Jonathan:

Sketch is nice but I'm in awe of Webflow. They have successfully created a balance between creativity and building. I think the future of design tools will be fully creating real

useful code but in a way that remains creative. No mocks, but building up a real front end and interactions with real data. Figma and FramerX are also heading that way and are good products to look out for.

And last but not least what advice would you give a young Designer at university?
Cynthia:

I don't know if that's universal, but during my 4 years studying industrial design, I never went out and talked with "real" users. We would study HCD and we had a usability class, but we never went out, surveying people, watching them struggle, etc. Go ahead and do it! It's free and you will learn more in 4-5 hours than you will by reading books, even ours!

Jonathan:

Start work ASAP. Find clients, any clients, do work for them. Find others to create products with. Find internship (which is hard) but also ask designers you admire in your area to shadow them for a week. (A day won't be helpful)

Thank you both very much for taking your time to answer our Questions!