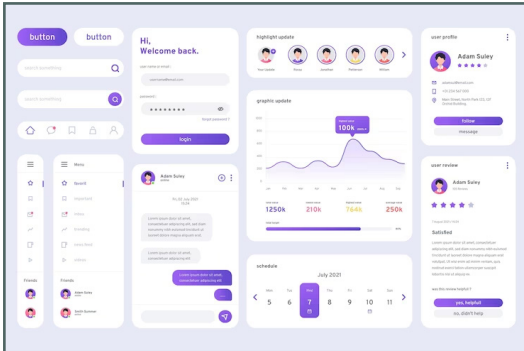


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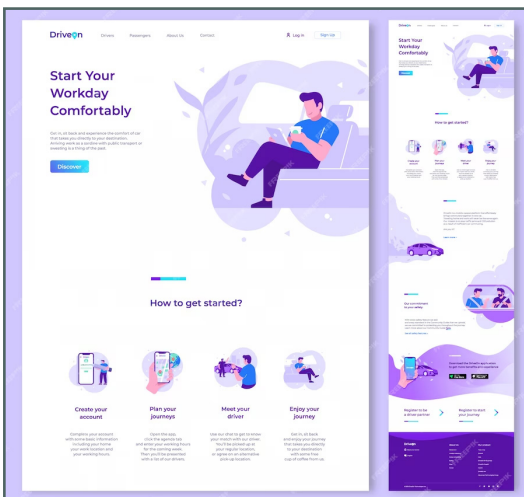
Date

Gestalt Principles and Interactive Experience Design

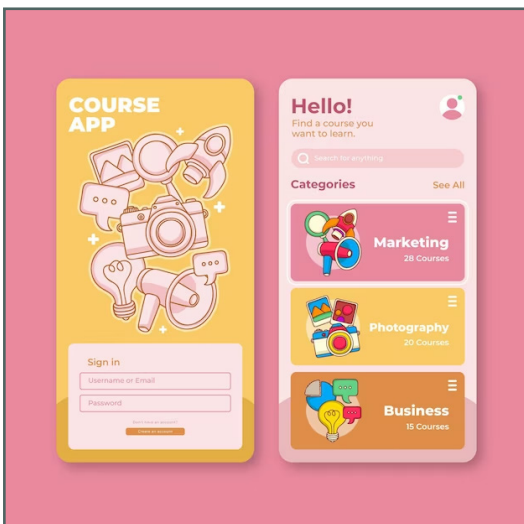


https://www.freepik.com/free-vector/gradient-ui-ux-elements-collection_16627360.htm

Describe how proximity and continuity have been used in this Interactive Experience Design

[illegible]

Describe how common fate and focal point have been used in this Interactive Experience Design

[illegible]

Describe how figure ground and similarity have been used in this Interactive Experience Design

[illegible]