

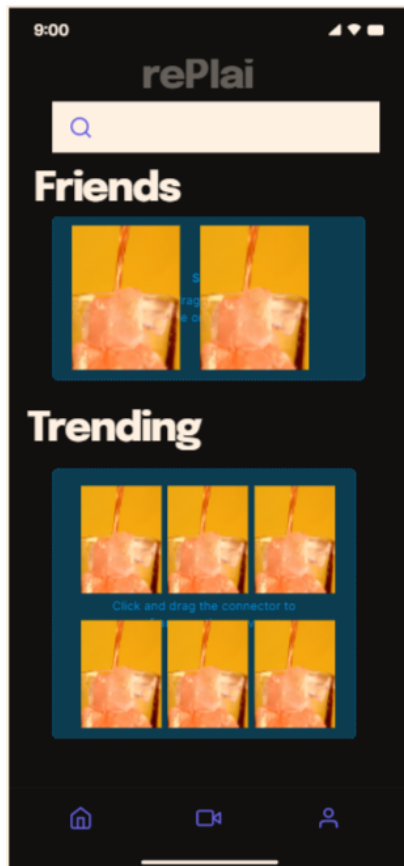
Amber Szulc

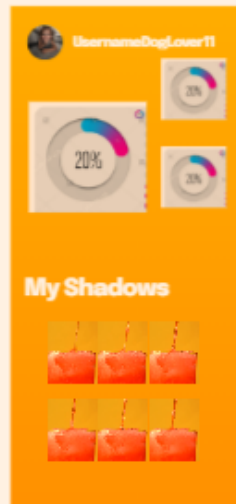
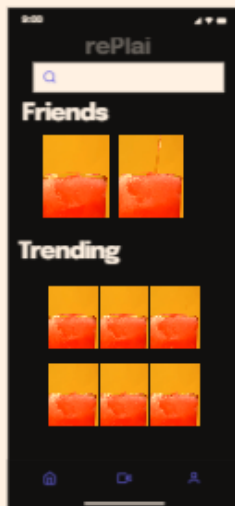
Assignement 4

Item 1:Low-resolution “mock-up” of the UI:

Below are images of the low resolution mock up:

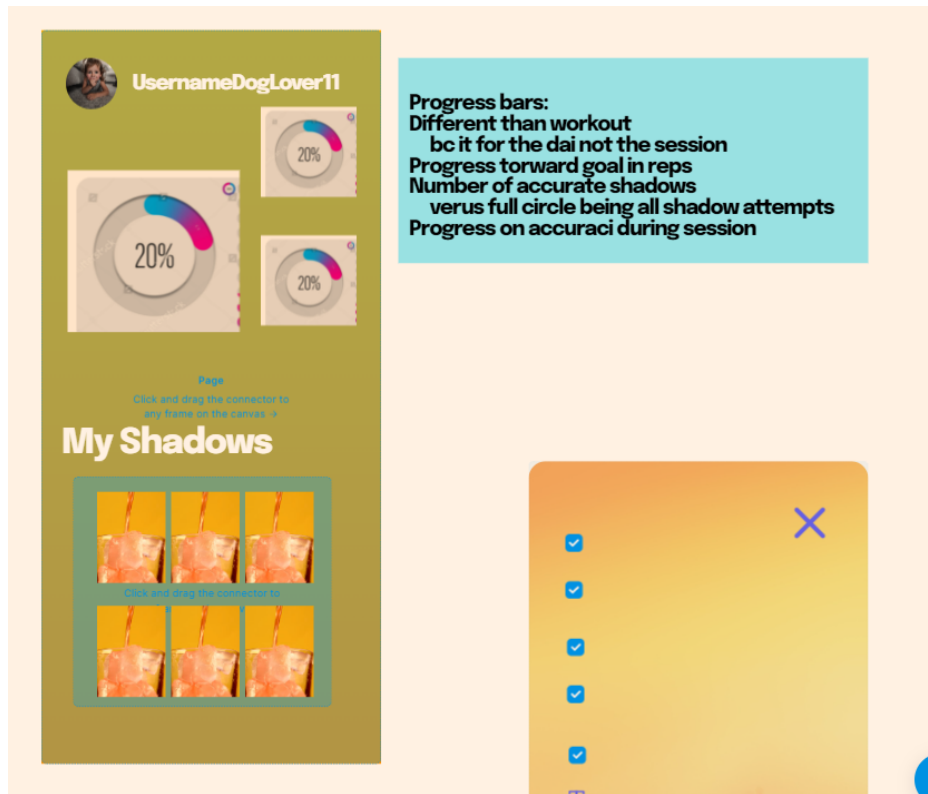
The First image is the home page will be a screen of different saved videos that will show off the different shadows the person has made or shadows other people have followed before including their friends and popular leaderboard. The 2nd page is the post view recording. The skeleton/shadow the person just made (it is like a video but it has to match a template of how to move correctly. And it only shows a person's movements instead of their actual face/body). This post view page is when they can edit and share their video with other ppl. The 3 page is the during recording, it tells a persons stats and allows for the recording of data to be collected. The huge layout (4th picture) is how the transition between screens is going to happen and how 1 screen interacts with another. The final image is the user's screen which shows off their daily stats and allows them to save their shadows in a gallery and relook at them





Progress bars:
Different than workout
bc it for the dai not the session
Progress forward goal in reps
Number of accurate shadows
versus full circle being all shadow attempts
Progress on accuraci during session



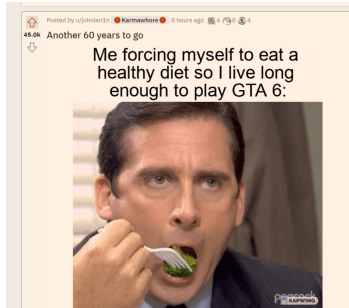


Item 2: "Laws of UI Design"

The four laws of UI design are:

- Place users in control of the interface
- Make it comfortable to interact with a product
- Reduce cognitive load
- Make user interfaces consistent

1. An example of placing users in control of the interface is making the actions reversible. This includes OneNote's undo-redo button. Or that when you hit the X button in Visual Studios, it asks you if you want to save the file instead of immediately deleting. An example of informative feedback is that when reddit has a great meme like this:



U can click the upvote in the right hand corner. U know the upvote got pressed because the up arrow changes color (as u see in the post). Another example is when a pdf converter is loading my documents it will tell me how much time is left until the document is uploaded.

2. Another example of making a product easy to interact with:



an easy to navigate interface like having the print button be this symbol which is a printer. It easy for the user to understand that is where they can print their document. This is providing informative feedback that reflects the real world, because that is what a real printer looks like

3. An example of reducing cognitive load is to make sure nowhere in ur app takes more than three clicks to go to. An example is all of google doc's features are in the upper hand panel or you can use their help button to locate the exact command you want

