Computer Programming short notes: (1) UI and UX

Contents

1. UX and UI 3
   - 1.1. What is UX? 4
   - 1.2. UX design for digital experience should consider: 5
   - 1.3. What is UI? 7
   - 1.4. UI work flow: 7
   - 1.5. Strat with user interface design: 7
   - 1.6. Summary of considerations for UI-UX 8

List of figures

Figure 1: UX, Source: Daud. Copyright terms and license: CC BY 3
Figure 2; the Keeley triangle, source: http://www.cooper.com/journal/2011/06/new_cooper_u_course_design_col 4
Figure 3: real life application 5
Figure 4: Factors that Influence User Experience 5
Figure 5:ATM interface, which one does your bank use? 7
Figure 6: One site for very screen 7
Figure 7: Different sort 7
Figure 8: confusing 8
Figure 9: Confusing 8
Figure 10: Well deigned 8
Figure 11: source: slayer. Copyright terms and license: CC BY 2.0 10

List of tables

Table 1: User experience 5
Table 2: comparison of different UX designs 6

Table 3: Color blindness and traffic light 6
Table 4: Good and bad examples 8
Table 5: different examples of UI 9
Table 6: Desirability: Skoda and Porsche 10

Programming application short notes: (1) UI and UX

1. UX and UI

Figure 1: UX, Source: Daud. Copyright terms and license: CC BY

"Most people make the mistake of thinking design is what it looks like. People think it's this veneer –that the designers are handed this box and told, 'Make it look good!' That's not what we think design is. It's not just what it looks like and feels like. Design is how it works." (Steve Jobs)

UX and UI note:

[Reference:

INTERACTION DESIGN FOUNDATION

zivtubin@gmail.com , 0545-545-535 , About.me/ztubin

Joel Angiolillo, Demetrios Karis, and Bob Virzi ; Rahul Premraj and Andreas Zeller for allowing
]

For any project a programmer develops the end users will be addressed through proper considerations of consideration of user experience design, UX and User interface design, UI.

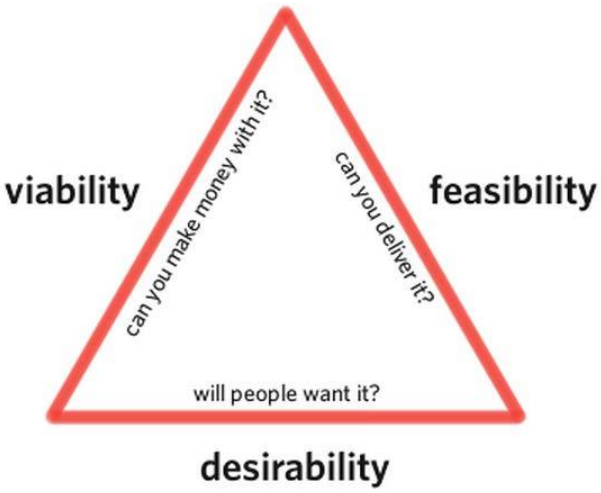


Figure 2; the Keeley triangle, source: http://www.cooper.com/journal/2011/06/new_cooper_u_course_design_col

1.1. What is UX?

"User experience" encompasses all aspects of the end-user's interaction with the company, its services, and its products. The first requirement for an exemplary user experience is to meet the exact needs of the customer, without fuss or bother. Next comes simplicity and elegance that produce products that are a joy to own, a joy to use. True user experience goes far beyond giving customers what they say they

want, or providing checklist features. In order to achieve high-quality user experience in a company's offerings there must be a seamless merging of the services of multiple disciplines, including engineering, marketing, graphical and industrial design, and interface design. (Nielsen Norman Group: http://www.useit.com/)

Table 1: User experience

Figure 3: real life application

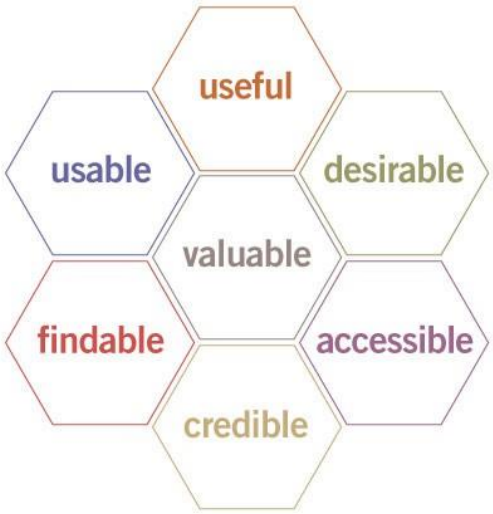


Figure 4: Factors that Influence User Experience

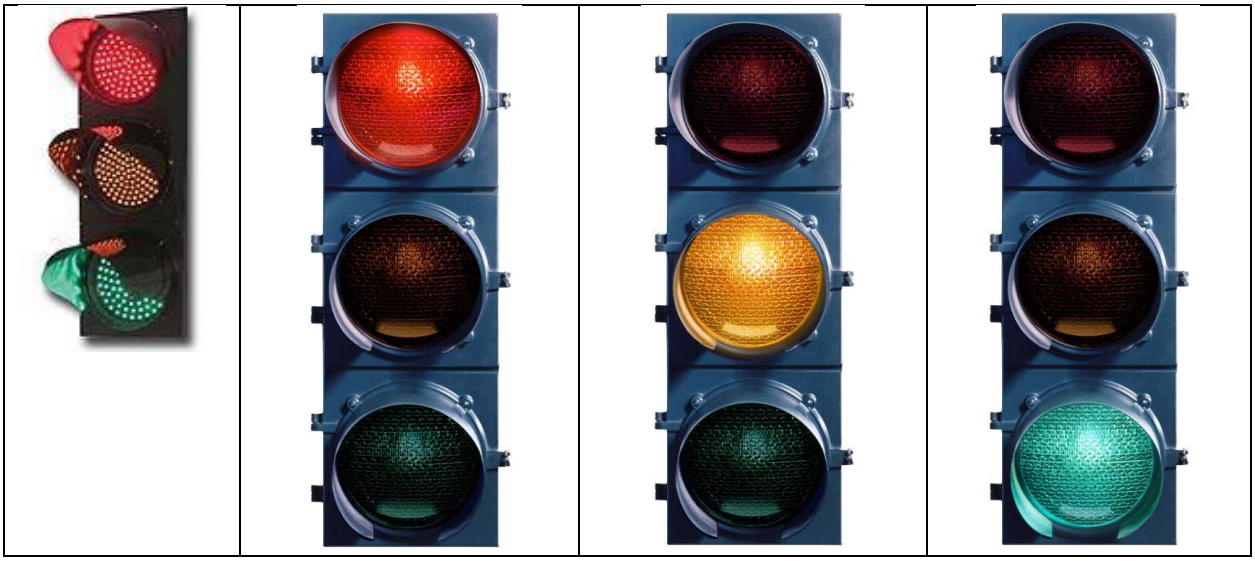
1.2. UX design for digital experience should consider:

Usability, support issues, SEO (Search engine optimization), Visitor engagement

Table 2: comparison of different UX designs

Is it a good design if ~10% of users can't really use it easily? Red-green color blindness (protanopia & deuteranopia) occurs in 8% of males and 0.4% of females.

Table 3: Color blindness and traffic light



1.3. What is UI?

A user interface is the system by which people (users) interact with a machine. The user interface includes hardware (physical) and software (logical) components. User interfaces exist for various systems, and provide a means of: Input- allowing the users to manipulate a system (i.e. using it) and Output- allowing the system to indicate the effects of the users' manipulation (Wikipedia).

1.4. UI work flow:

Research and Analysis >Conceptual UI design>Detailed UI design>Graphic design>Usability testing>UI implementation.

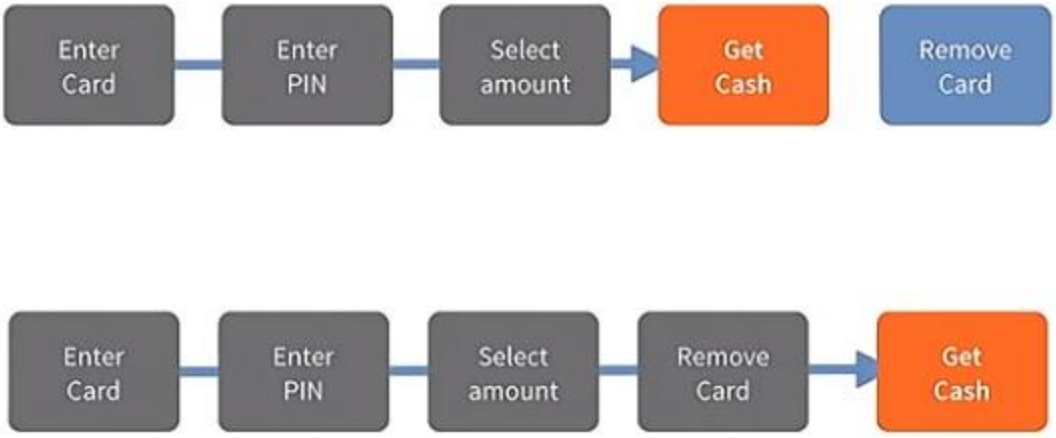


Figure 5:ATM interface, which one does your bank use?

Figure 6: One site for very screen

Figure 7: Different sort

1.5. Strat with user interface design:

What is my product? (Service, game, e-commerce, content…), what do I offer? (Something new, a new approach, cool twist…), who is my target audience? (Teenagers, students, parents, men, women…), what is my competitive advantage? , What do I want them to do? (Action items/ 1-2-3, sign-up, buy, share…), Hierarchy, Basic scenarios (“A person walks into a bar…”), Simulate your design through your main features.

1.6. Summary of considerations for UI-UX

Great experiences are Simple. Be consistent. Start from the basics. Use hierarchy. Users come first. They don’t like to be out of control (or lost).

Table 4: Good and bad examples

Figure 8: confusing

Figure 9: Confusing

Figure 10: Well deigned

Table 5: different examples of UI

Table 6: Desirability: Skoda and Porsche

	 Figure 11: source: slayer. Copyright terms and license: CC BY 2.0