## New Items (5/2/19):

Why Japanese Web Design is So Different (RandomWire)

Why Do Chinese Websites have all those Numbers? (NewRepublic)

## analogies

<u>How to Think Using Visual Analogies</u> (Anna.VC)

#### animation

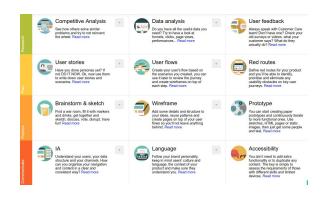
The Proper Use of Animation (UX Design)

#### annotation

Annotation is Now a Web Standard (Hypothes.is)

#### checklists

A UX Checklist (Github)



<u>Front End Performance Checklist</u> (Smashing Magazine)

#### colors

Color Theory (Color Matters)

Why Facebook is Blue (Buffer)

Hues, Tints, Tones, Shades (MyBluPrint)

Contrasting Colors (Canva)

#### content models

Content Models (UX for the Masses)

## design patterns

7 Rules for Creating Gorgeous UI (Pt 1) (@erikdkennedy)

7 Rules for Creating Gorgeous UI (Pt 2) (@erikdkennedy)

## design patterns (dark)

**Dark Pattern Types (Dark Patterns)** 

## design patterns (web)

Web Interface Design patterns (OReilly)

Designing Web Interfaces - Explore

Response Web Design Patterns (Brad Frost)

A Collection of Explore-and-Exploit Interfaces (Medium)

<u>Design Patterns (Designing Interfaces)</u>

What is Flat Design (Design Contest)

Good UI

#### empathy maps

Empathy Maps (UX for the Masses)

**Empathy Maps (Innovation Games)** 

experience maps, customer journey maps, user stories

Examples of Customer Journey Maps (ConversionXL)

**User Story (Wikipedia)** 

Experience Maps (UX for the Masses)

Our Guide to Experience Mapping (Adaptive Path)

How to Build an Experience Map (@wnialloconnor)

Examples of Customer Journey Maps (ConversionXL)

## grids

5 Design Ideas with Grids (Canva)

## logos

Intro to Logo Design (Creative Blog)

#### kerning

https://www.canva.com/learn/kerning/

## knolling

Knolling Examples (The UltraLinx)

#### **letterpress**

Letterpress (Canva)

## parallax

What Parallax ... Lacks (NN Group)

#### personas

Personas (UX for the Masses)

## principles, guidelines, frameworks

How to Design a Large-Scale Responsive Site (UX Booth)

The Laws of UX

UX Guidelines: Ecommerce Homepages, Category Pages, Product Listings (NN Group)

Awesome Design Principles (GitHub)

<u>Visual Perception and Gestalt (Smashing Magazine)</u>

Space And The Figure-Ground Relationship (Smashing Magazine)

<u>Contrast And Similarity (Smashing Magazine)</u>

Visual Weight And Direction (Smashing Magazine)

<u>Dominance</u>, <u>Focal Points And Hierarchy</u> (Smashing Magazine)

Compositional Flow And Rhythm (Smashing Magazine)

#### process diagrams

Process Diagrams (UX for the Masses)

## pull quotes

A short quote or excerpt pulled from the main text and used as a visual element to help highlight important ideas and draw interest to the piece. Pull quotes are very common in magazine design.



#### resources

<u>Awesome UX Resource (Netoguimaraes -</u> GitHub)

Awesome Design Resources (GitHub)

#### scale

Scale & Design (Canva)

#### scenario maps

Scenario Maps (UX for the Masses)

#### searching

7 Things I Wish Every Search Did (Intercom)

## sitemaps

Sitemaps (UX for the Masses)

### sketching

Sketching (UX for the Masses)

## stock photos

Stock photos (Canva)

## storyboards

Storyboards (UX for the Masses)

Intro to Storyboarding (Johnny Holland)

Storyboarding (Smashing Magazine)

## style guides

Style Guides (UX for the Masses)

Creating a Style Guide (A List Apart)

Example Online Style Guide (Starbucks)

**Buffer's Style Guide** 

## symmetry

The Rule of Thirds (MyBlueprint)

The Rule of Thirds (Company Folders)

Intro to the Golden Ratio (Canva)

How to Use the Golden Ratio (Company Folders)

#### (software) tools

Free UX Tools (UX for the Masses)

Visual Inspiration Tools (Awwwards)

## task grids (work

## breakdown diagrams)

<u>Task Grids (Work Breakdowns) (UX for the Masses)</u>

## tooltips

<u>How to Use Tooltips as Micro-Interactions</u> (Web Designer Depot)

## typography

Intro to Typography (Practical Typography)

How to Pick Font Families for your Site (LifeWire)

<u>Understanding Typographic Hierarchy</u> (TutsPlus)

A Visual Guide to Typography (Canva)

## (uncategorized)

Why Japanese Web Design is So Different (RandomWire)

Everything I Needed to Know About Good UX I Learned While Working in Restaurants (NN Group)

A Crash Course in User Psychology (The Hipper Element)

#### visualization

<u>The Periodic Table of Visualization Methods</u> (Visual Literacy)

<u>10 Simple Rules for Better Visualizations</u> (Plos)

Style Tiles (A Visual Site Language) (UX for the Masses)

Beautiful Reasons (Accurat Studio)

## white space

White space (Canva)

#### wireframes

**Great Wireframe Examples (Pinterest)** 

#### word clouds

http://tagcrowd.com/

Word Clouds with Wordle (Boxes & Arrows)