

Visual Design Principals

simple and natural dialogue

Speak the users language

Minimize memory load.

Support recall : Give them choices

Make clear exists:

Make shortcuts:

Give feedback.

Present errors: try to anticipate the errors + try to prevent them

Thrive for consistency : apply what the user has learned before.

Create Design workshops : Get everyone in get ideas going.

Stake holder

- Designs

- Domain Experts (Someone in the business , medicine is a doctor)

- Users

- developers

Set the scene.

- Create ideas

- Time frame (at least 4 hours rather than 6 hours)

- Groups 2:3 groups of 3 or 4 people.

- Materials the same as making christmas decorations.

How ?

- Start by outlining the project brief.

 - What are we making

 - To whom

 - why

- Provide the descry knowledge of the platform

 - Tablet, smartphone , web expert system.

- Explain the process.

 - Yes paper based -> Cutting + pasting the old fashioned way

 - Possibilities , no limitations

 - Concluded by a presentation or even a small role play.

Why it works

- Everyone knows how to use the materials Pictures say more than a thousand words.

 - No computers : Levelling the playing field

 - In sigh into others view of the field (problems)

 - Benefitting from each other area of expertise

 - Possibibtty of exporting alterinies

 - provide the user and inside

Support the visual imagination

- It is very concrete

The result

- Design ideas
- potentials problems area
- Better understanding of the domain
- Heighten engrossment from all parties
- Shared ownership of the solution

Personas

Percetion ideas

- My mom etc
- Latest Customers
- Stereotypes
- Old/young
- nob/ expert
- Gender
- Occupations
- etc

Base it on your users (meet them)

What do they have in common

What users ?

Group attributes into roles

Convert the roles into persona

- Name + Age
- Occupation
- IT/DOMAIN
- Tagline
- Personalities.

Context

- Work alone or togeth
- Leusire or work
- Platform
- Frequncy

Choose 1 primary + 2 secondary personsas

Use these personas when you sketch/ design prototypes or code.

What would my personal do /think/perfor.

The design process

- Avoid - Recording your work - > costs money , time + other rescues

- Need - > specifies

- Sketching

 - Do Many drawings.

- Wire framing

 - How it will fit the screens.

- Graphics

 - This should be done last

- Work flows

 - What you need to do draw each screen - checking exists etc

 - Create work flows

- CardSorting

 - On Website what each point be named.

Named pages (card) users sort them

 - The navigated structure

- > User knowledge

 - End up with a number of groups

 - Ask then user to name these groups means + submenus

Closed

Give cards + groups to other users -> ask them to sort + see how similar both outputs are.

 - Does a card end up in two places

 - Put the menu options in both places then

Interactions design patterns

 - Based on best practise

 - Avoid Reinventing the wheel

 - Main Navigation

 - Support recall

Progressive disclosure