

UI/UX Design Principles Report for Graduation Project

Human-Computer Interaction

| 2022.10.04 |



2022, Fall
Department of Software

201533631 김도균

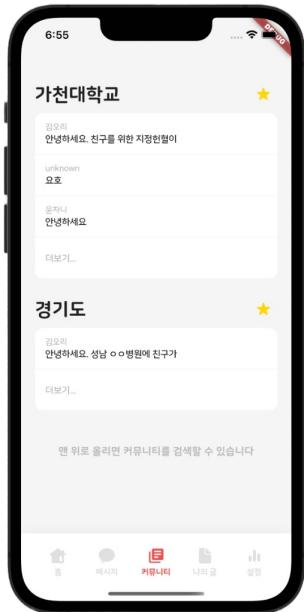
I . Project Overview

I. Double D UI/UX Design



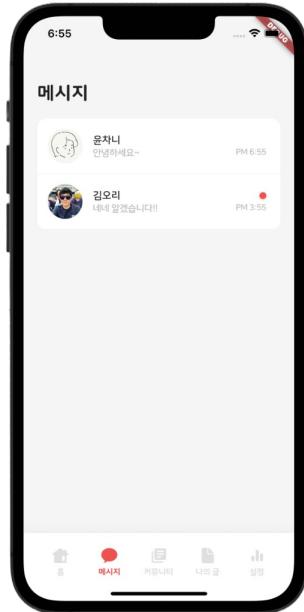
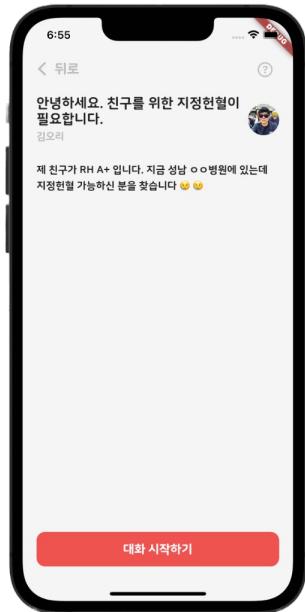
Recommendation

Suggestion ML algorithm find the proper person who match with my condition.



Community

If user cannot find proper person thought the recommendation system, user also find another person in community service.

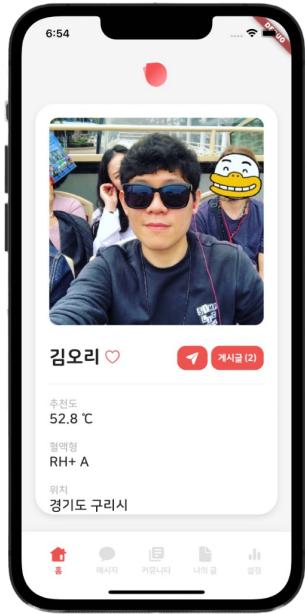


Messaging

After recommendation, user can communicate with chat service for directed blood donation.

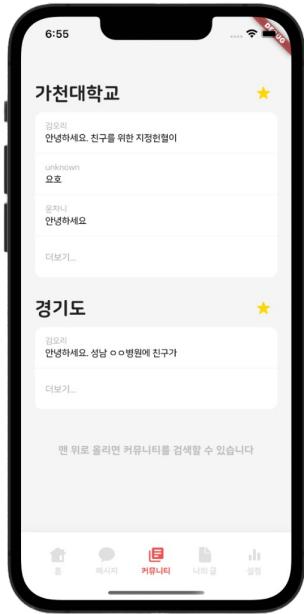


I. Double D UI/UX Design



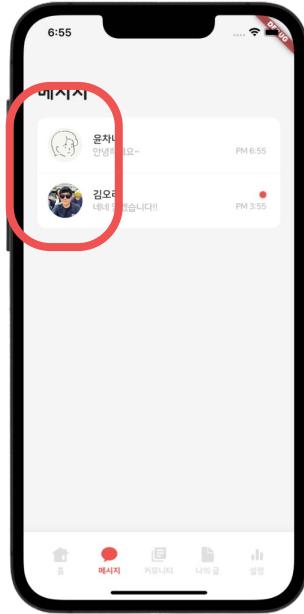
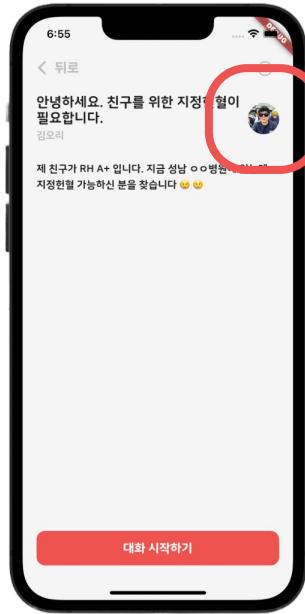
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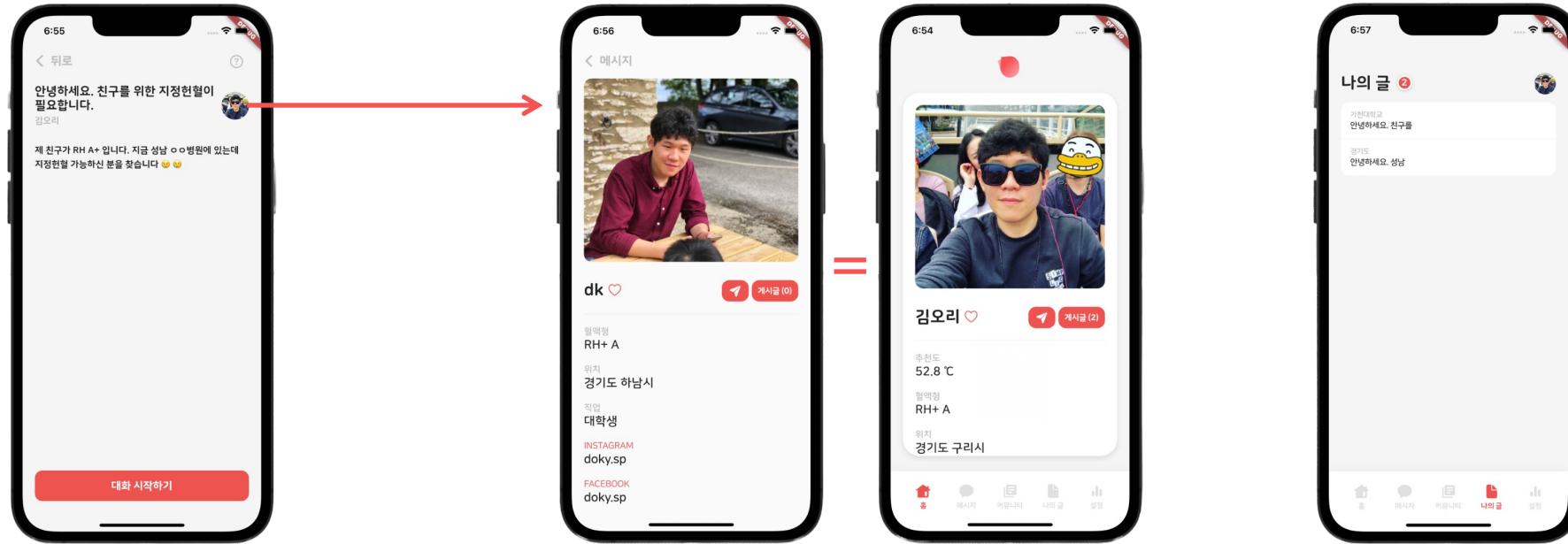


Messaging

After recommendation, user can communicate with chat service for directed blood donation.



I. Double D UI/UX Design



User Profile View

Recycle view for recommendation and user profile view.

My Board

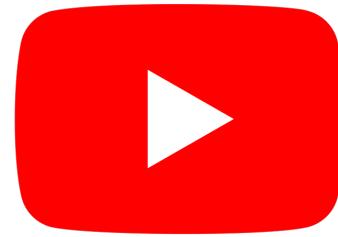
User can access boards what user enrolled each community.

I. Double D UI/UX Design



Renewal User Signup Progress to
Conversational UI

I . Double D UI/UX Design



Demo Video

<https://youtu.be/-td943KwdB8?t=156>

II. Design System

II . Custom Design Based on Material Design

Flutter made by Google

- Flutter's design is based on Google Material Design
- Flutter supports Material Design 1, 2 and 3
- Graphic engine of flutter called Skia can draw all of widgets not only independent with OS but also fast like native one.



MATERIAL DESIGN

II. Custom Design Based on Material Design

COLOR PALETTE

Primary Color

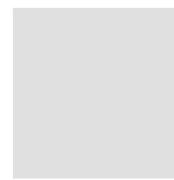


#EF5350

#E57373

#C62828

Disabled



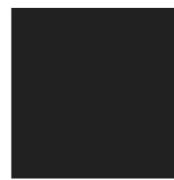
#E0E0E0

Grey



#BDBDBD

Font Color



#212121

Background



#FFFFFF

#F5F5F5

FONT

나눔스퀘어라운드OTF

다람쥐 헌 챇바퀴에 돌고파

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

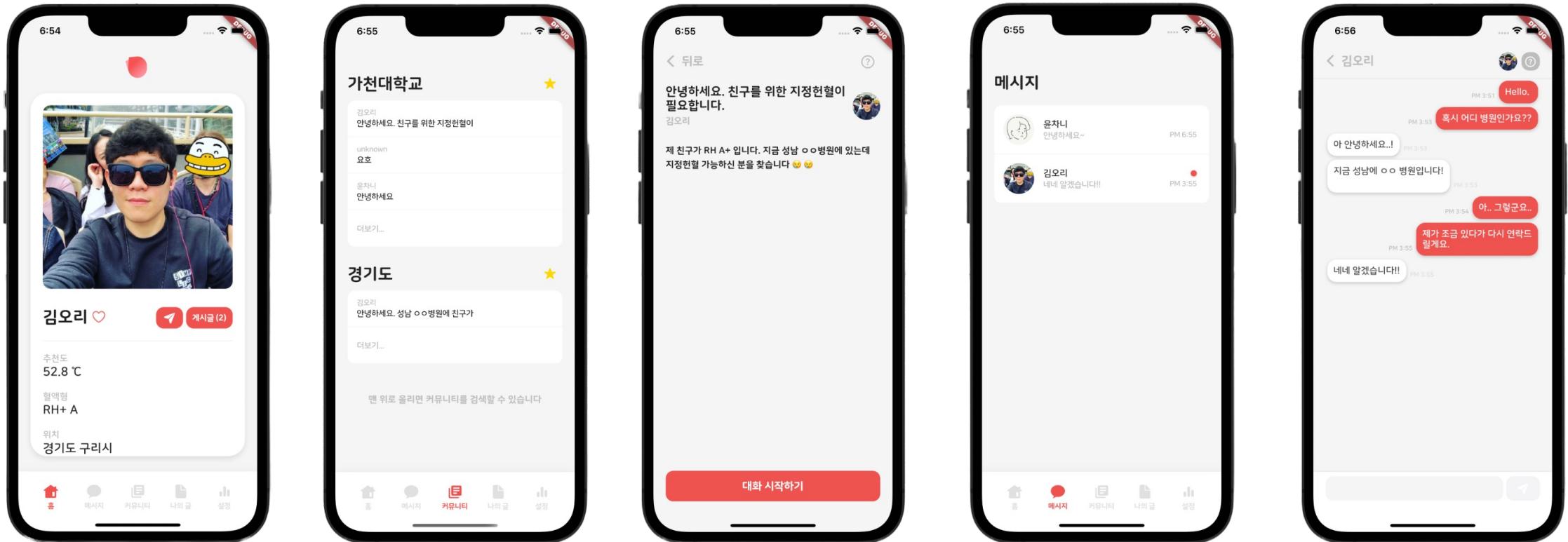
0123456789!@#\$%^&*()_+:"'.,/

LOGO



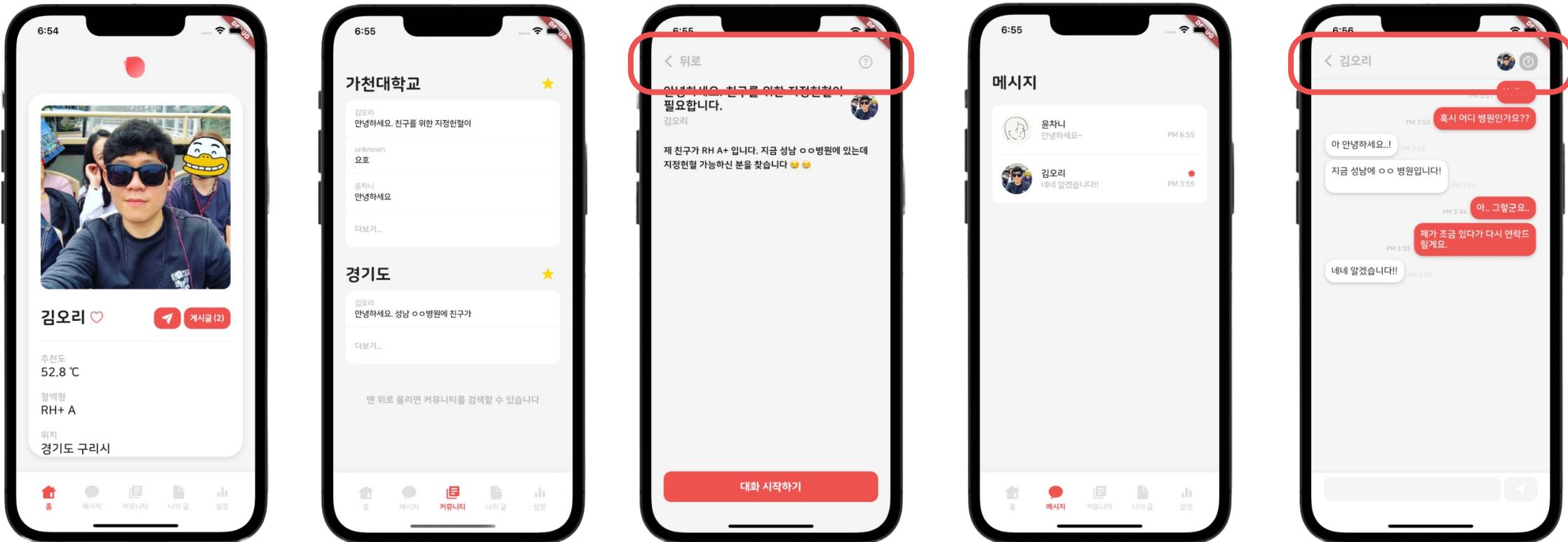
II. Custom Widgets

II. Custom Widgets



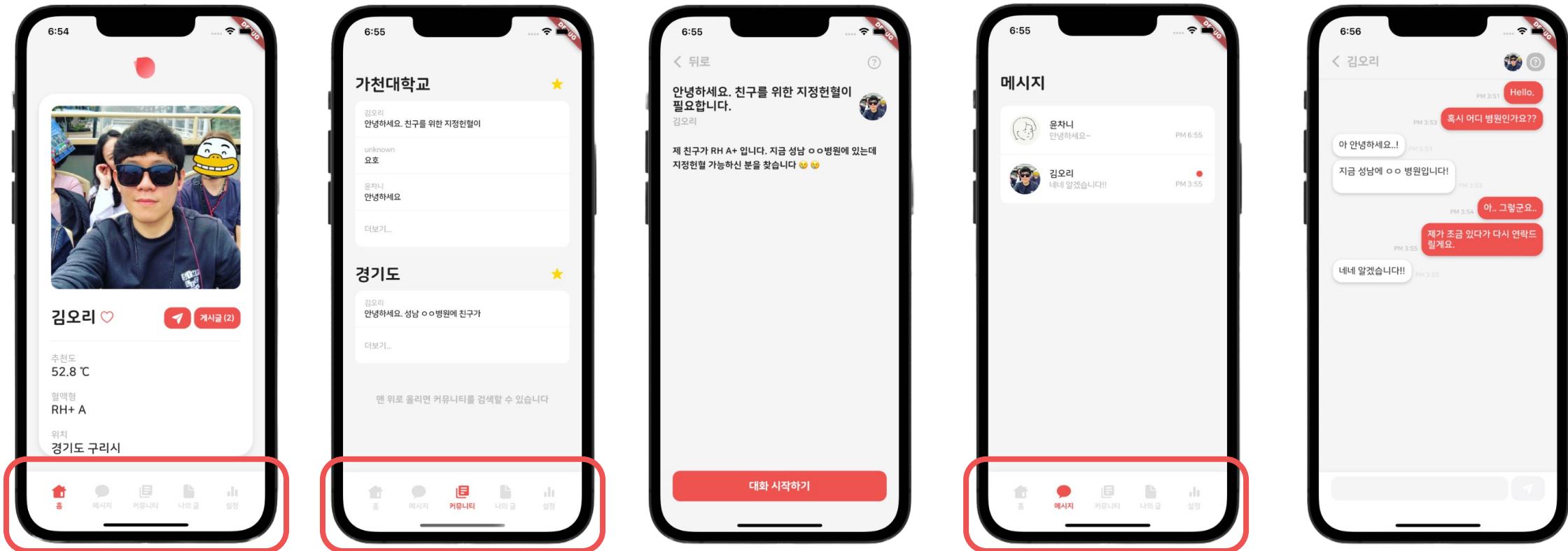
II. Custom Widgets

AppBar



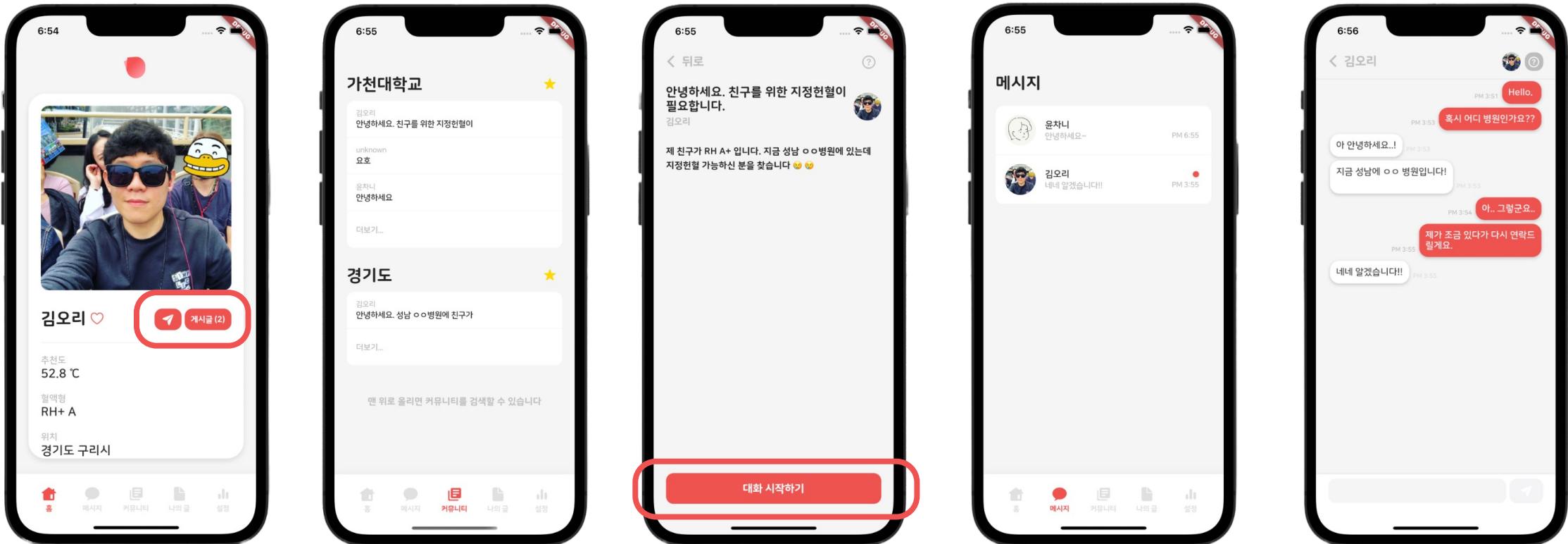
II. Custom Widgets

BottomNavigation



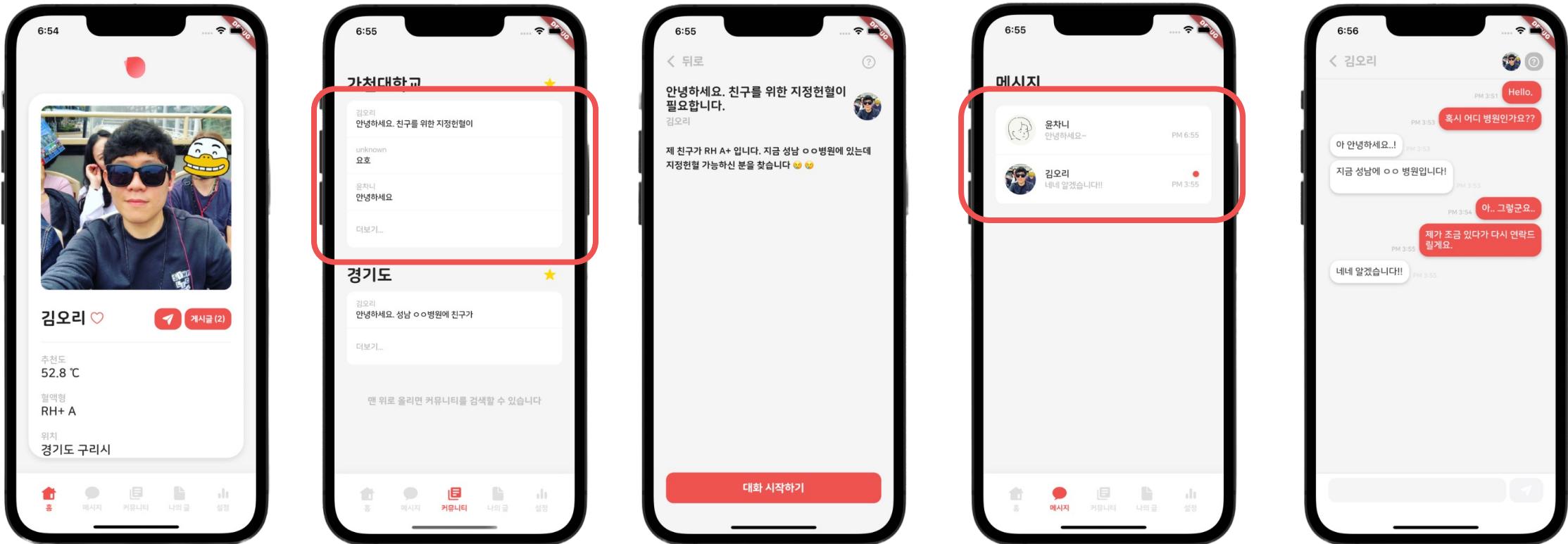
II. Custom Widgets

Button



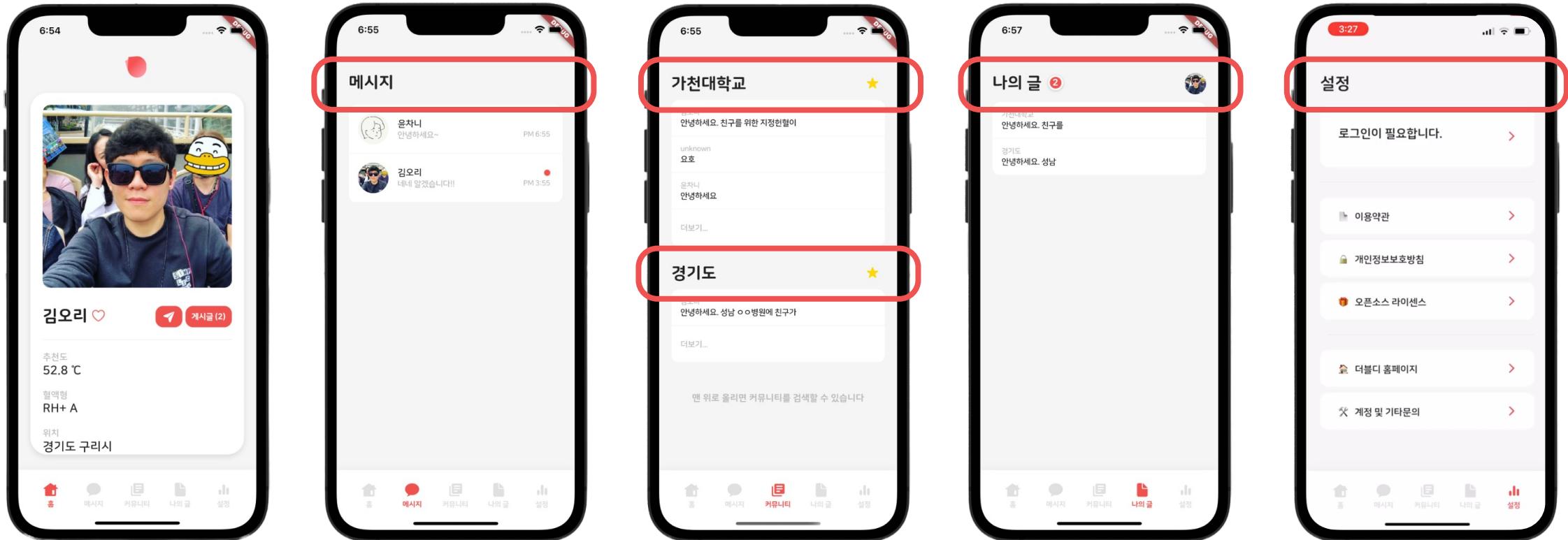
II. Custom Widgets

ListItem



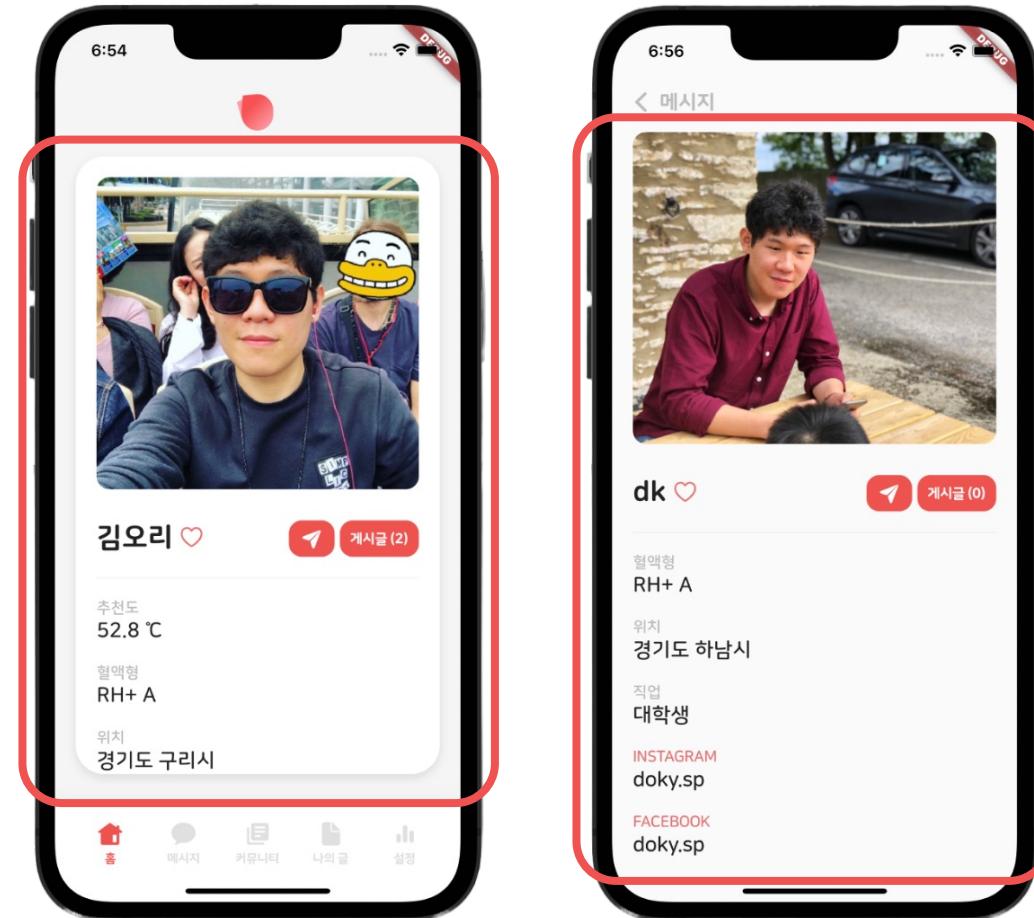
II. Custom Widgets

PageTitle



II. Custom Widgets

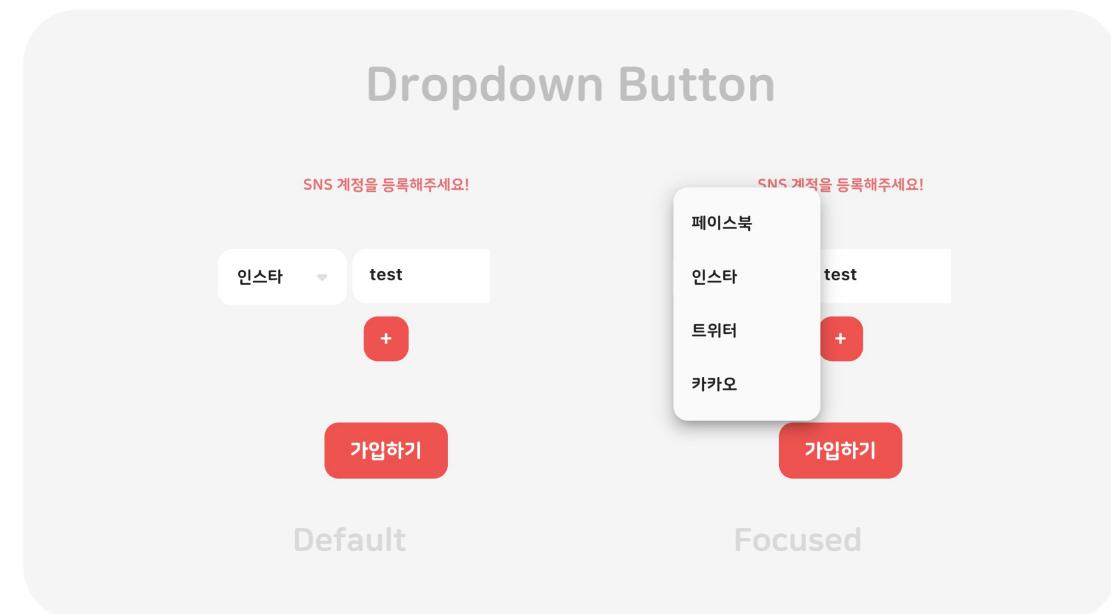
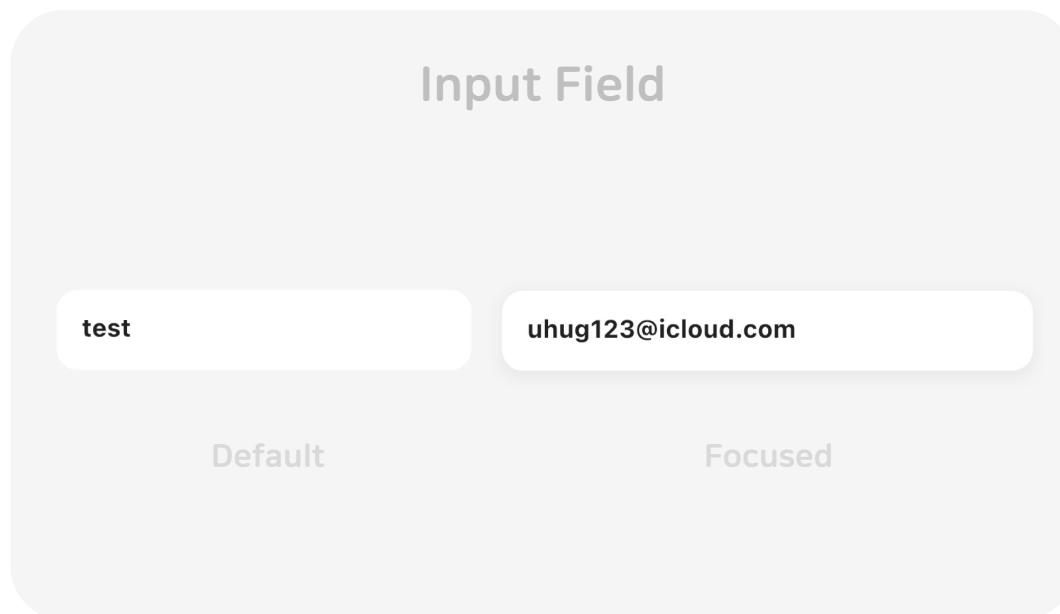
UserInformation



II. Widgets

Custom Widget Design

Design interactive Button, Dropdown, Radio, (etc.) with our design concept.



III. UI/UX Analysis

III. UI/UX Analysis

UI/UX Design Principle

- Shneiderman's 8 Golden Roles

Rules

- Strive for consistency
- Enable frequent users to use shortcuts
- Offer informative feedback
- Design dialogs to yield closure
- Offer error prevention and simple error handling
- Permit easy reversal of actions
- Support internal locus of control
- Reduce short-term memory load

III. UI/UX Analysis

UI/UX Design Principle

- Shneiderman's 8 Golden Roles

Rules

- Strive for consistency → **Owned design system**
- Enable frequent users to use shortcuts
- Offer informative feedback → **Conversational UI / Toast message**
- Design dialogs to yield closure
- Offer error prevention and simple error handling
- Permit easy reversal of actions
- Support internal locus of control
- Reduce short-term memory load

Doing Well 😊

III. UI/UX Analysis

UI/UX Design Principle

- Shneiderman's 8 Golden Roles

Rules

- Strive for consistency
- Enable frequent users to use shortcuts
- Offer informative feedback
- Design dialogs to yield closure → **Loading animation, Conversational UI**
- Offer error prevention and simple error handling → **Restore state of sign in**
- Permit easy reversal of actions
- Support internal locus of control
- Reduce short-term memory load

Doing Well..

III. UI/UX Analysis

UI/UX Design Principle

- Shneiderman's 8 Golden Roles

Rules

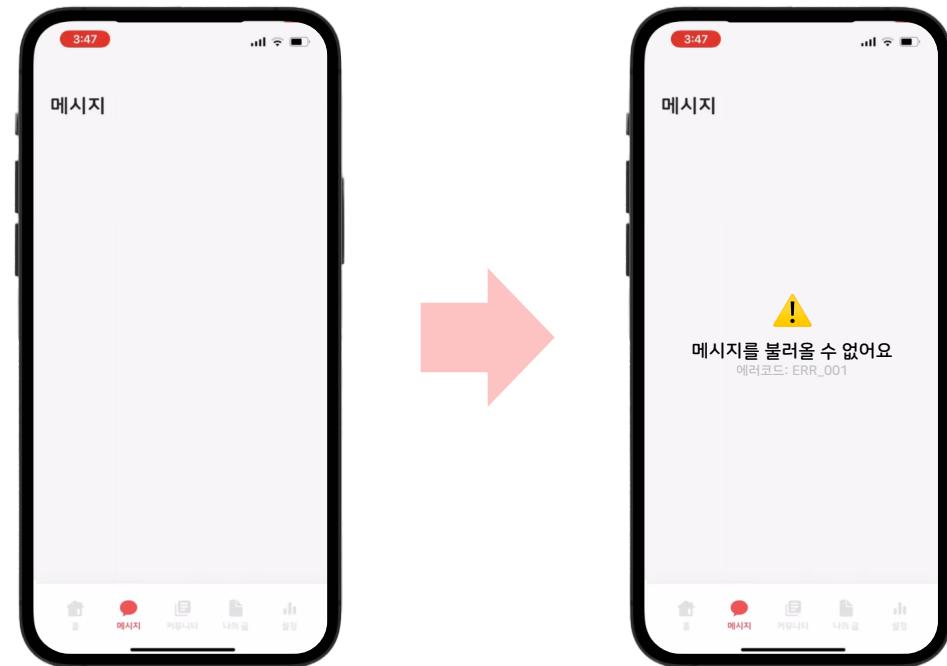
- Strive for consistency
- Enable frequent users to use shortcuts
- Offer informative feedback
- Design dialogs to yield closure → **Loading animation, Conversational UI**
→ **No widgets in community board and message view in case of malfunction.**
- Offer error prevention and simple error handling → **Restore state of sign in**
→ **No widgets in community board and message view in case of malfunction.**
- Permit easy reversal of actions
- Support internal locus of control
- Reduce short-term memory load

**Doing Well..
But need some improvement** 😊

III. UI/UX Analysis

Rules

- Design dialogs to yield closure
→ Add widgets in community board and message view while loading



III. UI/UX Analysis

UI/UX Design Principle

- Shneiderman's 8 Golden Roles

Rules

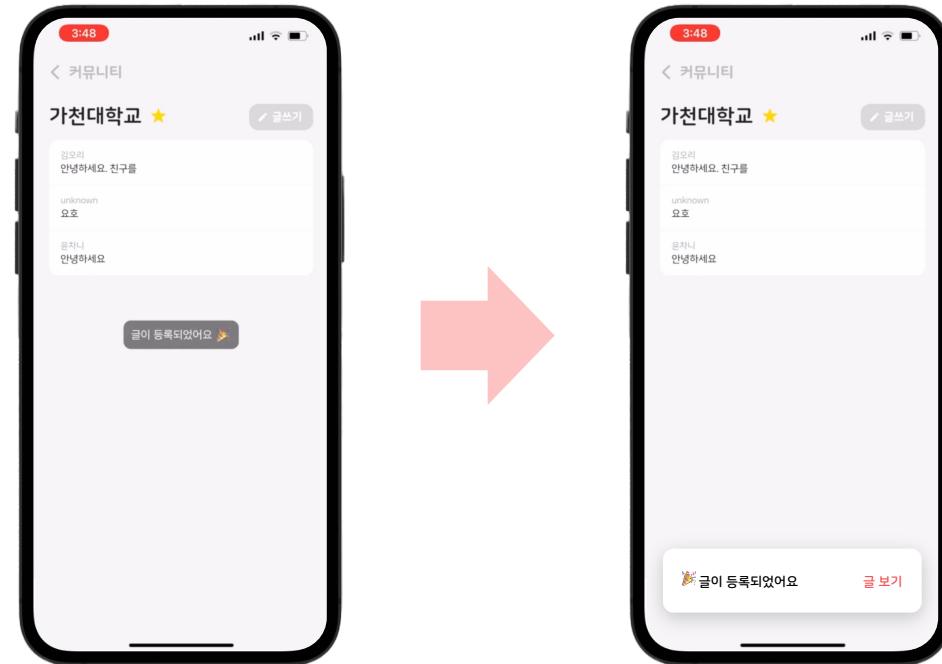
- Strive for consistency
- Enable frequent users to use shortcuts
- Offer informative feedback
- Design dialogs to yield closure
- Offer error prevention and simple error handling
- Permit easy reversal of actions → **Make snackbar to access board what user was created recently**
- Support internal locus of control → **No modal window in case of user delete post**
- Reduce short-term memory load

Better to change 🤔

III. UI/UX Analysis

Rules

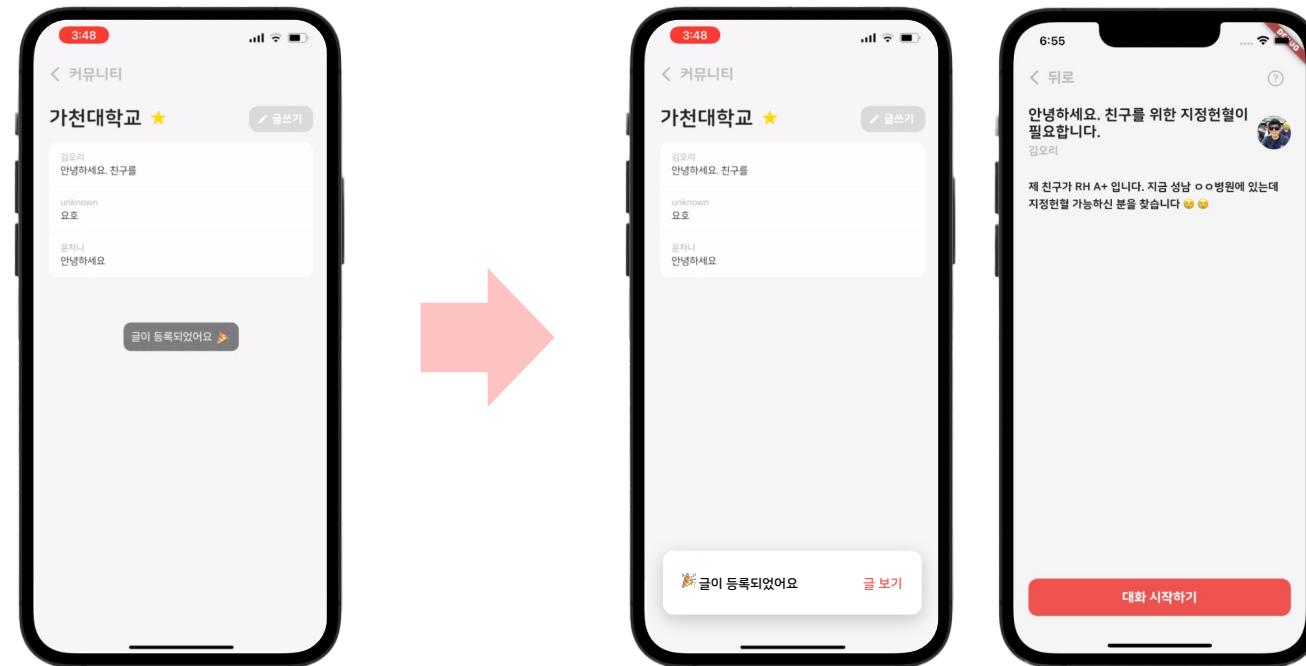
- Permit easy reversal of actions → Make Snackbar to access board what user was created recently



III. UI/UX Analysis

Rules

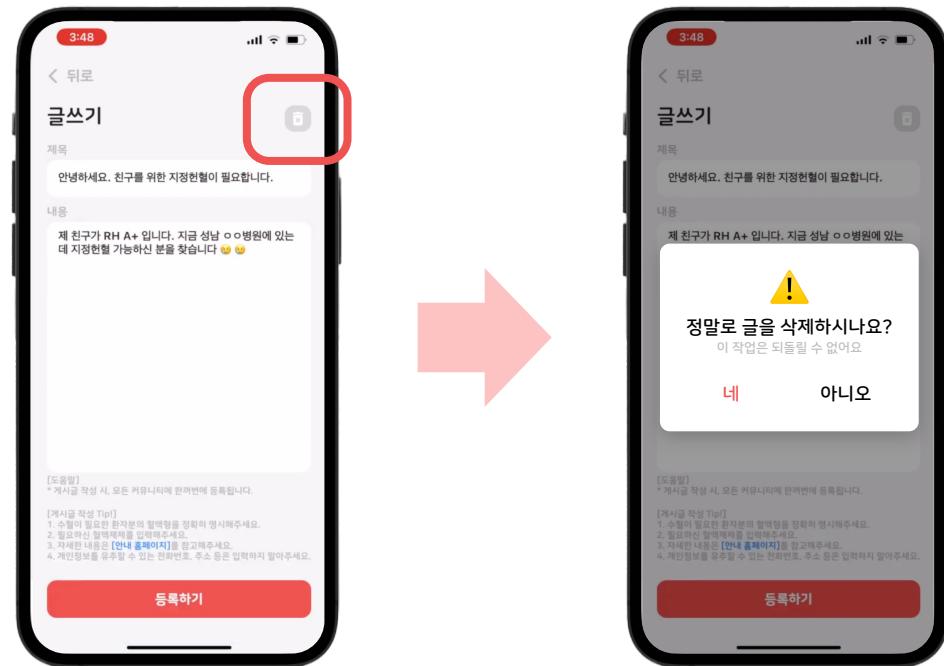
- Permit easy reversal of actions → Make Snackbar to access board what user was created recently



III. UI/UX Analysis

Rules

- Support internal locus of control → Create modal in case of user delete post



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