Application development process

Part 3

Interaction Design Principles

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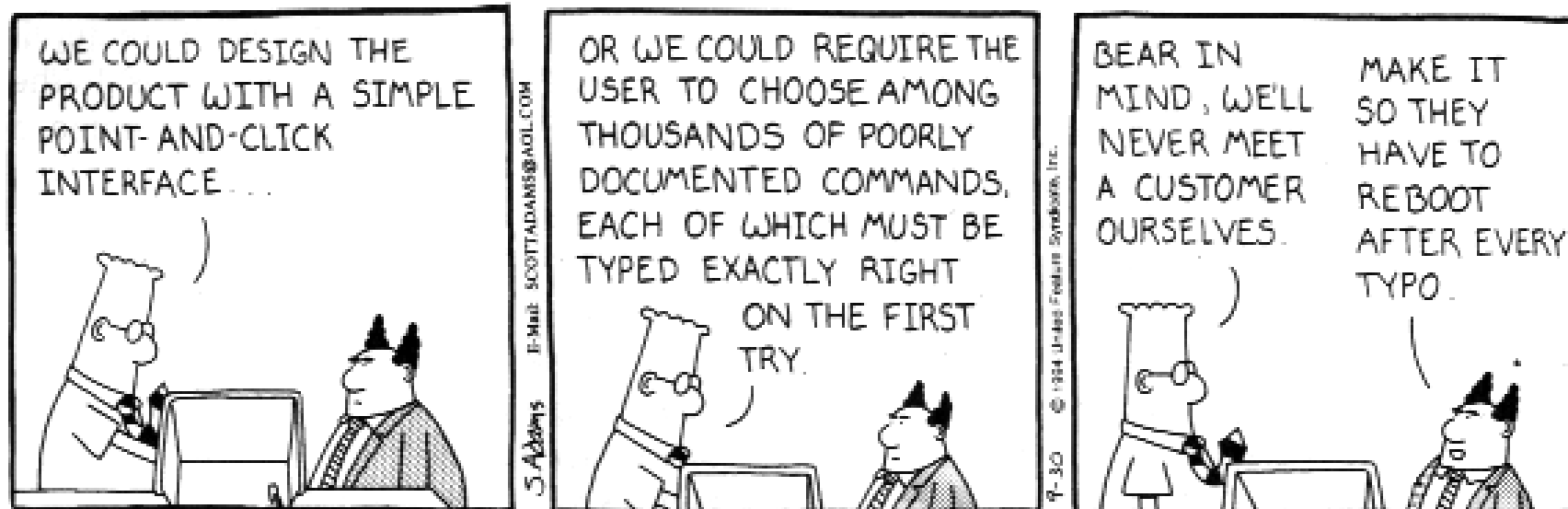
Overview

- Good/Bad UI Design

- Interaction Design Principles

- Screen layouts

  - Navigation Patterns

- Screen Flows

- Prototyping

Screen Flows

- Most apps will consist of more than one screen.
- The transition between these screens is known as a **screen flow**.
- Screen flows should be logical and predictable.
- For example, pressing the back button should take the user to the previous screen, not to another unexpected screen.

CommBank App Screen Flow
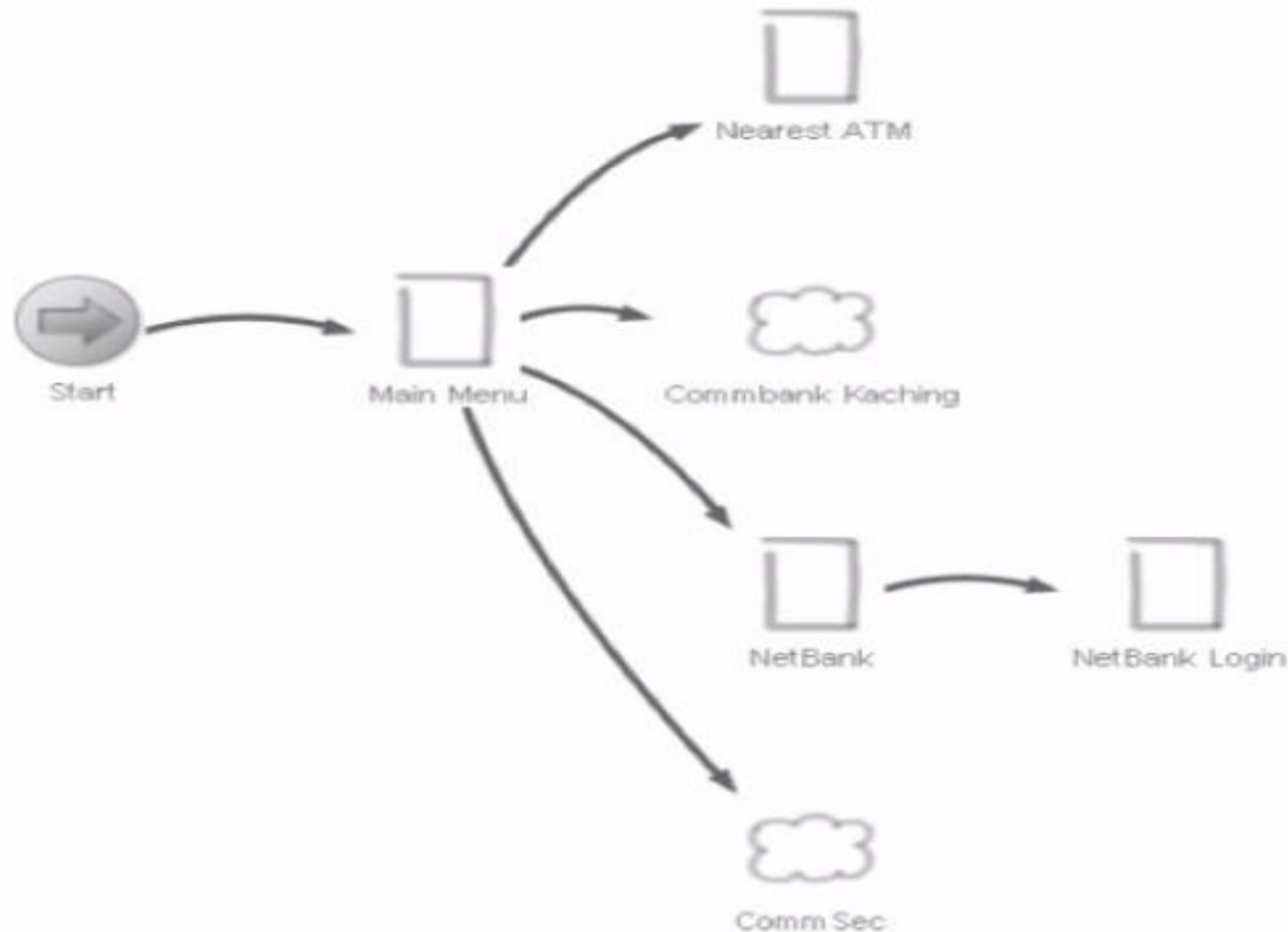
Clouds indicate links to other apps or URLs.

Task-centred Design

- Generally when a user uses an app they want to accomplish a task.
- There may be several different tasks that users perform with the app.
- Identifying these tasks can help us to design the application.
- A sample scenario follows...

Case study: Bus Timetable App

- A timetabling app is required for Zied Buslines.

- What are some of the tasks a user would perform with the app?

- Hints:
    - What are some common scenarios where a user would need the app?
    - What information does the user have and what do they need to know?

Case study: Tasks\Scenarios

1. User wants to get from A to B leaving at a certain time.
   - User needs to be able to find out what buses pass through A and which of those also pass through B.

2. User knows which bus they want to catch and point A, but wants to know what times it will leave.

3. User knows which bus they want to catch and want to find out what times it arrives at B.

UI Design

- In each scenario the user knows at least one bus stop:
  - App could begin with a list of bus stops.
  - User selects bus stop.
- In each scenario the user also needs to know the buses for the bus stop:
  - Display buses and times for the selected bus stop.
- Selecting bus displays the timetable for that bus including the time it will arrive at each stop on the journey.

Screen flow

Screen Design
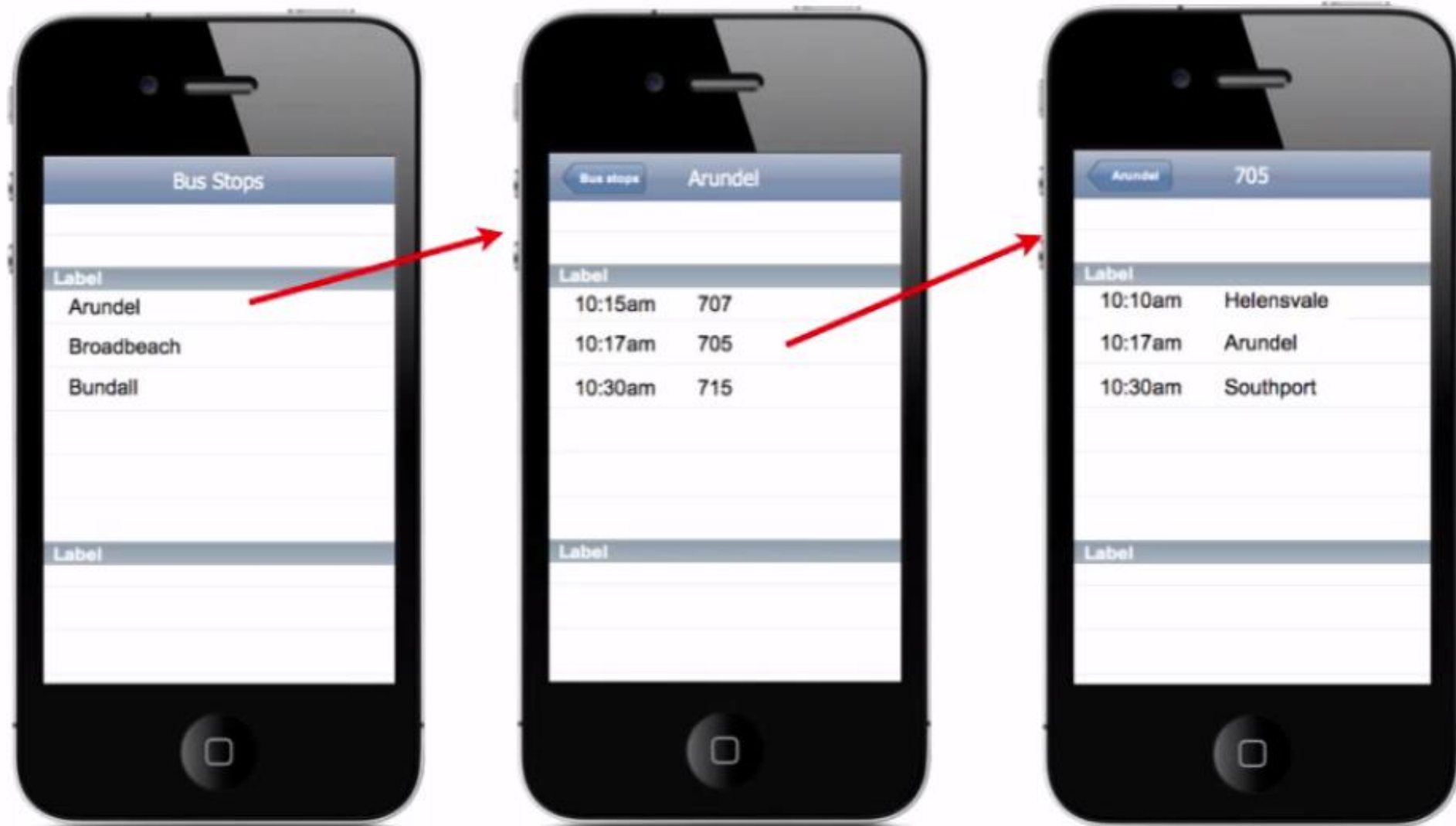
Improvements

- What could be improved?
  - Company logo and colours
  - Search box for bus stops, bus numbers
  - Tabs down the bottom for more options, such as list of bus numbers.
  - Maps
  - GPS to automatically detect which bus stop you are at
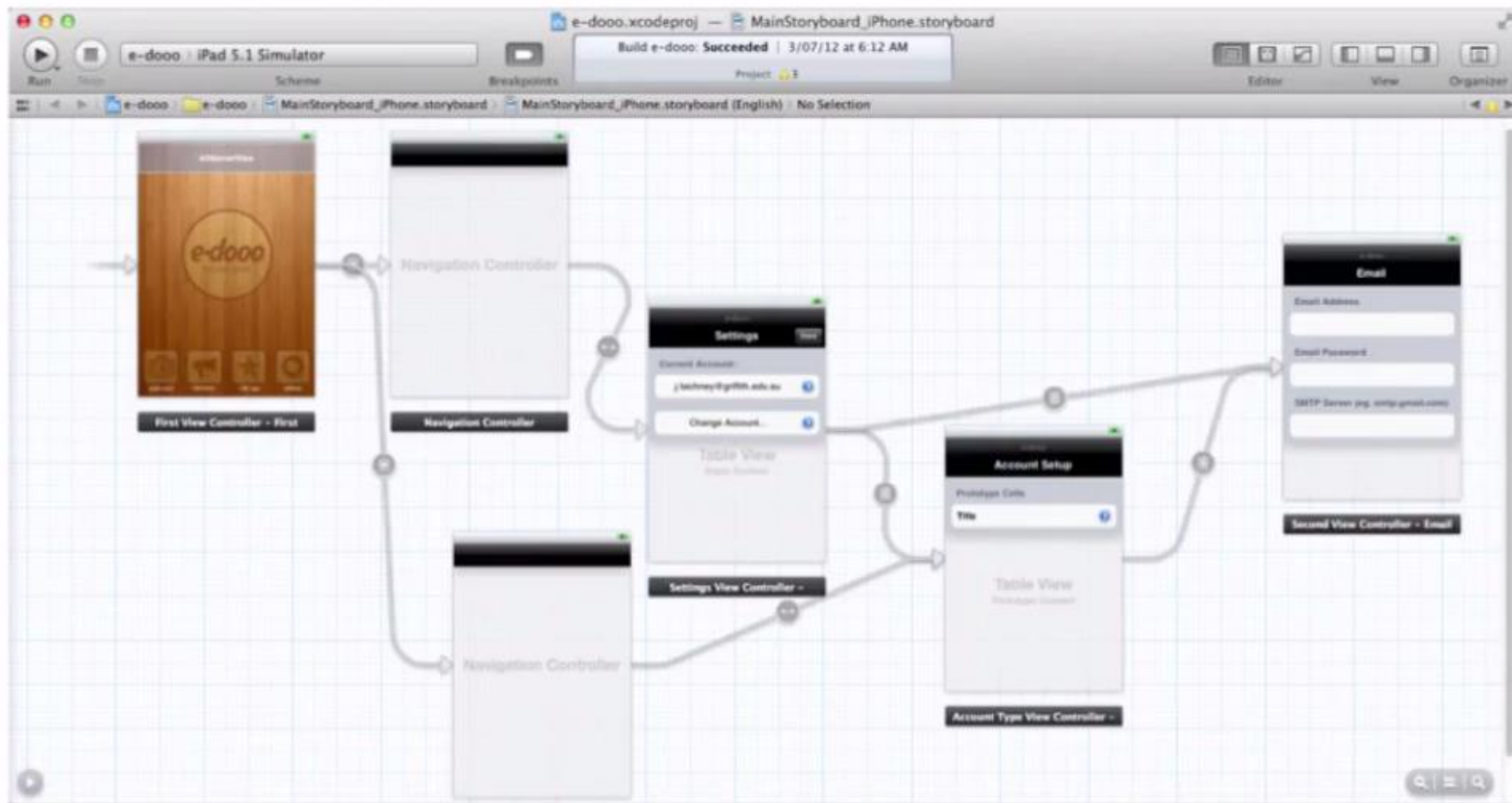
Prototyping

- Use prototyping software for:
  - Representing screen flow
  - Designing layouts
  - Simulating interactions such as links between screens
- Software:
  - iRise
  - Justinmind Prototyper
  - Xcode
  - Codiqa

Justinmind Prototyper
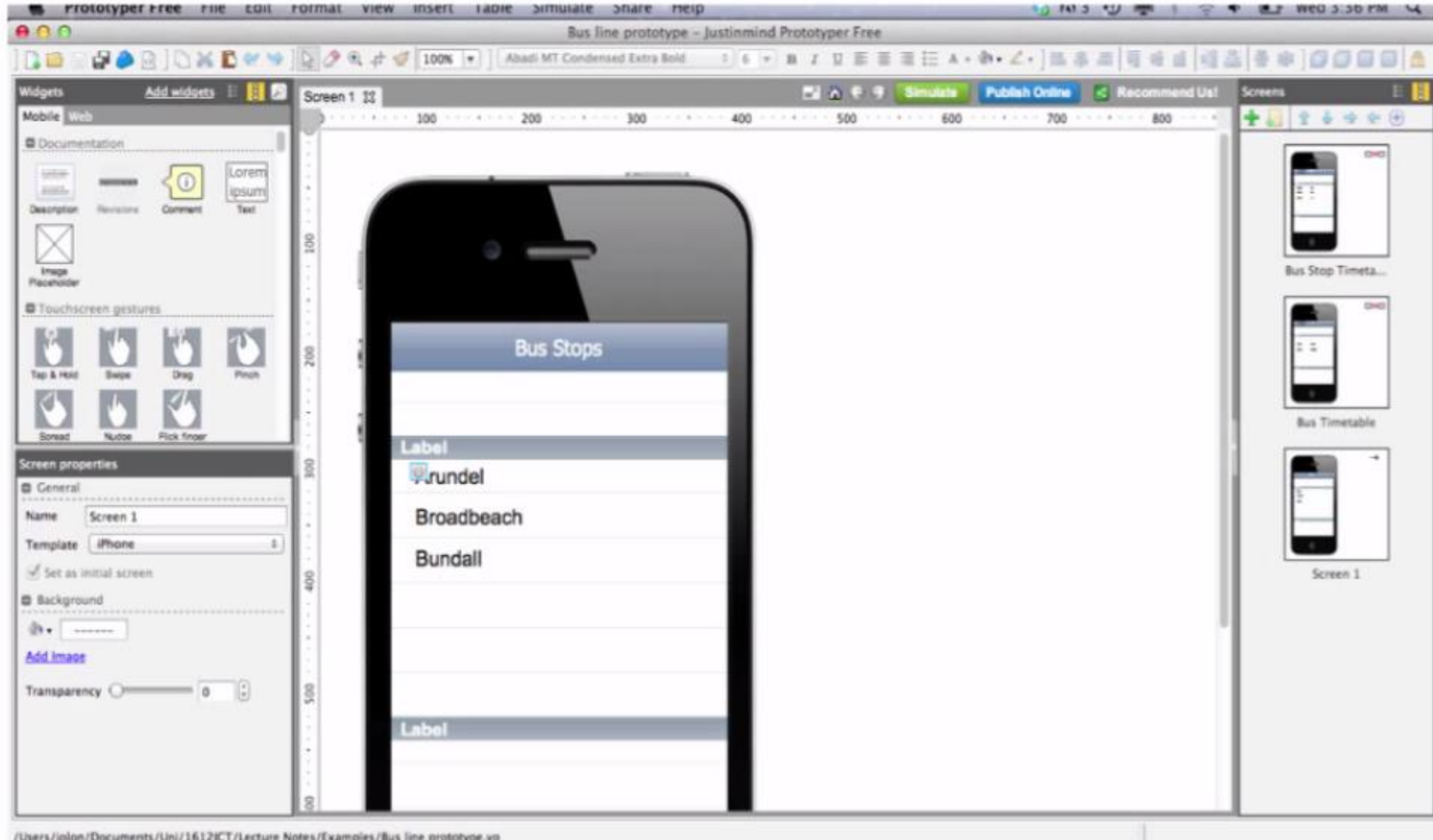
Xcode

Xcode also includes support for storyboards:

Codiqa

For prototyping jQuery Mobile apps\sites

Summary

- UI design is an important and vital part of the development process.
- Final project will require identification of user tasks, screen designs, screen flow, and prototype.
- A UI Design doesn't require final graphics, the focus is on layout and flow.
- However, having a look and feel close to the final product can help.