

USER INTERFACE DESIGN PATTERNS

One way to think of UI design patterns is as puzzle pieces that make it easy to build the entire design without needing to create those puzzle pieces from scratch.

Given that a user interface is made up of multiple visual elements, whether they are called buttons, text fields, images or tabs, one of the proposals of design patterns is also how to organize these elements in a way that makes sense for the user experience. user and that obviously at the same time the task for which this path of instructions is being offered can be achieved.

But where do design patterns come from and what are they for?

Well, if we already know what they are, it is important to understand why and why they are used, and that is what we will explain in this summary.

Where do they come from?

Well, design patterns come from common usability problems that were found through various studies on interfaces, such as a form. So for this type of common problems that were found when testing usability with users, components are designed to address the common errors that were previously found, in order to solve these usability problems.

What are they for?

Although we already sense that they are to solve usability problems, they are also used to make it easier for designers to use these patterns as a reference when designing their application and in this way prevent future usability errors that users may encounter.