

Emiliano López Maldonado: Emiliano's journal.

UI Design Patterns

Throughout software development and over the years, programmers have faced design problems, recurring situations, similar ones, for which they have come up with solutions, at the time innovative. On many occasions, the same problem becomes so frequent, so common, that the response or solution equals it, in terms of repetition. We call these solutions UI Design Patterns. To exemplify the term, I will use, once again, my project, specifically, a task: representing expenses on credit cards in such a way that it is easy for the user to digest the information. Our finance application is nothing new. Despite having identified certain areas of opportunity in the topic of credit card management applications, like many others, it remains part of a sphere, a set of applications, intended for money management. That is why, for the representation of expenses, there is already, so to speak, a solution or kind of consensus: the pie chart, which seems not only to be the most common, but also the most useful. This chart was, at one time, the solution to the same conflict that we had during the design of our interface.

References

Interaction Design Foundation - IxDF. (2016, May 25). What are User Interface (UI) Design Patterns?. Interaction Design Foundation - IxDF. <https://www.interaction-design.org/literature/topics/ui-design-patterns>