Lesson 8a

UI Kit Design (Part 1)

C218 UI/UX Design for Apps

Recap

- Creating basic interactions and scrolling behaviours.
- Applying auto-layout to wireframes.
- Adding triggers and animations to frames and elements.
- Implementing variables and conditionals to create dynamic prototypes.
- Designing a high-fidelity wireframe and prototype for a mobile app with micro-interactions.

Learning Objectives

- Understand the importance and function of UI kits for design efficiency.
- Explore and utilise existing UI kits for wireframe design.
- Apply the atomic design system methodology in creating UI elements.

UI Kits

What is a UI Kit?

A UI kit is a collection of visual elements and components (e.g., buttons, icons, typography) that can be reused across different parts of a user interface.

Purpose of UI Kits:

- Provide designers with a standardised set of design elements to ensure consistency across different screens and pages of an app or website.

Benefits of Using UI Kits

- **Consistency**
  - Ensures that the design across all pages of an app or site is uniform, which leads to a more intuitive user experience.
  - Adheres to design guidelines, especially in large-scale projects or cross-platform designs.
- **Efficiency**
  - Designers don’t need to create UI elements from scratch, which speeds up the design process.
  - With a library of reusable components, design teams can focus on higher-level design tasks, such as user flow and experience, rather than on small details.
- **Collaboration**
  - UI kits help design teams work collaboratively with developers by providing a consistent reference for design elements, which makes implementation smoother.

Popular UI Kits

iOS UI Kit

- Designed for Apple's iOS apps, this kit follows Apple's Human Interface Guidelines.
- It provides components like tab bars, navigation bars, and controls that are native to iOS platforms, ensuring a seamless user experience for iPhone and iPad users.

Material Design UI Kit

- Created by Google, this kit follows Google's Material Design guidelines and is widely used in Android apps.
- It includes predefined components such as buttons, cards, typography, and navigation bars.

Figma UI Kit

- Figma offers its own comprehensive UI kit, designed to work natively with its platform.
- It includes a wide range of pre-built components (buttons, forms, icons, and grids) that are customisable and optimised for quick prototyping.

iOS UI Kit

Apple’s UI kit for Figma helps you quickly and easily create highly accurate iPhone and iPad wireframes and user flows. The kit contains components for all common controls and views, design templates, text styles, colour styles, materials, and layout guides.

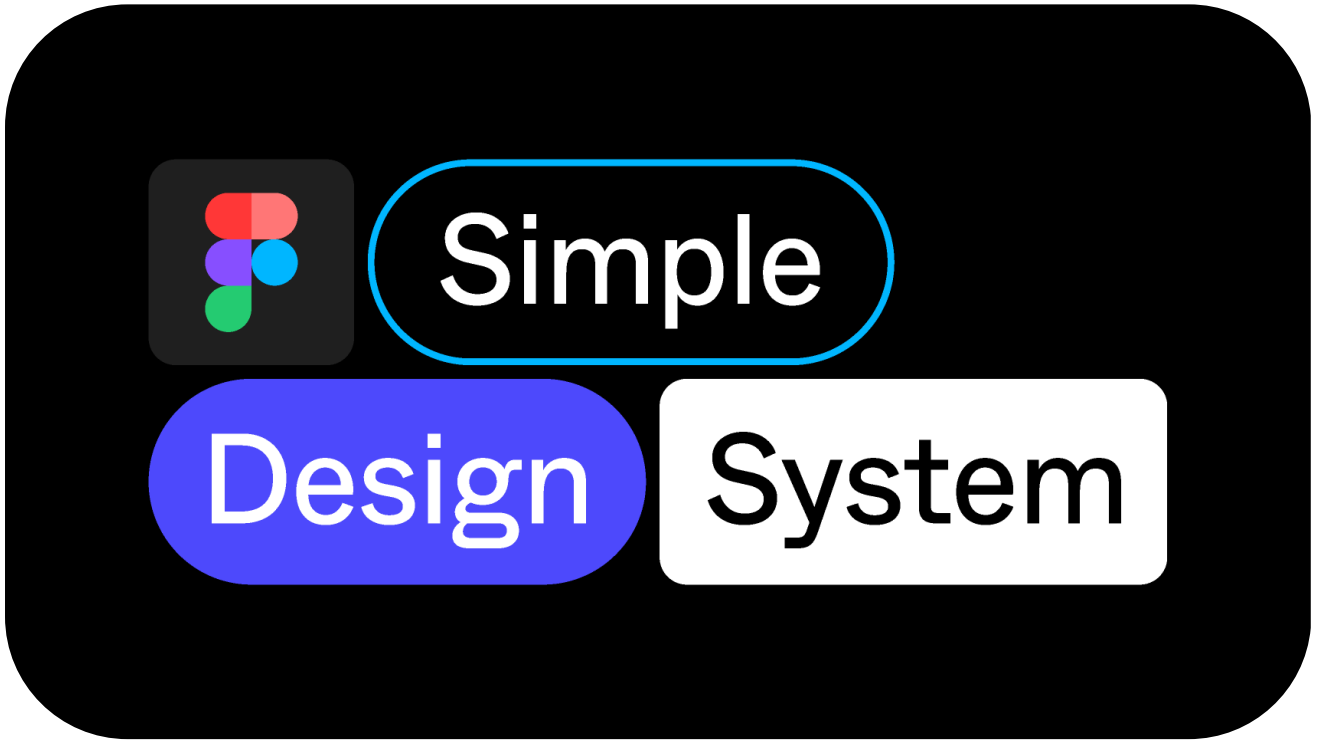
View UI Kit

Material Design UI Kit

Meet Material Design 3, Google's most personal design system yet. The Material 3 Design Kit provides a comprehensive introduction to the design system, with styles and components to help you get started.

View UI Kit

Simple Design System UI Kit



Simple Design System is a UI kit built by Figma to help you get started faster using pre-built examples and components. This library includes a full range of resources to enable core design use cases such as designing for web, mobile, and more.

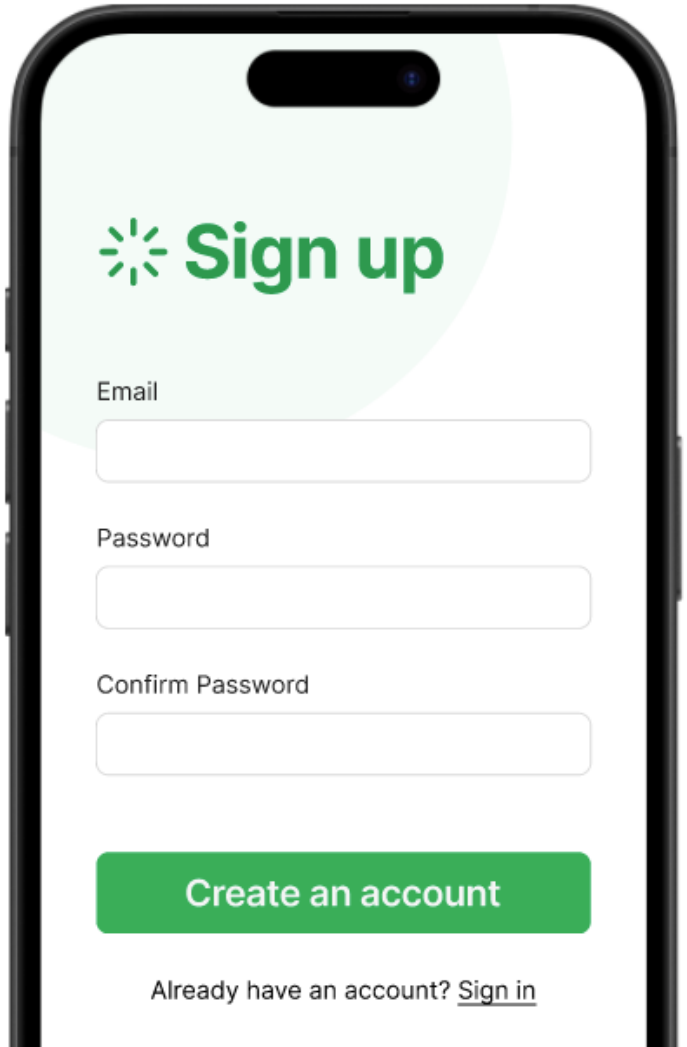
View UI Kit

Activity 1

Activity 1 – Exploring UI Kits

30 min

Using the Simple Design System UI kit, **design this contact form**:



Requirements:

- Title label with icon
- 3 text fields with labels
- 1 button
- Text label

How to use a premade UI kit:

1. Create new > Design file
2. Assets > Simple Design System > Add library
3. You can now use all the assets in the UI kit

UI Kit Components

UI Kit Components

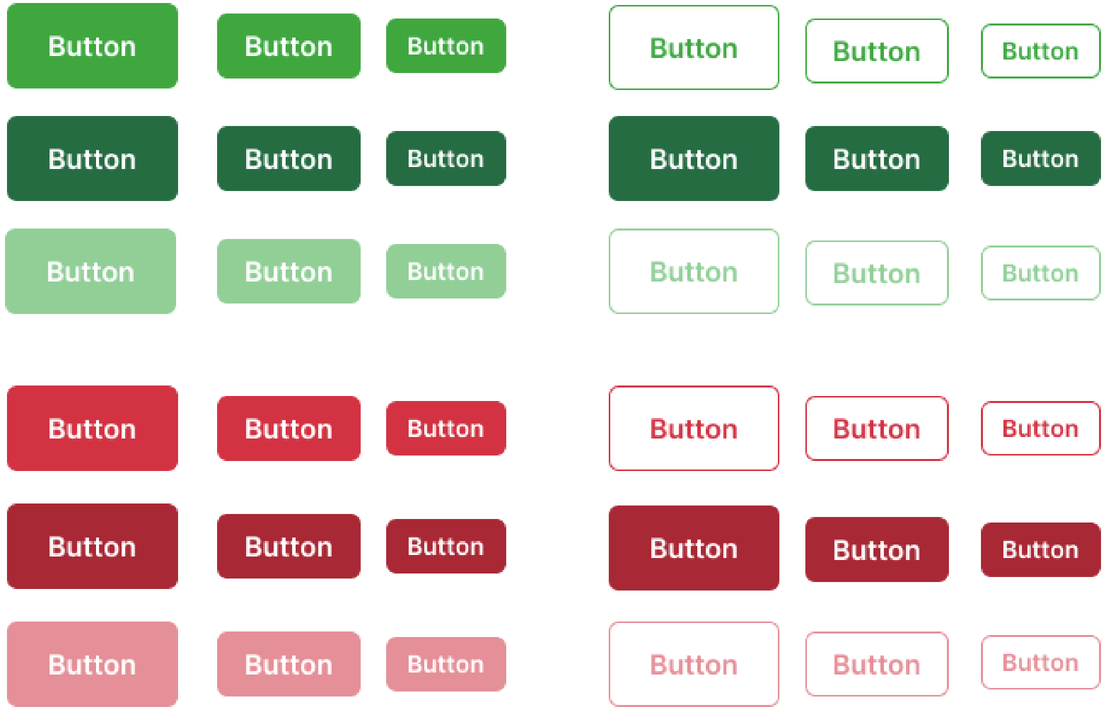
Here are the key components typically included in a UI kit:

1. Basic UI Elements
2. Forms and Data Elements
3. Layout Components
4. Media and Assets
5. Interactive Elements

UI Kit Components

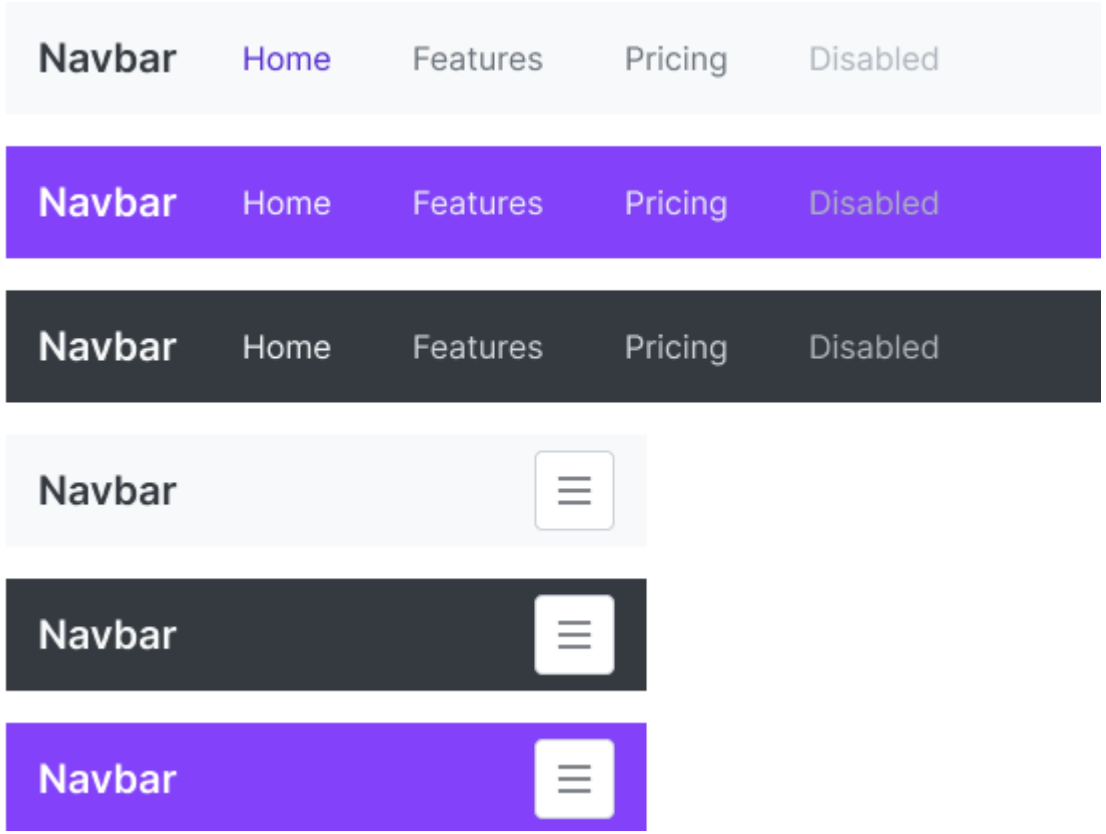
1. **Basic UI Elements**
   - Typography: Predefined styles for headings, body text, subtitles, captions, etc.
   - Colours: A colour palette, including primary, secondary, and other variations.
   - Buttons: Primary, secondary, disabled, icon buttons, and more.
   - Icons: A set of commonly used icons (e.g., search, menu, share, settings).

UI Kit Components



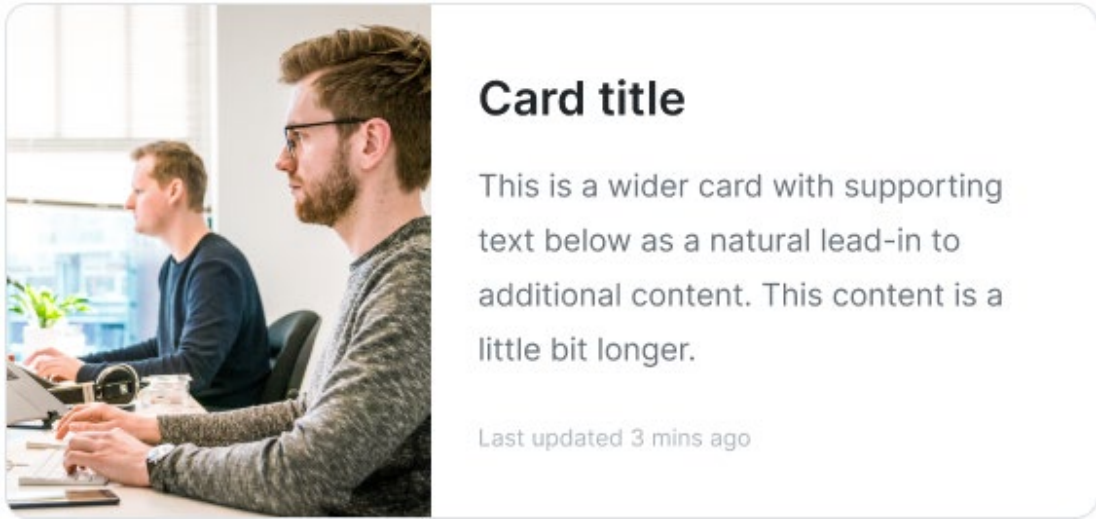
2. **Forms and Data Elements**
   - Form Fields: Input boxes, date pickers, dropdown lists, checkboxes, radio buttons, etc.
   - Validation Messages: Error states, success states, and helper text.
   - Tables and Lists: Styled tables and list formats for displaying data.

UI Kit Components



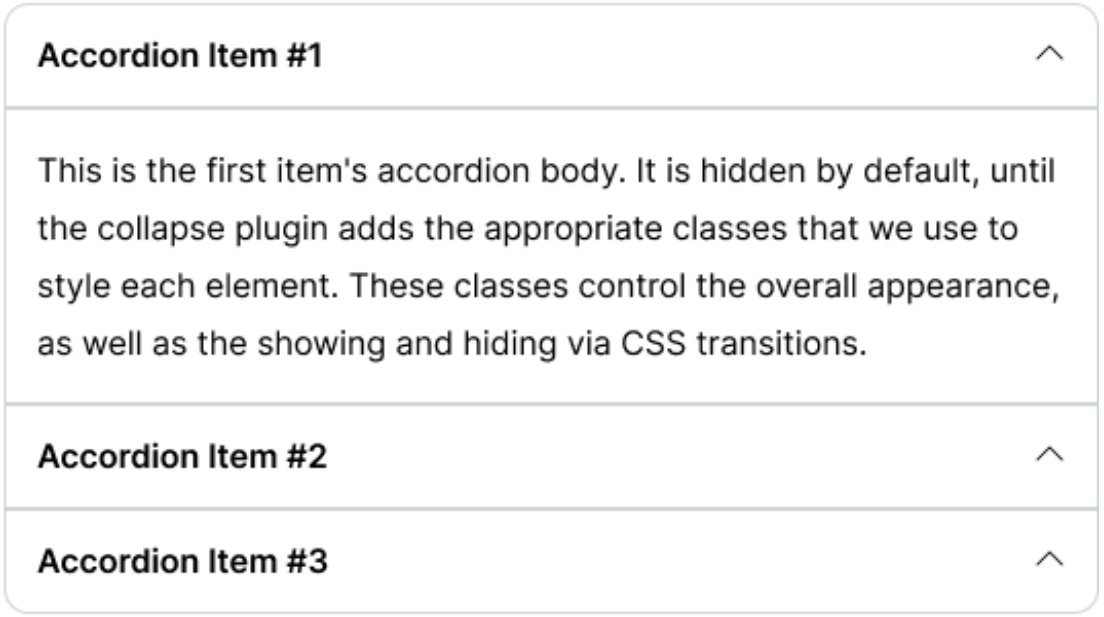
3. **Layout Components**
   - Grids and Spacing: Column-based grid systems and spacing guidelines for alignment and layout.
   - Containers: Cards, modals, panels, and sections for grouping content.
   - Navigation: Menus, navigation bars, breadcrumbs, and tabs.

UI Kit Components



4. **Media and Assets**
   - Images and Placeholders: Default placeholders for images, videos, or content blocks.
   - Illustrations: Pre-designed graphics or decorative elements.
   - Avatars: Profile icons or placeholders for user representation.

UI Kit Components

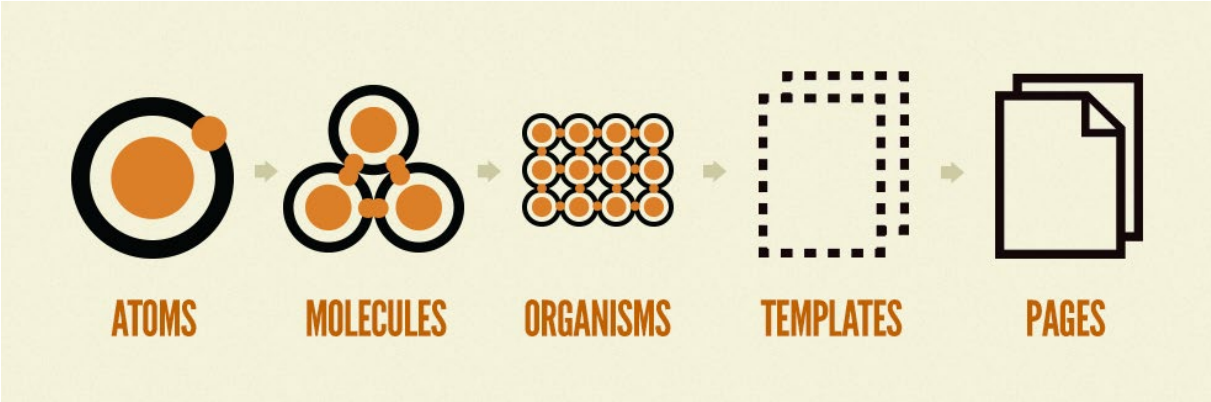


5. **Interactive Elements**
   - Hover States: Visual changes when a user hovers over a button or link.
   - Animations and Transitions: Simple animations, such as fading, sliding, or scaling, for transitions between UI states.
   - Micro-interactions: Design elements like loading spinners or success checkmarks.

The Atomic Design System

The Atomic Design System

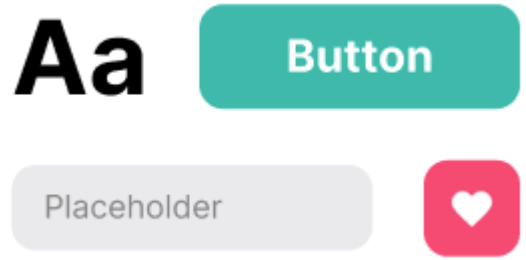
The **Atomic Design System** is a methodology for creating design systems by breaking down interfaces into smaller, reusable components.



- This approach is inspired by the concept of chemical atoms combining to form molecules, organisms, and eventually complete systems.
- It provides a structured way to build scalable, consistent, and modular designs.

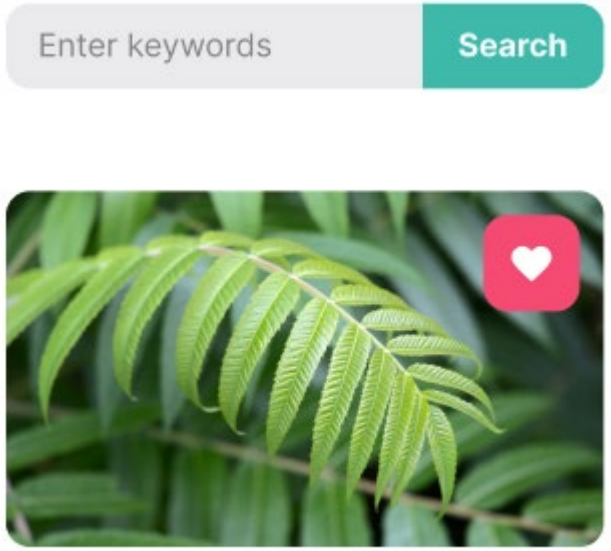
5 Levels of the Atomic Design System

1. **Atoms:**
   - **Definition**: The most basic building blocks of a design.
   - **Examples**:
     - Buttons
     - Text fields
     - Labels
     - Icons
     - Colours
     - Fonts
   - **Purpose**: Atoms are not typically functional on their own but form the foundation for building more complex components.



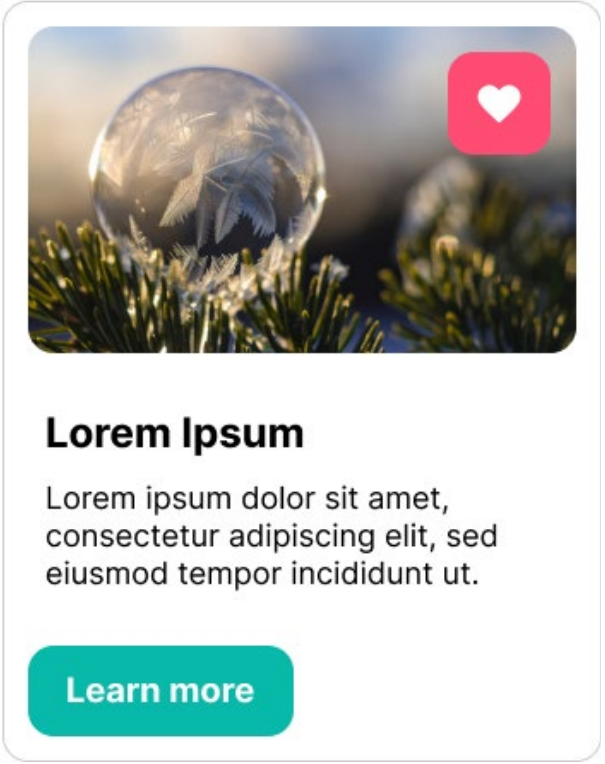
5 Levels of the Atomic Design System

2. **Molecules:**
   - **Definition**: Groups of atoms bonded together to create functional UI components.
   - **Examples**:
     - A search bar (text field, button)
     - An image with a favourite icon
   - **Purpose**: Molecules combine atoms into reusable components that have specific purposes.



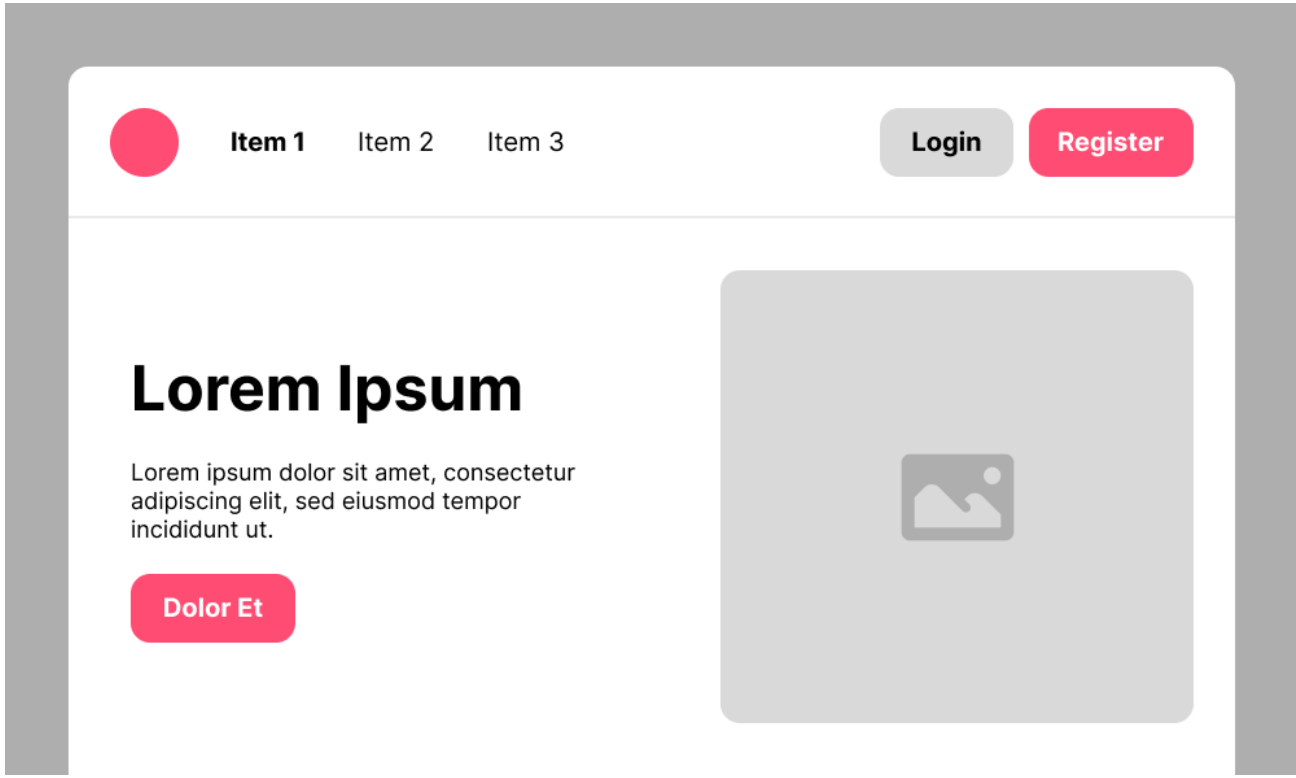
5 Levels of the Atomic Design System

3. **Organisms:**
   - **Definition**: Groups of molecules working together to form more complex, reusable sections of the interface.
   - **Examples**:
     - A navigation bar (logo, menu items, search bar)
     - A card (image, icon, title, description, button)
   - **Purpose**: Organisms create meaningful chunks of an interface that can be reused across the design.



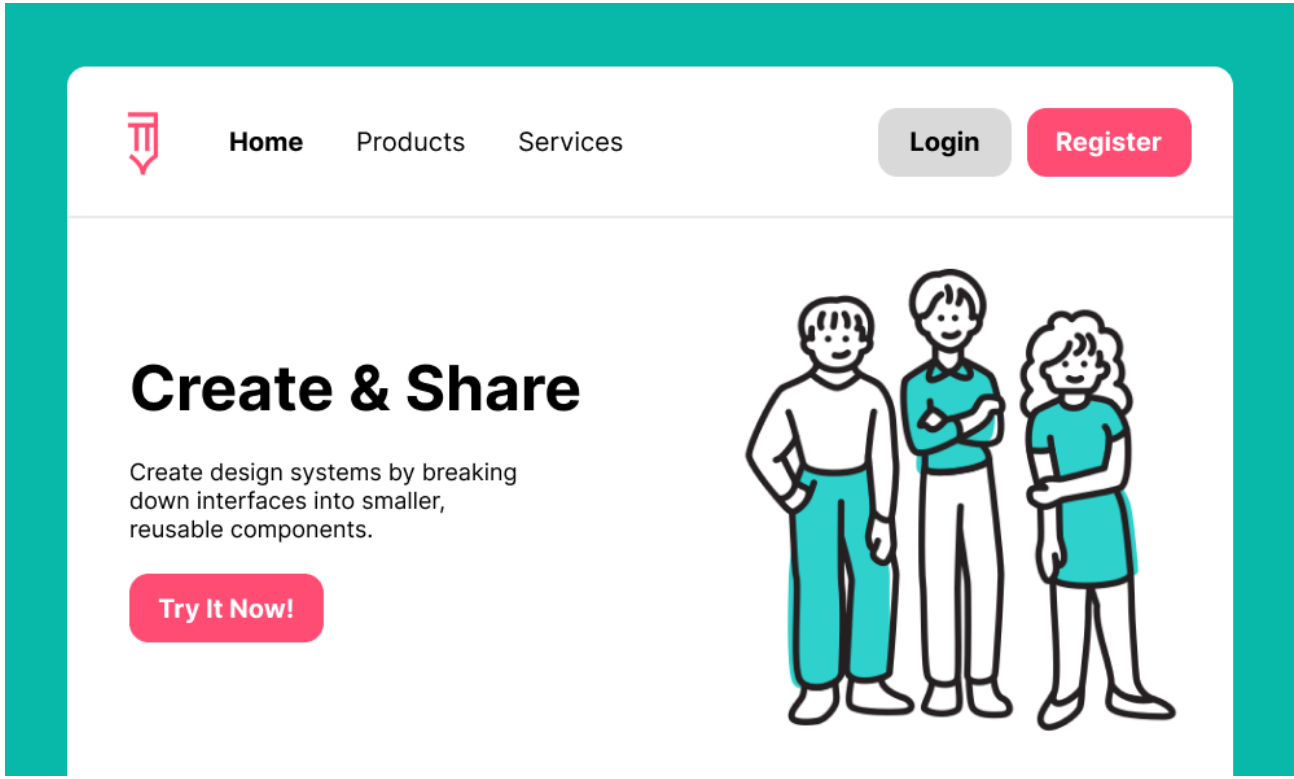
5 Levels of the Atomic Design System

4. **Templates:**
   - **Definition**: Page-level structures that arrange organisms into layouts while maintaining consistency.
   - **Examples**:
     - A homepage layout (header, navigation, banner)
     - An e-commerce product page layout
   - **Purpose**: Templates define the structure of the interface without specifying real content, ensuring a consistent layout across pages.



5 Levels of the Atomic Design System

5. **Pages:**
   - **Definition**: Templates populated with real content to represent the final design.
   - **Examples**:
     - A homepage with actual text, images, and data
     - A checkout page with real product details and prices
   - **Purpose**: Pages showcase how the design system functions in a real-world scenario and can be tested with users.



The Atomic Design System

Demonstration

CA3 Mini-Project

CA3 Mini-Project

Design a high-fidelity wireframe for a mobile shopping app, StyleShop, using your own custom UI kit.

Requirements:

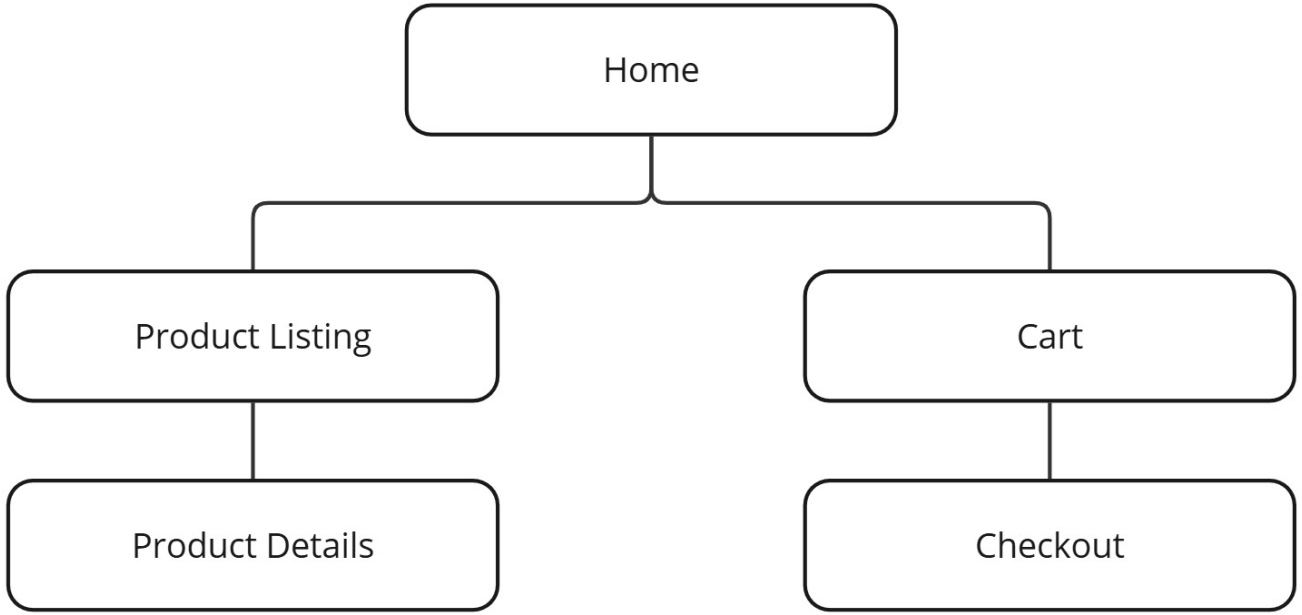
- **Custom UI Kit:** Develop and apply a personalised UI kit, including typography, colour schemes, buttons, icons, and other essential components.
- **App Pages**: Design 5 key screens - Home, Product Listing, Product Details, Cart, and Checkout.
- **Interactivity**: Include interactive elements and micro-interactions.

CA3 Mini-Project

App name: StyleShop

Product goal: To provide a user-friendly shopping platform offering a diverse selection of fashion and lifestyle products, including clothing, accessories, and more, tailored to meet the needs of modern shoppers.

Sitemap:



Activity 2

Activity 2

1. **Create a Behance Moodboard**: Compile a collection of inspiration for your shopping app, including design styles, colour schemes, typography, and layout ideas.
2. **Design Basic UI Elements**: Design the basic elements of your UI kit in Figma. Refer to **page 15** for guidelines.
    a. Create your typography, colour palette, buttons and icons.
    b. Use sections to organise your UI kit.
    c. Smallest font size should be 14 or 16 pixels.
    d. All spacings should be in multiples of 4 pixels.
    e. Add your moodboard link into your Figma file.

References:

- Font size guidelines
- The 4-point grid system