**Material Design 3 Framework for the EventFinder app**

Material Design is a design style guide developed and originally released by Google in 2014. The current version, Material Design 3, has just been released in October 2021. Material Design has several advantages regarding design and implementation that convinced us to use the style guide for our project.

**Design**

Google Material Design is based on the user interface design style “Flat Design” that uses two-dimensional card-based elements and is the opposite of the design style “Skeuomorphism” which gives an illusion of three dimensions. This design style is used mainly on apps with Android OS. [1] [2] One of the advantages we see is that it supports a very intuitive way for users to understand and interact with the interface. Furthermore, it comes already with a huge list of components and UI elements that are user tested and ready to use. [2] As our preferred app building design tool Figma allows us to use several plug-ins like “Material Design Icons” and “Material Theme Builder” we are making sure we are following the design standard without exceptions. By choosing the Material Theme builder plug-in components are already containing text which is following the minimum font size for an ergonomic GUI and color schemes that are assuring readability and accessibility by following the requirements of the WCAG 2.0 standards.[3] We used mainly Material Design 3 whereas Material Design was used as a fallback option in the case that some of the required components have not been updated to Material Design 3.

**Implementation**

For the front-end web development, we have decided to use Angular Material. For this material design framework comes in handy as well as it provides tokens and featured components assuring a seaming-less implementation and an easy transformation from design to code.

1. **Google B. (n. d.). *Material Design 3*. Material Design. Accessed 15. December 2021, on** [**https://m3.material.io**](https://m3.material.io/)
2. **Google C. (n. d.). *Text legibility*. Material Design. Accessed 15. December 2021, on** [**https://material.io/design/color/text-legibility.html#text-backgrounds**](https://material.io/design/color/text-legibility.html)
3. **Interaction Design Foundation. (n. d.). *Flat Design*. Accessed 15. December 2021, on** [**https://www.interaction-design.org/literature/topics/flat-design**](https://www.interaction-design.org/literature/topics/flat-design)