MODULE TWO - CSS & INTERFACE DESIGN FOUNDATIONS

DESIGN, UX & ACCESSIBILITY
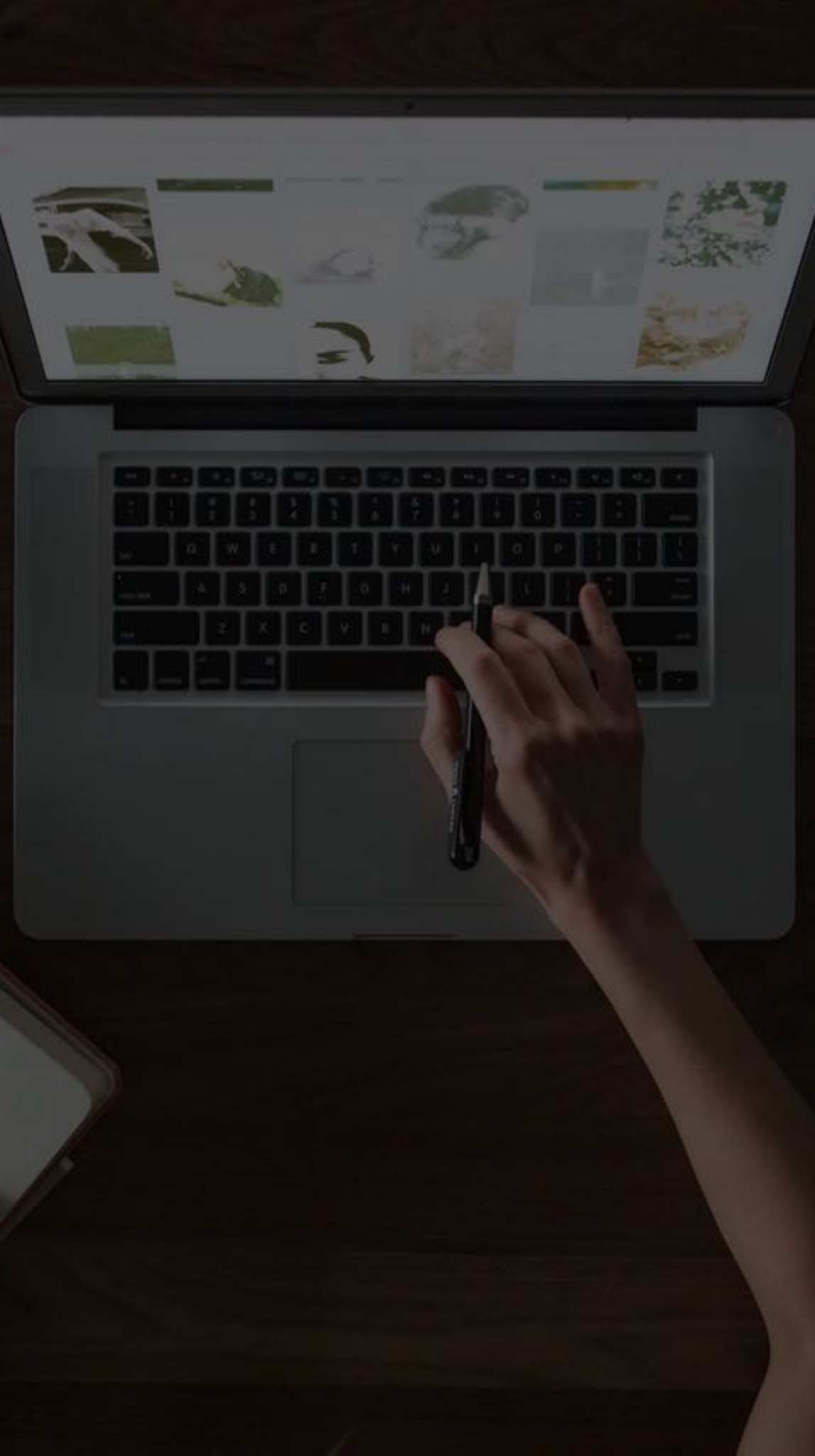
TODAY'S SCHEDULE

1. Cool Things

2. Lab One & Concept Review

3. What is a User Interface (UI)?

4. How To Create Effective Interfaces - Design, UX & Accessibility

OBJECTIVES

- review lab one and concepts covered in Module One

- explore and understand the components of effective interface design including visual design principles, UX & accessibility

- apply this understanding in order to determine whether an interface is effectively designed

PART ONE – COOL THINGS!

COOL THINGS…

▶ https://pattle.github.io/simpsons-in-css/

▶ https://www.cleancss.com/css-beautify/

▶ https://codepen.io/donovanh/pen/pJzwEw

▶ https://google.github.io/styleguide/htmlcssguide.html

▶ https://modernweb.com/writing-better-css/

PART TWO – LAB ONE & CONCEPT REVIEW

LAB ONE

- awesome job overall!

- we learned that there are a variety of ways to select HTML elements & a variety of selectors to use

- some selectors are more specific and more precise than others, which may affect which style is applied if there are multiple style rules targeting the same element

LAB ONE

- be careful with combinators and chaining - remember that our applications are often dynamic and the HTML structure may change

- formatting matters!

- remember to work independently & submit your own individual and unique work!

PART THREE– WHAT IS A USER INTERFACE?

WHAT IS A USER INTERFACE ?

What Is A User Interface?

" simply put, the user interface is anything a user may interact with to use a digital product or service. This includes everything from screens and touchscreens, keyboards, sounds and even lights"

https://www.usertesting.com/blog/ui-vs-ux/

"UI designers work not just on computer interfaces, but mobile phones, augmented and virtual reality and even invisible or screen less interacts (zero ui) like voice, gesture and light websites, mobile apps, wearable technology and smart home devices"

https://www.usertesting.com/blog/ui-vs-ux/

WHAT IS DESIGN?

HTTPS://WWW.MERRIAM−WEBSTER.COM/DICTIONARY/DESIGN

IT'S NOT JUST HOW IT LOOKS, IT'S ALSO ABOUT THE USER EXPERIENCE

LET'S TAKE A LOOK
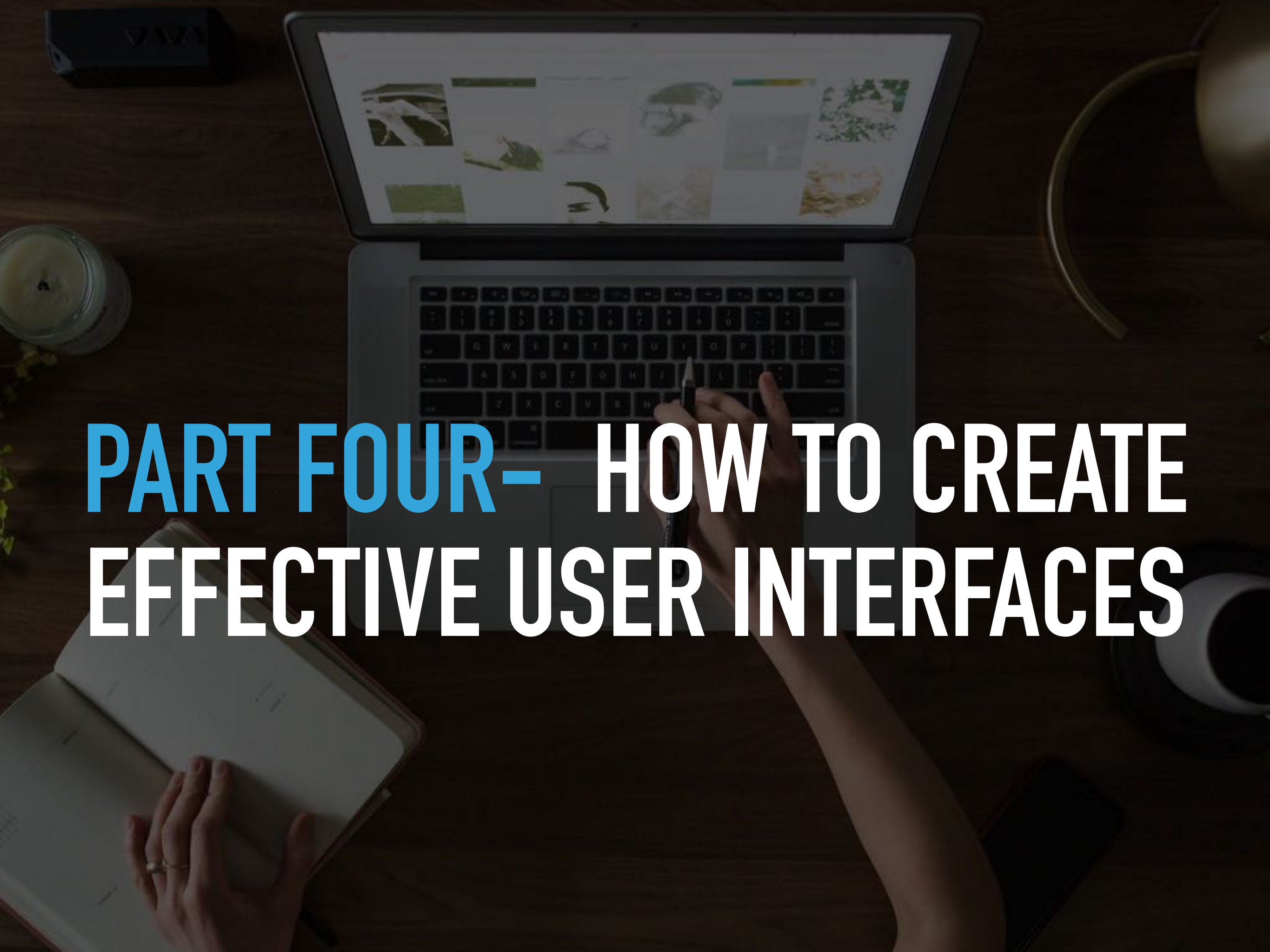
GROUP A: HTTPS://WWW.AIRBNB.CA/

GROUP B: HTTPS://WWW.SONNET.CA/

What Makes An Interface Design Effective?

WHEN DESIGNING USER INTERFACES, WE NEED TO CONSIDER :

▸ design principles

▸ user experience

▸ accessibility

PART FOUR– HOW TO CREATE EFFECTIVE USER INTERFACES

"user interface design is both an art and a science"

https://usabilitypost.com/2008/08/14/using-light-color-and-contrast-effectively-in-ui-design/

"artistic talent comes in handy when coming up with an attractive style and atheistic, but at the core of UI design lies logic and method"

https://usabilitypost.com/2008/08/14/using-light-color-and-contrast-effectively-in-ui-design/

PRINCIPLES OF DESIGN

HTTPS://BUREAU-VA.COM/

[HTTP://WWW.BARRIEJAZZBLUESFEST.COM/](http://www.barriejazzbluesfest.com/)

DESIGN PRINCIPLES

▶ Contrast

▶ Balance

▶ Emphasis

▶ Proportion

▶ White Space

▶ Hierarchy

▶ Repetition

▶ Rhythm

▶ Unity

▶ Variety

▶ Pattern

▶ Movement

https://www.toptal.com/designers/ui/principles-of-design

OTHER DESIGN CONSIDERATIONS

▶ colour (https://www.nickkolenda.com/color-psychology/#color-meanings-tabletypography)

▶ layout (https://colibriwp.com/blog/website-layout-design-ideas/typography)

▶ typography (https://www.crazyegg.com/blog/psychology-of-fonts-infographic/)

GOOD DESIGN IS THE DIFFERENCE BETWEEN THIS:

https://pitch.com/

& THIS

https://www.lingscars.com/

DESIGN SCAVENGER HUNT:

FIND AN EXAMPLE OF GOOD WEB DESIGN & BAD WEB DESIGN

UX PRINCIPLES

HTTPS://USERINYERFACE.COM/

CREATING A GOOD USER EXPERIENCE (UX)

▸ Understand Your Users : what do they want to do with your application? How do users use your application?

▸ Simplicity - keep it simple & don't make users think

▸ Familiarity - don't reinvent the wheel, use established design patterns

CREATING A GOOD USER EXPERIENCE (UX)

▶ Consistency - stay consistent in your designs/ functionality

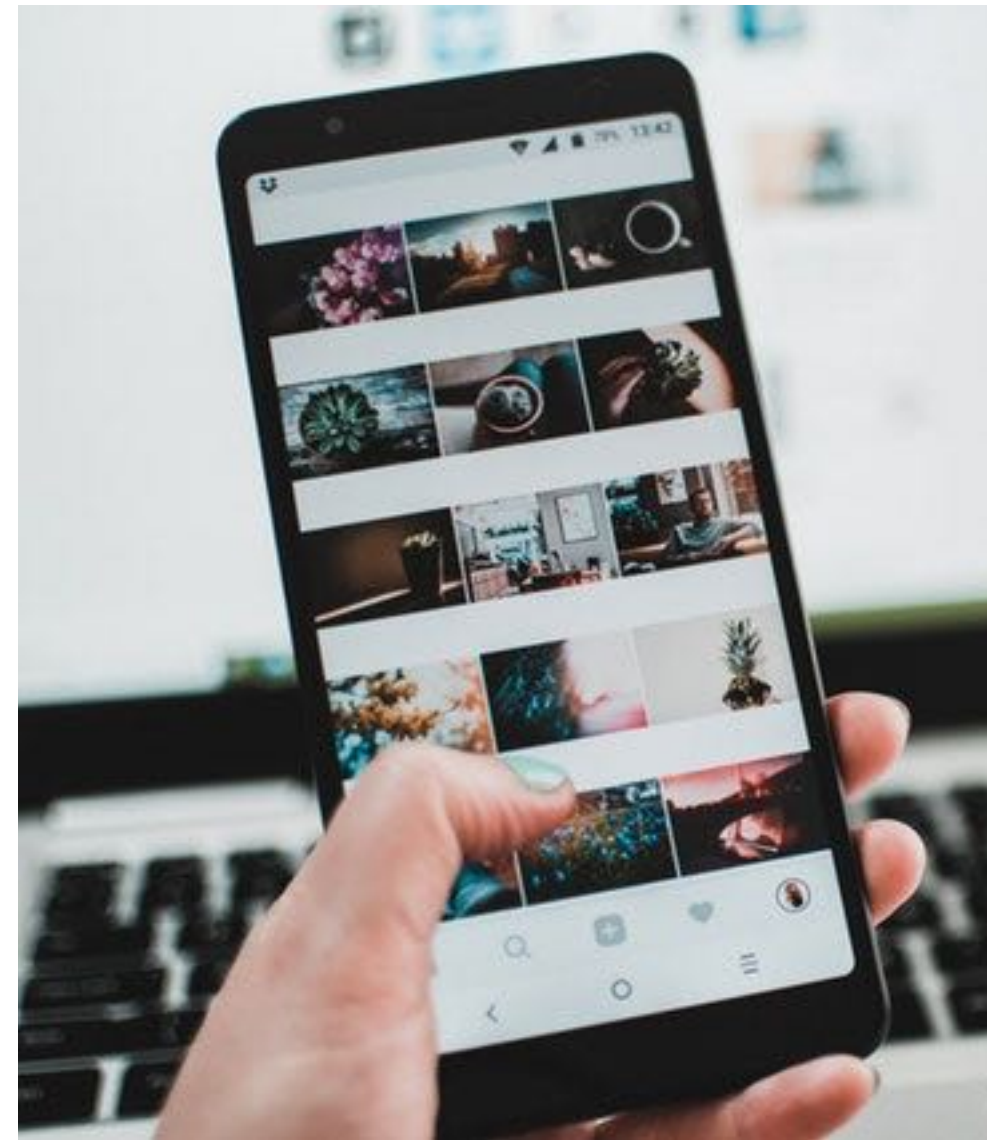▶ Good information architecture - organize your information/ content in a way that makes sense
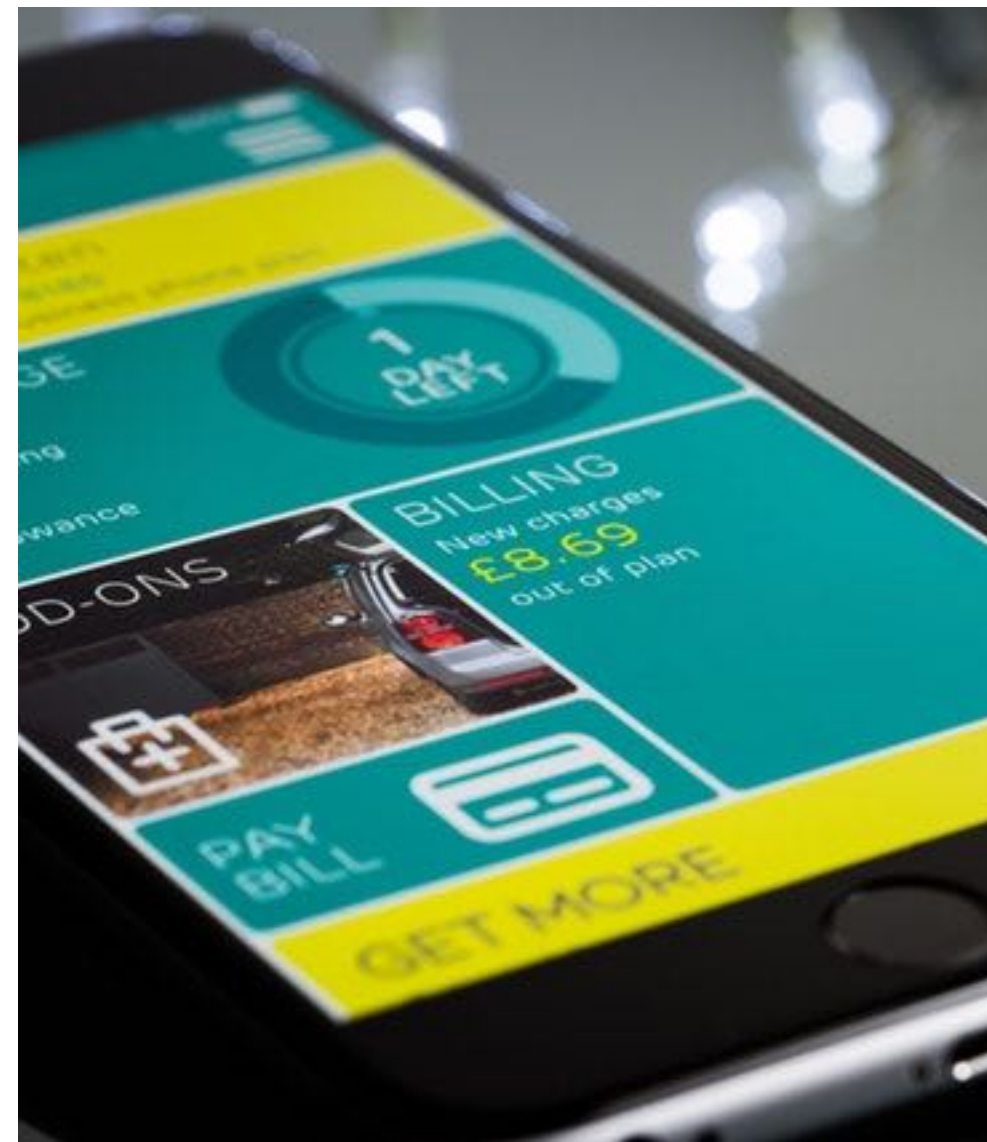
ACCESSIBILITY

▸ important to ensure all users can effectively use your interface

▸ https://www.youtube.com/watch?v=hufMi9LZX2I

ACCESSIBILITY

▸ https://www.w3.org/WAI/standards-guidelines/wcag/

▸ https://www.ontario.ca/page/how-make-websites-accessible

ACCESSIBILITY

▶ https://www.w3.org/WAI/fundamentals/accessibility-intro/

▶ https://www.w3.org/WAI/fundamentals/accessibility-principles/

ACCESSIBILITY

▸ https://www.youtube.com/watch?v=LBmLspdAtxM&t=79s
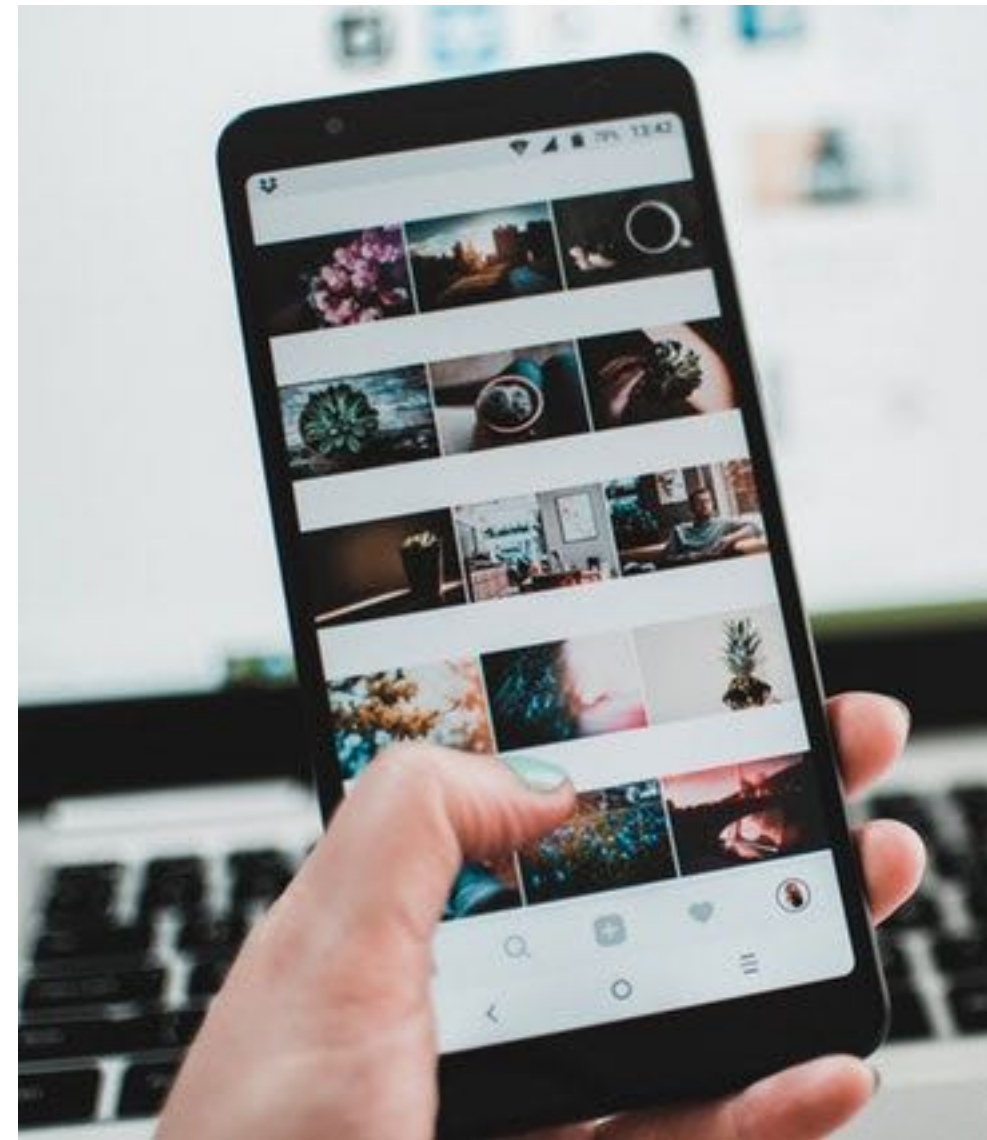
▸ Google Lighthouse audit (Chrome)

RATE THIS INTERFACE:

HTTPS://WWW.VIRGIN.COM/

(VISUAL DESIGN, USABILITY, ACCESSIBILITY)

LEARNING ACTIVITIES

For next week, please complete the following:

▸ Module One Project - due TONIGHT at 11:59pm

▸ Please read: https://developer.mozilla.org/en-US/docs/Learn/CSS/Building_blocks/Debugging_CSS

▸ Please read: https://developer.mozilla.org/en-US/docs/Learn/CSS/Building_blocks/Backgrounds_and_borders

LEARNING ACTIVITIES

For next week, please complete the following:

▸ Please read: https://developer.mozilla.org/en-US/docs/Learn/CSS/Building_blocks/Images_media_form_elements (Images & Media Only)

▸ Review your assignment for Module One - what would you change to make the interface design more effective (min two things)

NEXT WEEK

QUIZ TWO (IN CLASS)

IMAGES, BACKGROUNDS & MEDIA