

UIDesignPatterns

While reading through the design patterns from the reference of this document, the main one that stood out to me was progressive disclosure.

Progressive disclosure is defined by the interaction design foundation as

- Show users only features relevant for the task at hand, one per screen. If you break input demands into sections, you'll reduce cognitive load (e.g., "Show More").

To me this is something that can and should be clearly implemented in the signup process we currently have in our project. Our project being a multi step sign-up process for users to vote in public voting, a lot of personal information is required for the process, as well as multiple types of personal information and different formats and input types. Mainly text fields with varying format, and interactive maps for their address.



Presupuesto Participativo
Ayuntamiento de Mérida 2021 - 2024

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DATOS PERSONALES

*Nombres

*Apellido Paterno

Apellido Materno

*Género

☐ Hombre

I think a clear way of improving this sign-up process and using the information collected by previous initial research is that our users are having problems both inputting long id words into the text field as well as being a little confused on where to find this information readily available in their wallet. To follow the design pattern and solve these problems, we can implement a progressive sign-up screen where users

are requested one single field per time, given instructions on where to find this information (e.g. their government ID card with pictures) as well as details on the format required (e.g. the phone number format, email format) as well as having them confirm/validate the information given each step. This would help declutter the sign-up process screens and give the user more focus points available for each task.

References:

[What are User Interface \(UI\) Design Patterns? — updated 2024 | IxDF \(interaction-design.org\)](#)