

# UIDesignPatterns

As mentioned in [1] UI design patterns are proven solutions to common problems.

A task in our prototype that could be improved with UI patterns is the task of going from one lesson to the next in the study plan.

In its current state it implements a “Steps left” pattern, in which the user can see their current lesson, as well as all the lessons left on the study plan. The way its implemented is through the metaphor of the “board squares” in which the user moves from one square to the other by finishing their lessons. This communicates to the user how many lessons are left to “graduate.” This moves us towards achieving our usability goals because one of the goals of the project is to allow its users to obtain financial education in a quick way, therefore for the user is important to see that there are not a lot of lessons they have to do in order to learn or, at least, to know how many are there left. This is combined with the “Gamification” pattern so that the user has fun while learning. This helps us on our usability goals from the “engaging” category, because we want the users to not feel like they’re either wasting their time on the app (let’s remember that its only 20m so the quality of the time matters) and also not to feel resistance to use it because the target users of the app are young people that is currently studying a career so they don’t want to have more stress over their shoulders.

This works fine, but it could be improved. This could be mixed with the “Progressive Disclosure” pattern so that the user doesn’t just see the lessons strewn over the screen but grouped based on their purpose. For example, we can have a whole section dedicated to the proper use of credit cards, and after it we could have another section dedicated to how to invest. On this way the user doesn’t only knows how many sections are left, but also knows whether the knowledge they gather from a group of lessons is enough to understand a certain topic. This will facilitate to the user to take informed decisions: if the user knows that there are only 5 lessons on how to use credit cards, and that’s the only thing they really want from the application, they can stop using the application after they’ve learned it, but, if they see that the next section will teach them how to invest in a clever way and they’re interested, they will keep the application but be able to apply the knowledge gathered from the previous sections. In this way, the application becomes more practical because as soon as the user gathers knowledge, it can test it in real life.

# References

- [1] “What are User Interface (UI) Design Patterns? — updated 2024 | IxDF.” Accessed: Apr. 28, 2024. [Online]. Available: <https://www.interaction-design.org/literature/topics/ui-design-patterns>