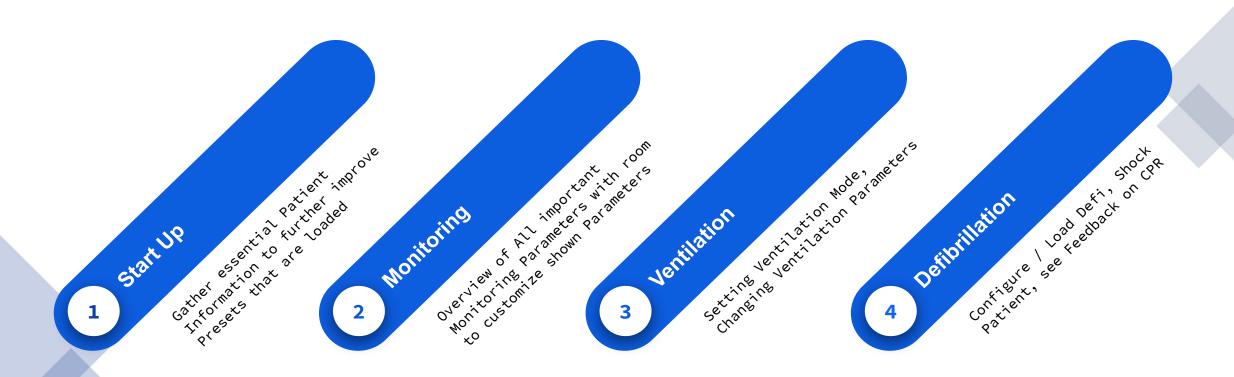


Usability Patterns

18.11.2021

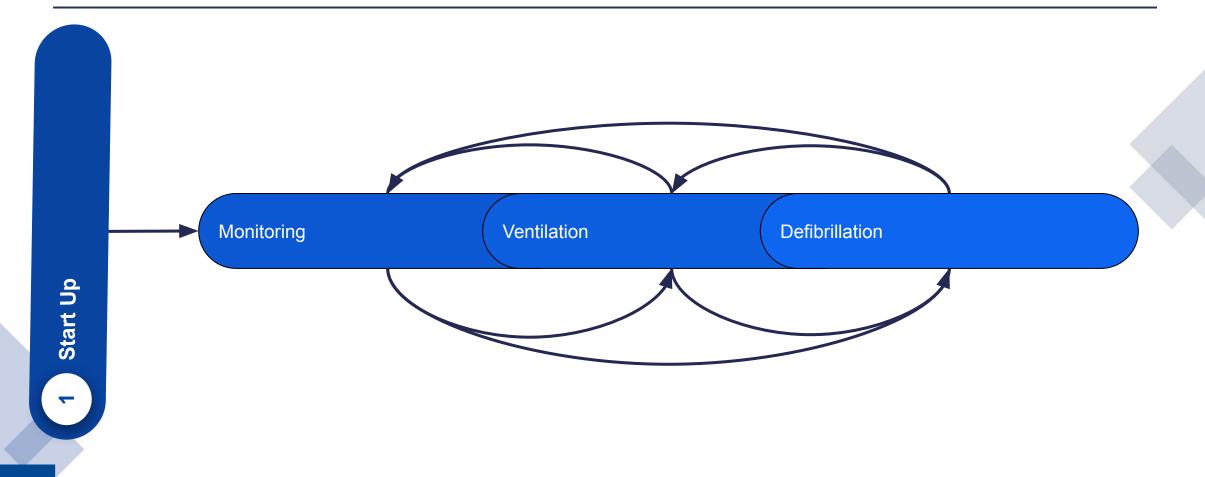
Navigation





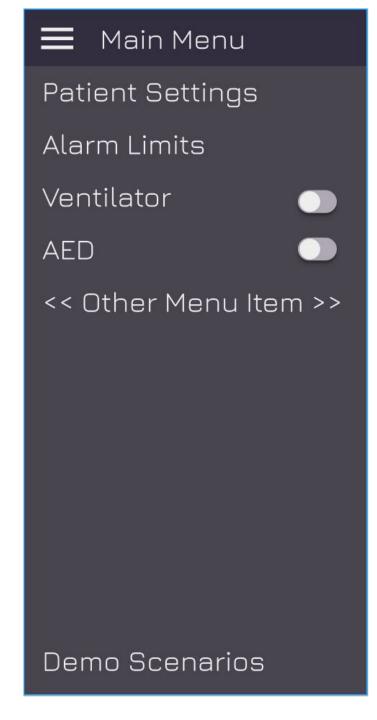


Navigation









UK

HAMBURG



Tabs

UKE

HAMBURG





Carousell







Consistency & Familiarity









Step Counter:

1





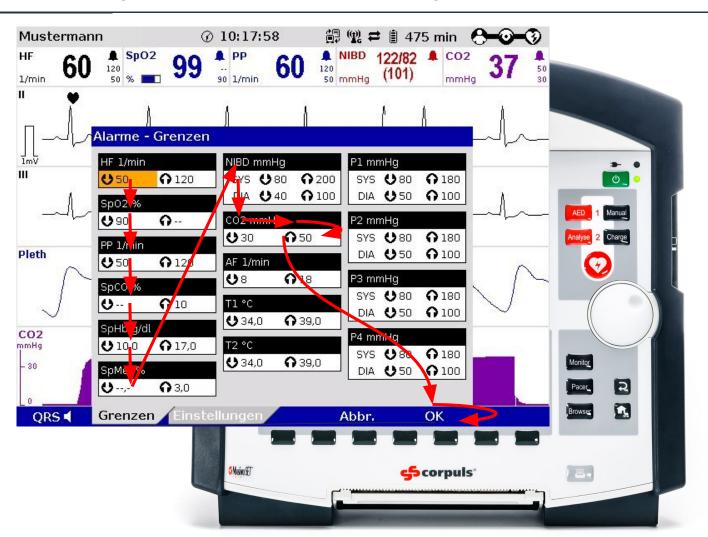


Step Counter:

5



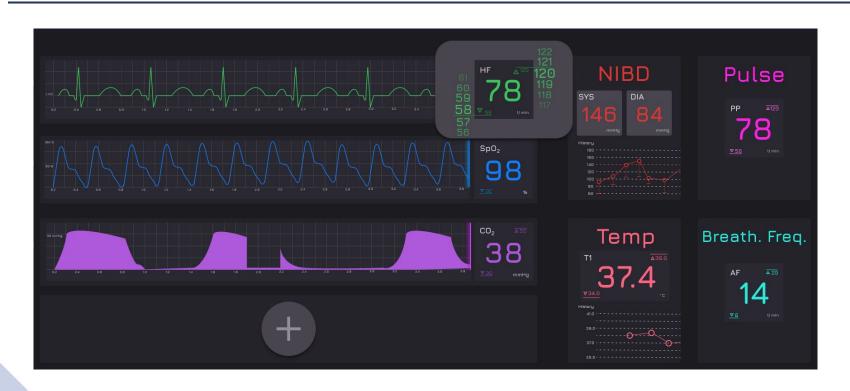




Step Counter:

20+





Step Counter:

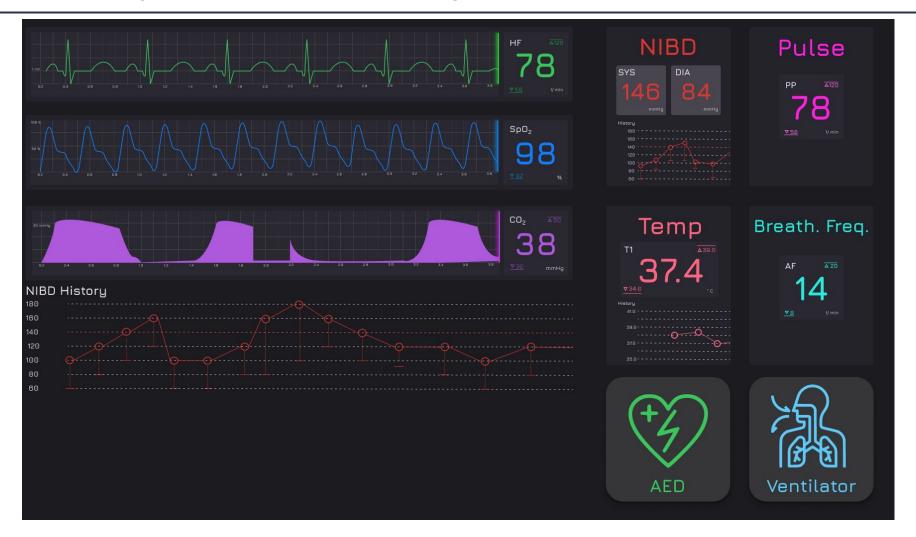
3





UKE

HAMBURG





Lessons Learned

| 01 | Feedback and early Evaluation is Key | 03 | There is no single Design Process there are just Tools & Techniques |
|----|--|----|--|
| 02 | Atomic / Modular design can save you a lot of Work | 04 | Evaluation & User Research is more about getting to know your Users than comparing Designs |

