

Components

Textfields

- Why?
- Lots of separate user data input.

Buttons

- Why?
- Registration page broken into several steps.

Icons

- Why?
- Required for app design and to reduce overall text.

Cards

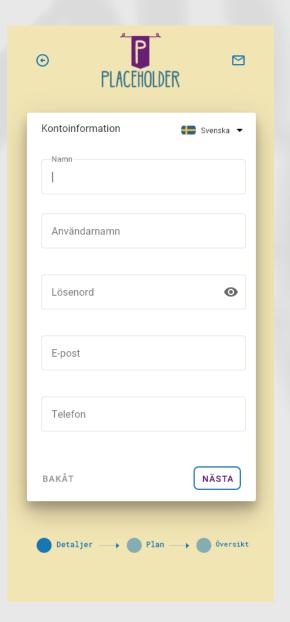
- Why?
- Draws user attention. Accompanies action next to it.

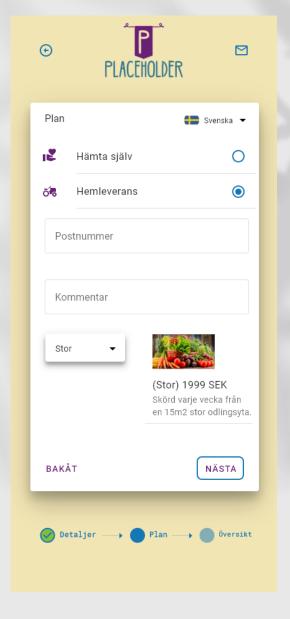
Menus

- Why?
- Suitable for limited space. Image included to draw attention.

Progress indicator

- Why?
- To not dissuade user from completing registration. Adds to feeling of accomplishment. Time and difficulty estimation.





Components

Dividers

- Why?
- Lots of information. Highlights separate input fields were used. Not enough space to use white-space instead.

Lists

- Why?
- Sorted by input. Information overview before submit. 2-line to avoid clutter and confusion.

Icons

- Why?
- Different colors to show allowed actions and change.

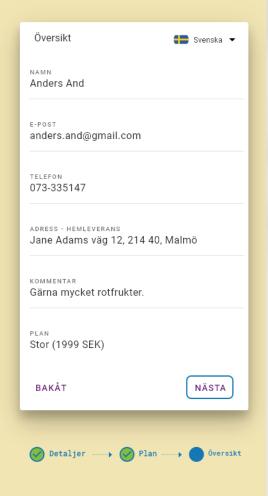
Menus

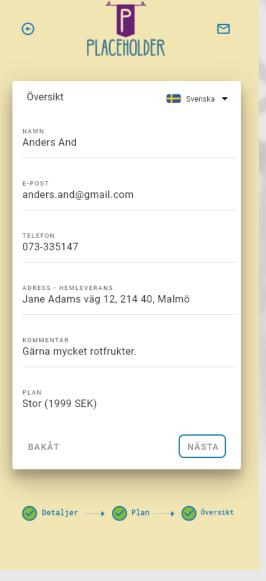
- Why?
- Suitable for limited space. Image included to draw attention.

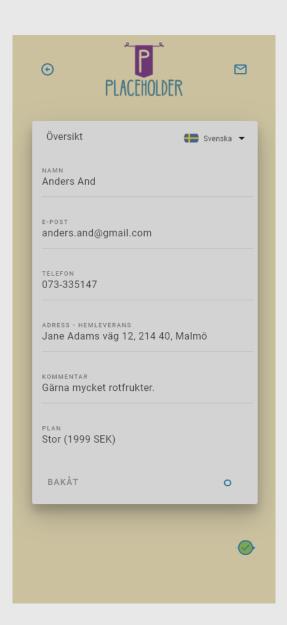
Progress indicator

- Why?
- To not dissuade user from completing registration. Adds to feeling of accomplishment. Time and difficulty estimation.













Use of design system

Bold, graphic, intentional

I added some graphics such as the animation from submitting the registration to the home page. I also added animation to the home page. I used this to add immersion. The animations reuse existing components to transform them into new buttons or simply move them around. I use shapes such as circles along with strong use of shadows to give a sense of hierarchy.

Motion provides meaning

By reusing components and adding motion I add to the feeling of continuity and coherent transitions. My elements transform not just for the sake of it. I give subtle feedback for buttons since there is no hover effect to apply, and my transitions are uniform and carefully tested.

Thank you for listening