

UI&UX DESIGN (LP-3)

UNIT 3

ELEMENTARY SKETCHING AND WIREFRAMING

Low-High Fidelity Design

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DIFFERENCE BETWEEN LOW AND HIGH FIDELITY

LOW FIDELITY

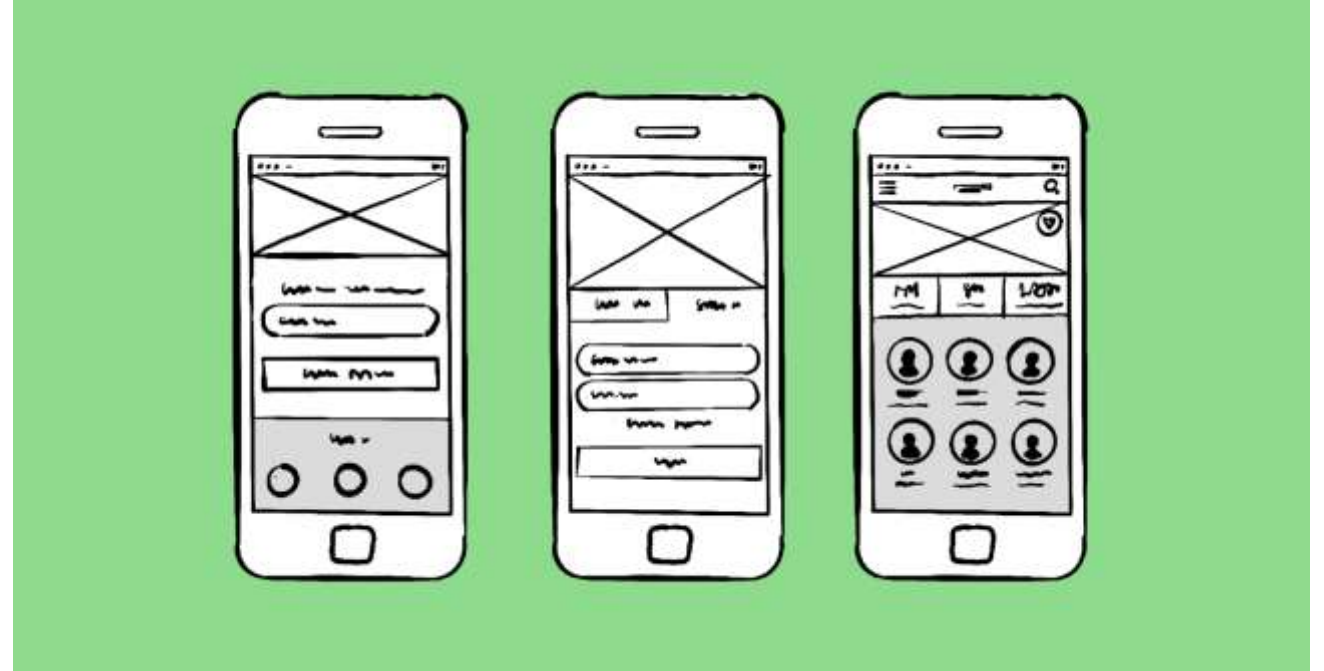
- Lower development cost.
- It is useful for identifying market requirements.
- It is also a good way to ask users about their vision of the product, certain block, or flow.

HIGH-FIDELITY

- More expensive to develop
- It is useful for Exploration and Test.
- It can be created as a high-quality interactive prototype or as a developed HTML/CSS pages.

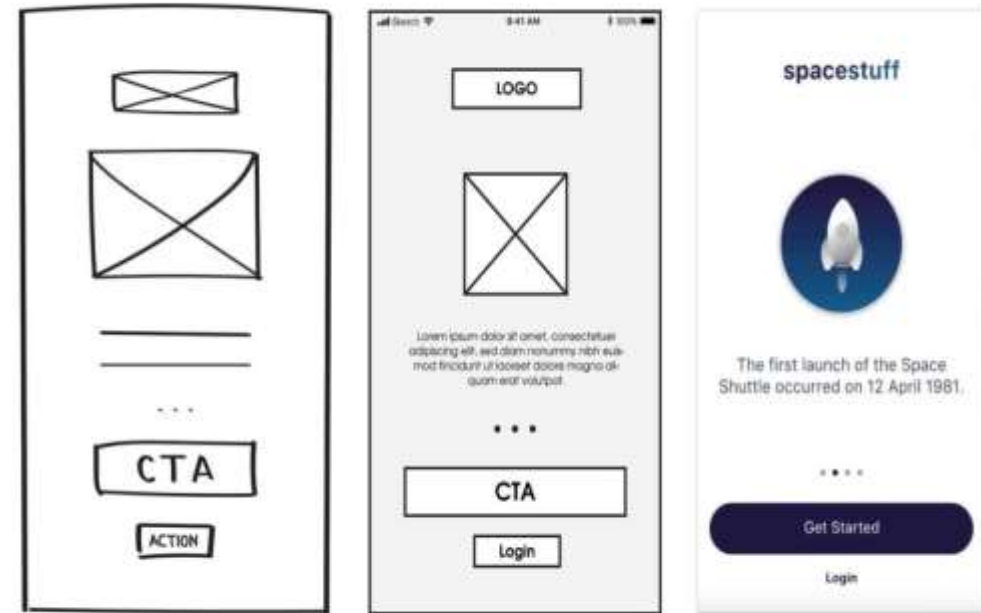
LOW-FIDELITY DESIGN

- Low fidelity (lo-fi) designs are the initial glance of a future product and help team members evaluate design ideas and concepts.



HIGH-FIDELITY DESIGN

- High fidelity (hi-fi) design closely matches the final result of a product's design. It work together to make high fidelity assets look and work as close to the final product as possible



INCLUSIVE DESIGN

- Inclusive design describes methodologies to create products that understand and enable people of all backgrounds and abilities.
- Inclusive design may address accessibility, age, culture, economic situation, education, gender, geographic location, language, and race.
- **EXAMPLE:** In the tech industry, inclusive design products include voice control, speech to text, screen magnification, easy opening, and visual error messages

PRINCIPLES OF INCLUSIVE DESIGN

- Equitable Use.
- Flexibility in Use.
- Simple and Intuitive Use.
- Perceptible Information.
- Tolerance for Error.
- Low Physical Effort.
- Size and Space for Approach and Use.

DIMENSIONS OF INCLUSIVE DESIGN



DESIGNING FOR ACCESSIBILITY

- ❑ Accessible design is a design process in which the needs of people with disabilities are specifically considered.
- ❑ Accessibility sometimes refers to the characteristic that products, services, and facilities can be independently used by people with a variety of disabilities

1. CONTENT AND STRUCTURE:



2.DEVICE INDEPENDENT DESIGN

- Make it easier for users to operate functionality through various inputs.



3.FOR KEYBOARD ONLY USERS

- Make sure users can interact with your page using the keyboard alone.



4.FOR TOUCH TARGETS

IT is helpful for users with mobility impairments such as hand tremors or have large fingers, users who use a mobile device in environments such as public transportation or users who access a device using one hand. Low vision users may better see the target.



5. Opening links in new windows with advanced notice

- This helps the users by presenting content in a predictable order from one web page to the other



CONCLUSION

- The point of inclusive design is to support the full range of human diversity.
- While accessibility focuses on accommodating differing abilities between people, inclusive design incorporates differing perspectives—including those of people with disabilities—into the process of design.