#### PREDICTING THE SUCCESS OR FAILURE OF A NEW PRODUCT BASED ON WHAT ENGINEERS AND

PROGRAMMERS ARE SAYING ABOUT IT

IF THEY SAY... IT MEANS... "IT DOESN'T DO ANYTHING NEW" THE PRODUCT WILL BE

A GIGANTIC SUCCESS. "WHY WOULD ANYONE WANT THAT?"

"REALLY EXCITING" THE PRODUCT WILL BE A FLOP YEARS LATER, ITS IDEAS WILL "I'VE ALREADY PREORDED ONE." SHOW UP IN SOMETHING SUCCESSFUL.

"WAIT, ARE YOUTALKING ABOUT THE PRODUCT COULD BE <unfamiliar Person's Name>'s A SCAM AND MAY RESULT NEW PROJECT?" IN ARRESTS OR LAUSUITS.

MANAGING MY < WHATEVER >."

"I WOULD NEVER PUT *«COMPANY» IN CHARGE OF* WITHIN FIVE YEARS, THEY WILL.



# **UX/UI** — Visual Hierarchy

And how to influence it



Objectives
Teacher Talk - UX/UI
Activity - Analyzing a Website
Teacher Talk - History of UI
Work Time

# **UX & UI Design Goals**



For You For Your Users

### **UX & UI Design Goals**



#### For You

- 1. More attractive portfolio
  - More attractive portfolio gets more job offers

#### **For Your Users**

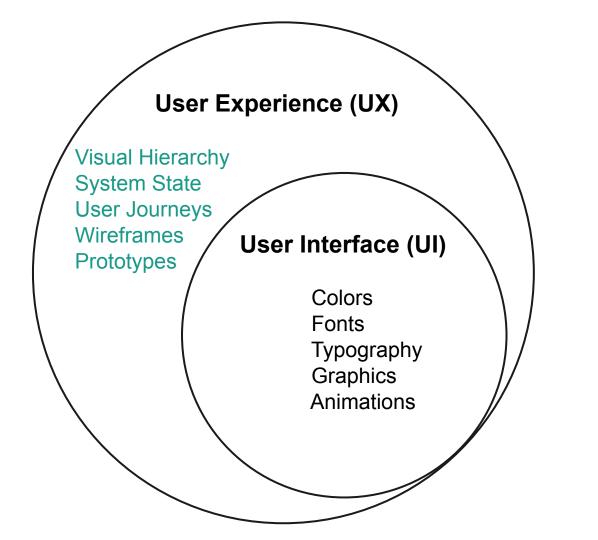
- 1. Increase conversions
- Reduce customers getting confused or lost

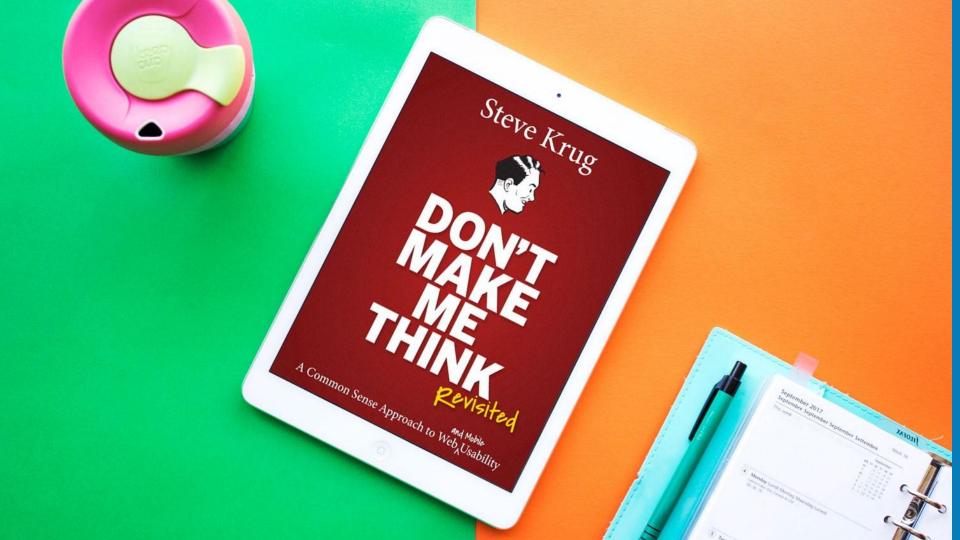
# **Objectives & Competencies**



By the end of class today you will be able to ...

- 1. Define and compare and contrast UX and UI.
- 2. Identify and utilize many of the common **UX Conventions** present in popular US design.
- 3. Describe and utilize **Visual Hierarchy** to improve your users' experience of your application.







# **UX Conventions**

10 min - Think, Pair, Draw, Share

- On your own, consider common UX conventions you see in daily life on or off the web.
- 2. Write down 3-5.
- If they are web examples, draw simple paper wireframes.
- 4. Now share with a partner.

#### Common UX Conventions

- Under seat adjust car seat
- Front door goes to common living area
- Logo redirects to home page
- Login top right
- Doorknob on the right (sorry lefties)
- Light switch flip up is on. Right next to the door.
- Cold on the right, hot on left

- Red stop / Green go
- Search bar in top center
- Light & ambiance tells you where you are
- Top navigation & icons that are abstractions of real life objects (cart or shopping bag for cart)
- Door push/pull
- Todo apps task's status
- Scroll bar telling you you can pull it

# **Common UX Conventions**

- 1. Top Navbars
- 2. Hamburger Menus
- 3. Footers
- 4. URL navigation
- 5. Cards
- 6. Tab bar navigation
- 7. Popup alerts
- 8. Announcement banners
- 9. Carousels of images

- 1. Thumbnail images and text
- Header and subheader text
- 3. Pointer changing over links
- 4. Hover effects (warming up)
- 5. Active link effects (active link warm)
- 6. Table of contents
- 7. Breadcrumbs
- 8. Visited link changes color
- Red/Yellow/Green =
   Err/Warning/Success
   (semaphore, stoplight rating)

# Follow Convention vs. Break Convention

#### Follow UX Convention?

- Many people will use it
- Many sorts of people will use it
- You want to maximize conversions
- Design "falls to the back" "Neutral" (like Helvetica)

#### E.g.

- 1. A startup
- 2. A conventional business or client

#### **Break UX Convention?**

- Few people will use it
- Only highly techie/designie people will use it
- You want to stand out
- Design is in the forefront

E.g.

- 1. Personal Websites
- 2. For edgy creatives



# Visual Hierarchy

(and how to influence it)

# ORGANISES AND DIRECTS A READER BY GROUPING TOGETHER

RELATED ELEMENTS TO CREATE A FOCAL POINT OF INTEREST



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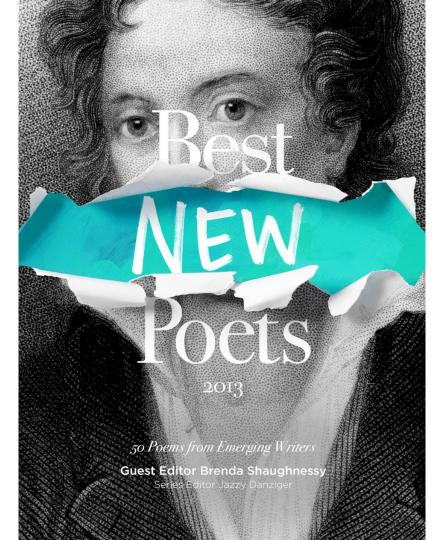
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# **TPS - How Can You Influence Visual Hierarchy?**

- Sizes, Fonts, Colors
- Position on the page,
- White space negative space
- Shape
- Color
- Deliberate breaking of conventions
- Layers to create contrast
- 3D vs 2D
- Texture
- Pictures

# **TPS - How Can You Influence Visual Hierarchy?**



- Size
  - Color
- Tint
- Space
- Texture
- Typeface Weight
- Typeface Pairing
- Direction
- Symmetry
- Symmetr

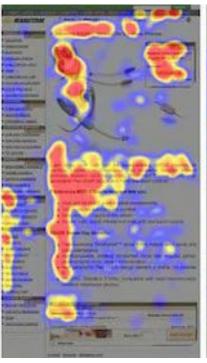
Contrast

Page Scanning Patterns

# F-Patterns - Eye Tracking









#### **Explore Airbnb**



Homes



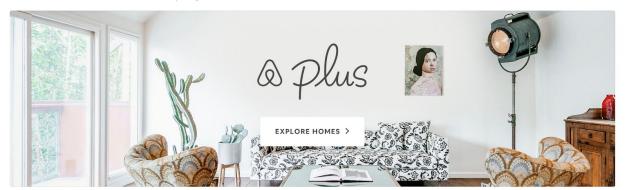
**Experiences** 



Restaurants

#### **Introducing Airbnb Plus**

A new selection of homes verified for quality & comfort



#### Homes around the world



**ENTIRE HOUSE · TRICASE** La Calentina con natura 9 rolay - Drasmy Tranical Tras House



ISLAND · FERN FOREST







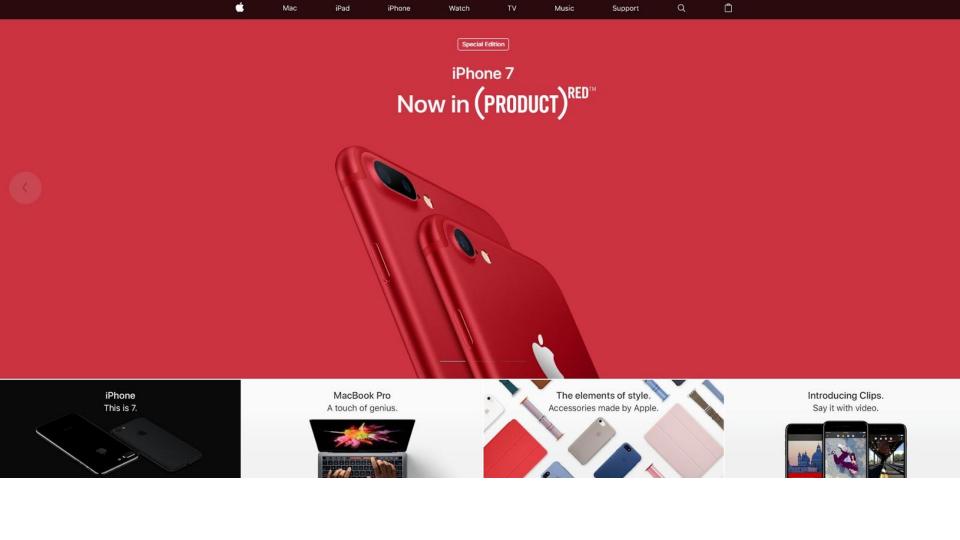


PRIVATE ROOM · MARRAKESH The Cory Polece

#### **Z-Patterns**









# Analyzing a Website's UX/UI

10 min

- 1. Pick an existing website you like.
- Look at it with a critical eye and explore it for how it works and break it down into its components.
- 3. List out the UX/UI choices the frontend team made to influence visual hierarchy. Be prepared to explain to the class

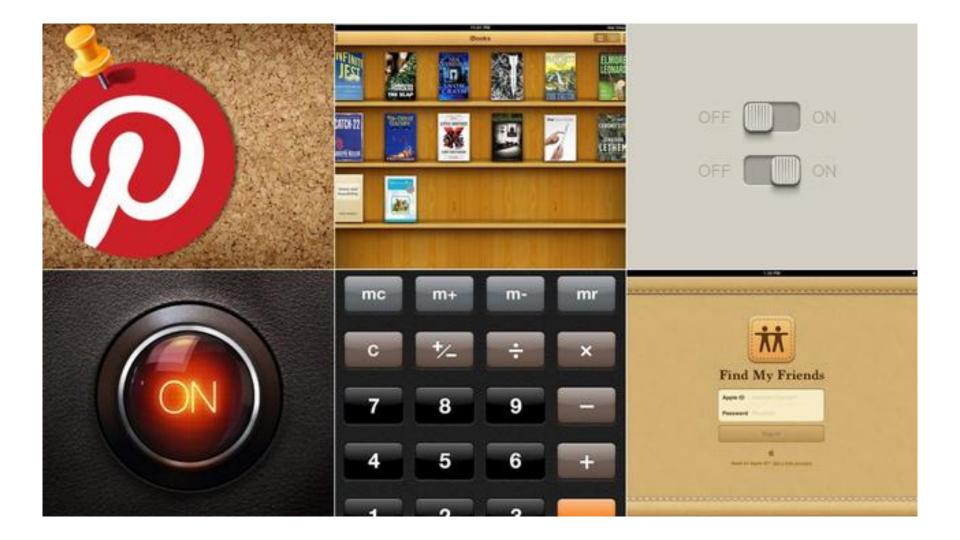


# History of Web Design through NASA's Website

# The History of Web Design & Bootstrap



- **Before Bootstrap** Simple HTML & CSS
- **Bootstrap 1** Skeuomorphism (look like real stuff)
- Bootstrap 2 Gradients/3D (loose the skeuomorphism, keep the 3D)
- **Bootstrap 3** Flat (loose the 3D)
- **Bootstrap 4** Material (add drop shadows)
- **Bootstrap 5** ???Gradients???







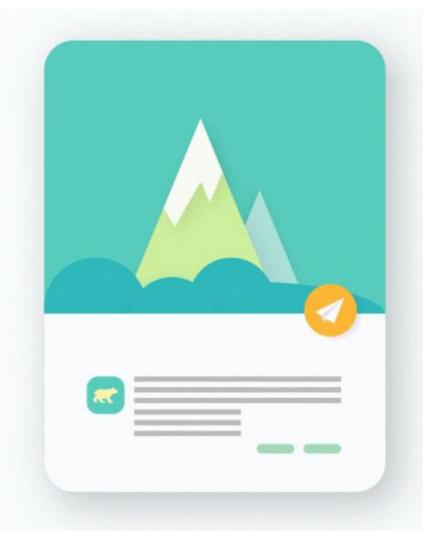


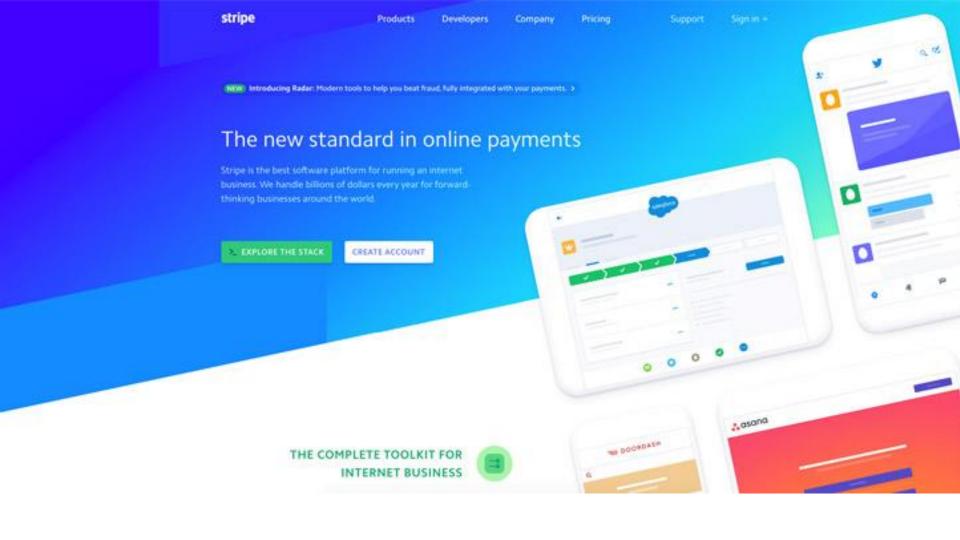


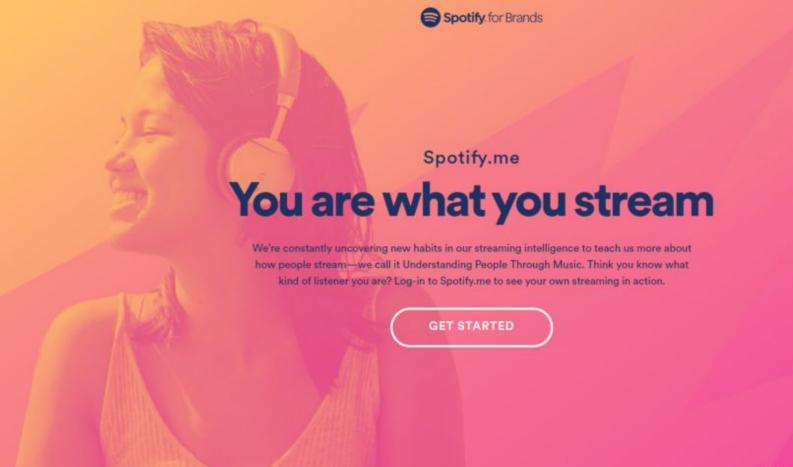


# **CARAMEL BUDGIE CREATES CLEAN, FUNCTIONAL & FANCY FEATHERED DESIGNS FOR WEB & MORE.**











# Homework

- Bootstrap Tutorial
- Bootstrap Origina IProject