## **Application Design**

UI and UX from a design perspective

# How many times have you used a piece of software or app and asked:

"How do I do this?"

"What just happened ??"

"What do I do next???"





#### **UI Design Principles:**

Easy to navigate interface that provides feedback for actions:

- provide visual cues and predictability
- every action should have a meaningful, clear reaction



#### **UI Design Principles:**

#### Reduce cognitive load:

What format is easier to spot mistakes when entering a phone number?

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(312)475 - 1987

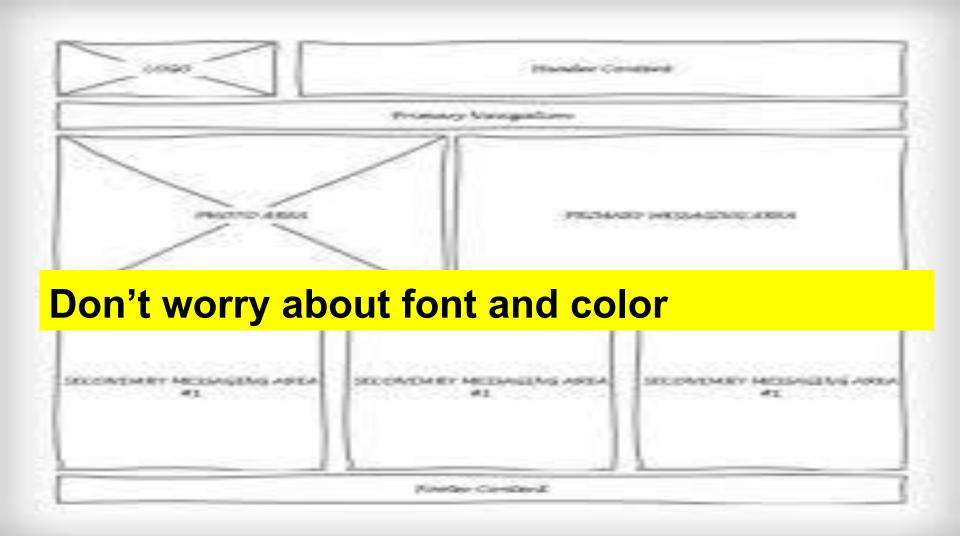
#### UI versus UX: a designers perspective

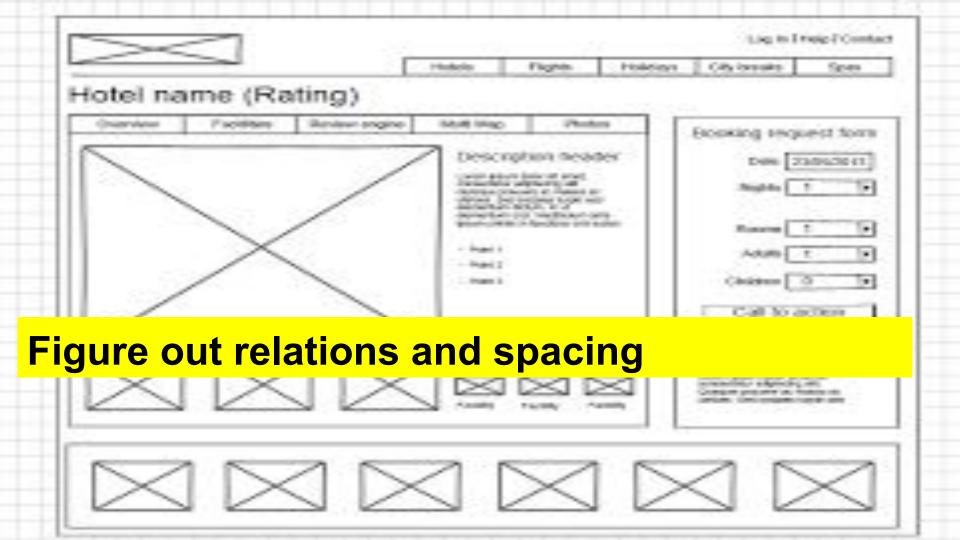
 UX makes interfaces useful; designing user flows and interactions.

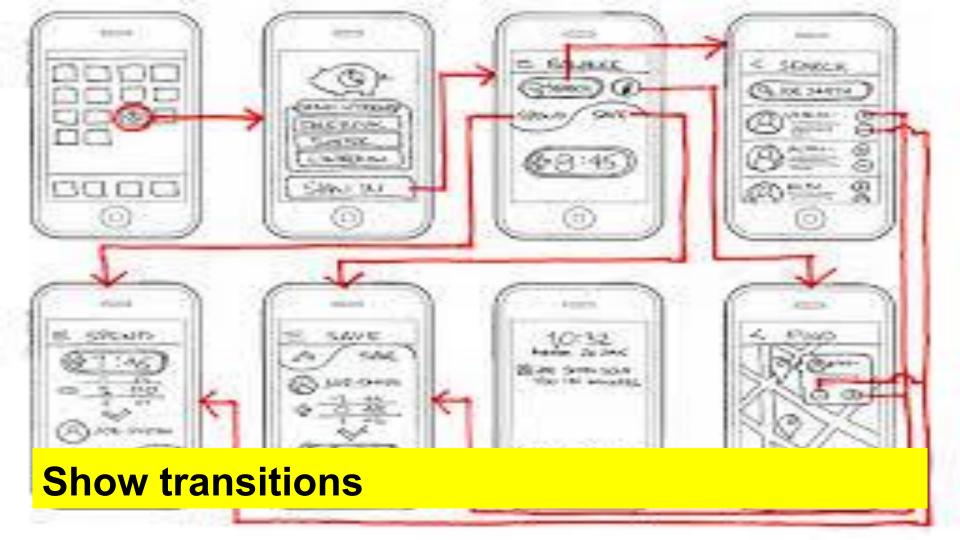
 UI makes interfaces beautiful after the UX user flows and wireframes are created. UI brings them to life with color and design intended to help the user know what to do and when to do it.



- Clearly layout specific content,
  widgets, and connections between
  pages/activities/views.....
- The wireframe is your way to keep track of complex applications and interactions
- Helps figure out what works and doesn't work before you code







### **Design your UX for Project #2**

At your tables, create a wireframe for project #2