Week 8 (1/3)

In this article, Kelley Gordon talks to us about 5 visual design principles for user experience, including scale, visual hierarchy, balance, contrast, and gestalt principles. He explains the definition of each of these principles and includes some examples (both in text and He explains the definition of each of these principles and includes some examples (both in text and image form). The most important thing I learned was to understand these principles better by going into detail. One of the things that struck me the most was about contrast because I had a bad experience with it. I saw a page on a dark green background and then the delete and send buttons were black. The key thing was that the text was in red and I didn't understand why three dark shades of colour were put together. I was really suffering at the time so I can relate to this theme.

(2/3)

In this article, Jesse Hausler tells us a little bit about the auxiliary functions. I can say that the most important thing I have learned is that I have read this article. I liked every little point mentioned in it, which is really close to our daily lives but which we sometimes often overlook. Especially for people with visual impairments, good design is a solid foundation. I've thought about this before, but here it's perfectly put together for me. There are also some unique and special details, such as special displays and hints for mouse hovering. These designs may not be difficult to implement or sometimes we don't use them, but they are really useful.

(3/3)

In this article Andrey Zhulidin tells us some details about typography for mobile devices. This article is also about the small details of design that can determine the user experience. He describes how font size, headline placement, system fonts and page white space can make the design a better experience for the user. I really enjoyed this section so I think the most important thing I learnt is to really think about the user in every aspect.

proximity

not an excessive amount of space