

UIDesignPatterns

Looking into our first interface design, we can assure there is quite a lot of things to improve.

First, according with the design pattern “*Clear primary actions*” shown in “*User Interface Design Patterns*”, we surely see it throughout the application but not in the first menu (Login/register). This could be simple but critical, since it doesn’t necessarily show what type of user you should be to start the application.

We could change this reordering the way this menu is made, showing what kind of button you should use marking it with a vibrant color and/or changing its size, in this case, the login button, also adding some interaction text like “Not a user? please access as Guest”.

In this way, we can find more usability for our principal and main target without leave other possible users behind.

Bibliografía

Interaction Design Foundation - IxDF. (2016, May 25). What are User Interface (UI) Design Patterns? Interaction Design Foundation - IxDF. <https://www.interaction-design.org/literature/topics/ui-design-patterns>