



# TUTORIAL 1

## PURPOSE

This activity is intended for you to discover some of the current UX/UI trends that we talked about in the live lecture in Week 1 that being used in real products (websites, apps, etc). You can go beyond those mentioned in class, e.g., color on white, Bauhaus, ID identification, or other trends.

## ACTIVITY

*Prior to the tutorial*, take a look at some of these websites:

1. <https://flhomegame.com/>
2. <https://www.booking.com/>
3. <https://www.apple.com/mac/>
4. <https://www.whiteboard.is/>
5. <https://showroom.littleworkshop.fr/>
6. <https://www.revolut.com/>
7. <https://www.netflix.com/>
8. <https://designcode.io/>

Think about (and maybe take notes):

- What attracts you to the website/app/product/etc.?
- Are there specific trends that you recognize that we discussed (clayomorphism, brualism, VR, 3D animations, etc.?) or others you know of that are present in the design?
- Do you think the trend is appropriately used?
- What do you like/not like about it?

During the tutorial have the link to the website, app, or screenshots/photos of it. You can use your computer, mobile phone or tablet to present those images. Working in groups of 3 or 4 discuss the UI/UX design and what you think about the design, user experience, interactions, usability (all of the questions above). Do other similar websites/apps/operating systems have similar design? What do you like more or less about this one? How can you improve the design of the website/app/operating systems?

**Using <https://archive.org/web/>** , track the history of the website you chose from the list above. Can you identify trends that have evolved with time? What do you like/dislike about the change in trends?