# UI Design Practical Session

**Designing and Evaluating User Interfaces in 80 Minutes**

# Session Objective

- Experience the process of designing a user interface for a specific task.

- Emphasize the importance of usability, user-centered design principles, and feedback.

# Agenda

- Warm-Up: What Makes a Good UI? (10 minutes)
- Hands-On: Sketching a UI (25 minutes)
- Peer Review and Feedback (15 minutes)
- Iteration and Refinement (15 minutes)
- Discussion and Reflection (10 minutes)
- Closing: Key Takeaways (5 minutes)

# Warm-Up: What Makes a Good UI?

# 10 Usability Heuristics

**Visibility of System Status**

**Match Between System & the Real World**

Ctrl  Z

**User Control & Freedom**
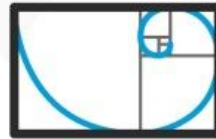
**Consistency & Standards**

**Error Prevention**

**Recognition Rather than Recall**

**Flexibility & Efficiency of Use**

**Aesthetic & Minimalist Design**

**Help Users Recognize, Diagnose & Recover from Errors**

**Help & Documentation**

Interaction Design Foundation
**interaction-design.org**

VS.

# Hands-On: Sketching a UI (25 minutes)

- Task: **Design an interface for a mobile app to track daily water intake.**

- Tools: Paper, markers, or digital tools (Figma, Balsamiq, etc.).

# Peer Review and Feedback (15 minutes)

- Exchange designs with another group.

- Evaluate based on clarity, usability, and aesthetics.

- Provide 2-3 pieces of constructive feedback.

# Iteration and Refinement (15 minutes)

- Refine designs based on peer feedback.

- Focus on usability and clarity improvements.

# Discussion and Reflection (10 minutes)

- Present refined designs (2-3 groups).

- Discuss how feedback shaped designs.

- Reflect on user-centered design in practice.

# Key Takeaways

- Iterative design improves usability and engagement.

- Feedback is critical for refining UI designs.

- Low-fidelity sketches are valuable tools in the design process.