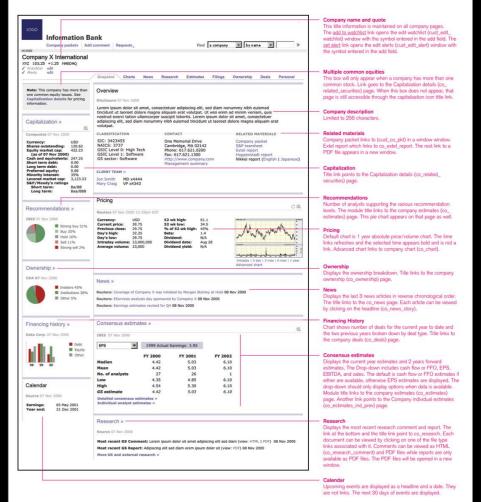
## Design specification

#### Company snapshot (co\_snapshot)

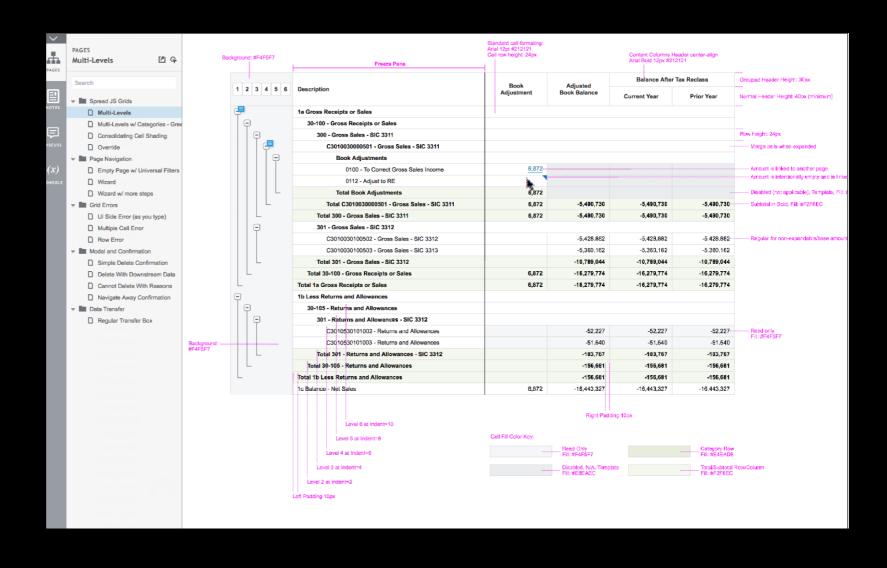
**Description:** This page displays a "snapshot" or general overview of company information for any given company.

**Navigation:** A user clicks on a symbol in his watchlist or searches for a symbol or search string in the search field to reach this page.

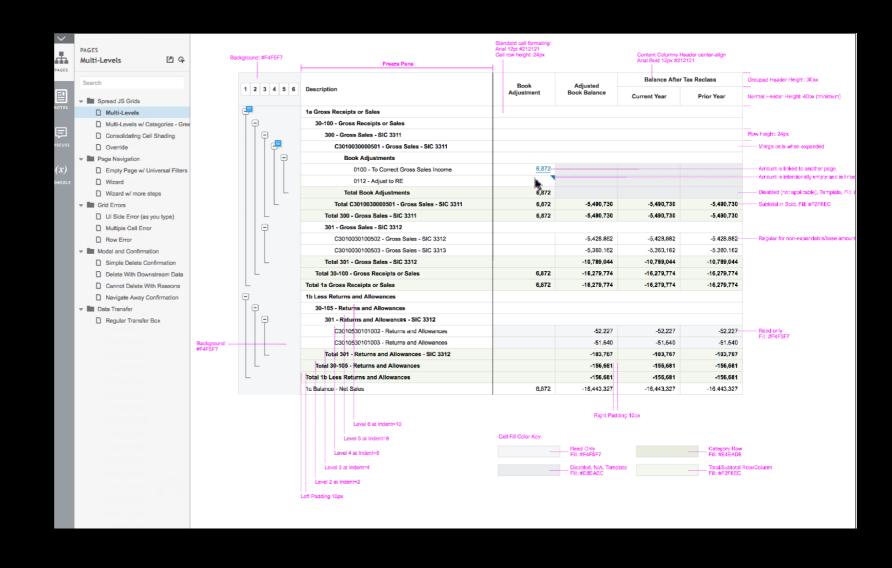


user experience specification example prepared by MOMENT January 200

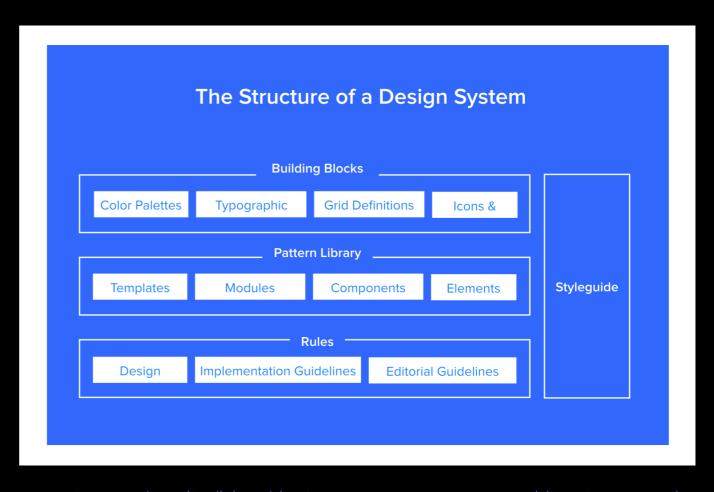
## Design specification



### Style Guides



### Library or Style Guide or Design System?



https://www.uxpin.com/studio/blog/design-systems-vs-pattern-libraries-vs-style-guides-whats-difference/

### Pulling it Together:

### Style Guides Design Systems

#### Resources:

https://marvelapp.com/styleguide/overview/introduction

http://www.bbc.co.uk/gel/#

https://gel.westpacgroup.com.au

https://accessibility-handbook.mybluemix.net/design/a11y-handbook/design

https://developer.apple.com/ios/human-interface-guidelines/overview/themes/

# Design patterns and conventions

WHY?

# Design patterns and conventions

Universality



# Design patterns and conventions

Where on a page

EG: navigation and breadcrumbs

How things look and behave

EG: search icon, share, play etc.

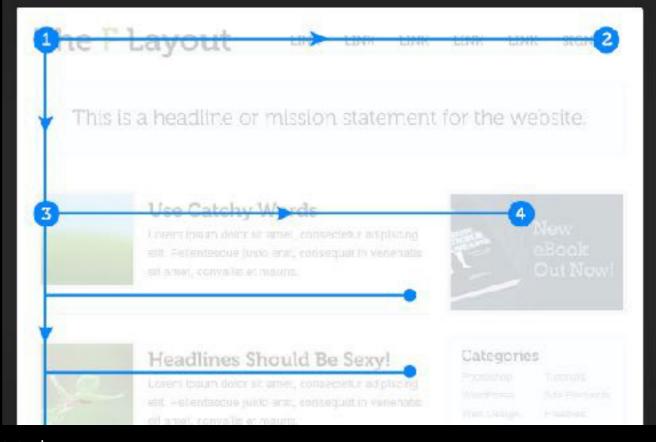
How users read

EG: skimming vs. reading

# Design for eye tracking

F patterns are common for heavy text sites.





Nielson Norman Group

tutsplus.com

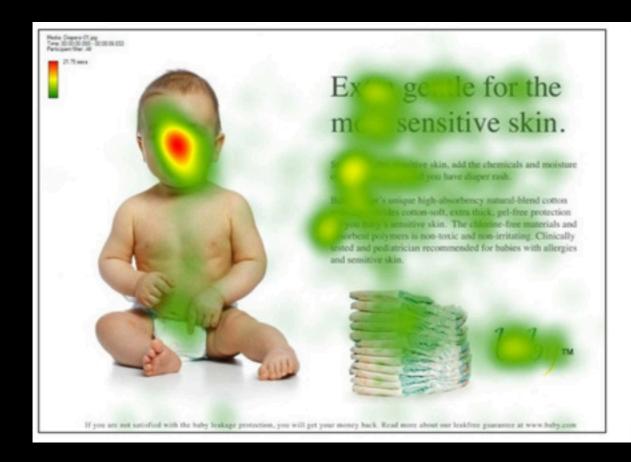
# Design for eye tracking

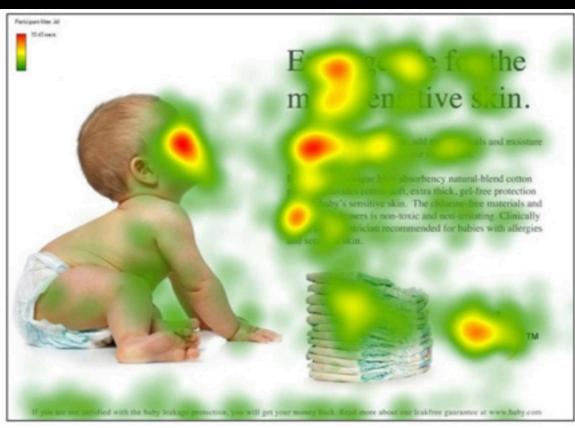
Z patterns are better for image-dominant sites.



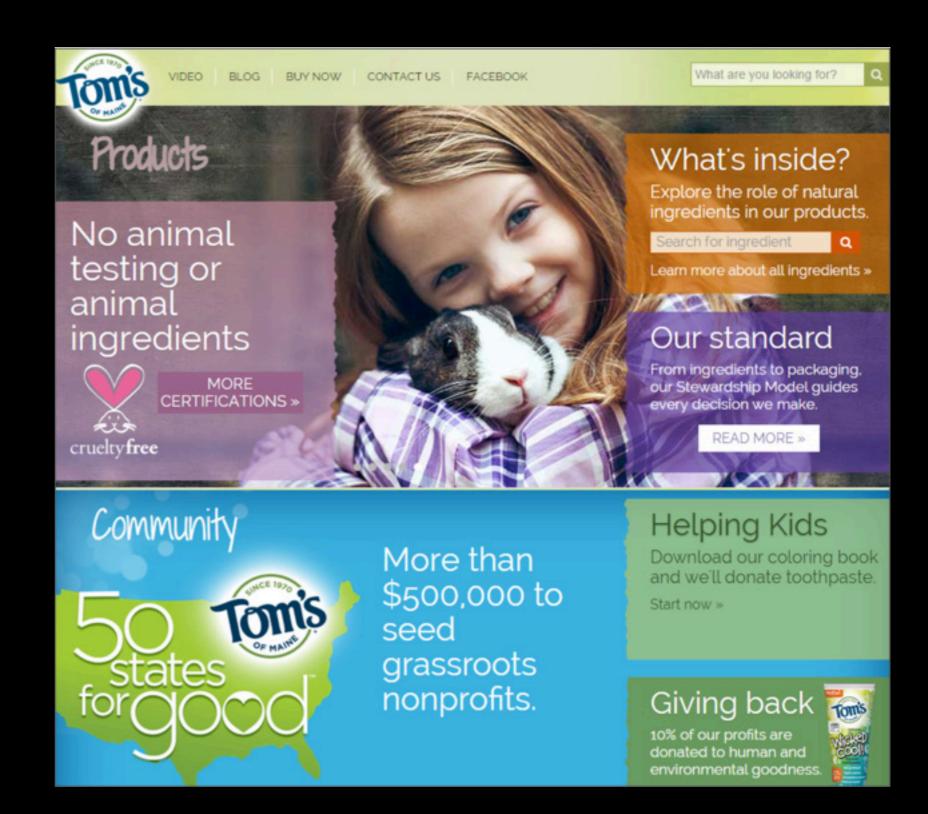
tutsplus.com

# Design for eye tracking





# Design for selectability

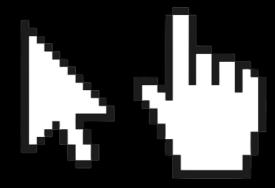


# Design for selectability



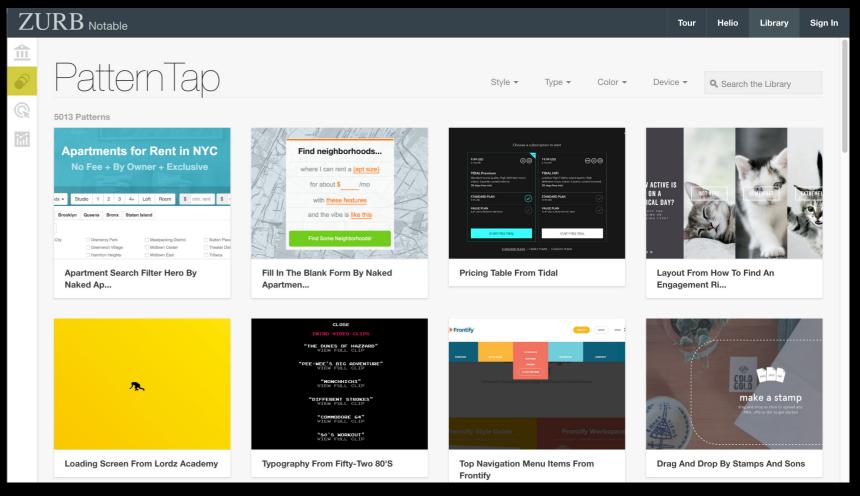
# Design for selectability

Mobile and touch screens lack a hover state, so additional visual cues are needed.



# Design pattern resources

#### http://patterntap.com/patterntap



# Design pattern resources

#### http://ui-patterns.com

#### User Interface Design Patterns

Navigation

Article List

Continuous Scrolling

**Tabs** 

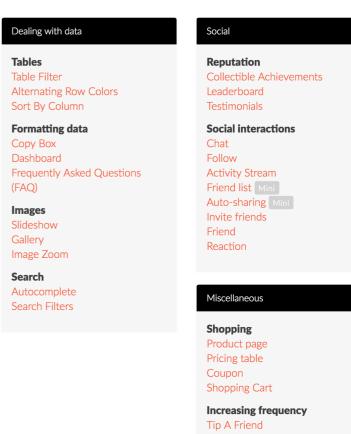
#### Getting input Password Strength Meter **WYSIWYG** Input Feedback Captcha Calendar Picker Structured Format Fill in the Blanks Expandable Input **Keyboard Shortcuts** Preview Drag and drop Autosave Forgiving Format Morphing Controls Settings Inplace Editor Good Defaults Input Prompt Undo **Explaining the process** Completeness meter

Steps Left

Inline Help Box

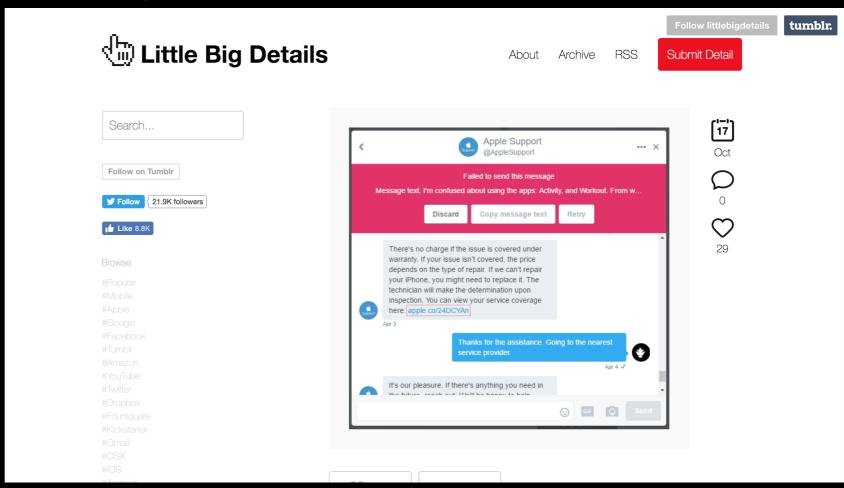
**Community driven** 

Navigation Tabs
Module Tabs
umping in hierarchy
Notifications
Breadcrumbs
Modal
at Footer
Home Link
Shortcut Dropdown
Menus
/ertical Dropdown Menu
Horizontal Dropdown Menu
Accordion Menu
Content
Carousel
Tag Cloud
avorites
Progressive Disclosure
Cards
Event Calendar
Adaptable View
Thumbnail



# Design pattern resources

#### http://littlebigdetails.com



Mental shortcuts that allows people to solve problems and make quick judgments.

Heuristics play an important role in how we make decisions and parse information.

Heuristics help make life easier and allow us to make quick decisions that are usually pretty accurate.

But it's important to be aware of Cognitive Biases. We'll talk about these later in the session

### 10 Usability Heuristics



#### Visibility

Show system status, tell what's happening



#### Mapping

Use familiar metaphors & language



#### Freedom

Provide good defaults & undo



#### Consistency

Use same interface and language throughout



#### **Error Prevention**

Help users avoid making mistakes



#### Recognition

Make information easy to discover



#### **Flexibility**

Make advanced tasks fluid and efficient



#### **Minimalism**

Provide only necessary information in an elegant way



#### **Error Recovery**

Help users recognize, diagonize and recover from errors



#### Help

Use proactive and in-place hints to guide users

Read:

Chrome extension: UX Check

### Interviews

#### **Assumptions Worksheets**

BUSINESS ASSUMPTIONS
1. I believe my customers have a need to:
2. These needs can be solved with:
3. My initial customers are (or will be):
4. The #1 value a customer wants to get out of my service is:
5. They can also get these additional benefits:
6. I will acquire the majority of my customers through:
7. I will make money by:
My primary competition in the market will be:
9. We will beat them due to:
10. My biggest product risk is:
11. We will solve this through:
12. We will know we are successful when we see the following changes in customer behavior:
13. What other assumptions do we have that, if proven false, will cause our business/project to fail:
USER ASSUMPTIONS
1. Who is the user?
2. Where does our product fit in their work or life?
What problems does our product solve?
When and how is our product used?
5. What features are important?
How should our product look and behave?

### Interviews

the 7 Why's

**Problem Definition** 

Hypothesis

Requirements

### Interviews

Read:

https://www.interaction-design.org/literature/article/how-to-conduct-user-interviews

us.gov templates: https://www.usability.gov/how-to-and-tools/resources/templates.html