

Reflexion: UI Design Patterns

UI Design Patterns represent "reusable/recurring components which designers use to solve common problems in user interface design". As proved solutions for regular interactions/UI designs, the patterns are often on UI Toolkits or UI Guidelines. During the process of selecting a toolkit/guidelines it is important to verify if basic UI patterns are present.

Select a task (team project) of your UI/prototype designed so far. Define a relevant UI pattern, and determine if it was applied or it should be. Either case, describe a specific implementation of the UI pattern and the relevance of it based on project's usability goals.

More info and related articles [UI Design Patterns](#).

For our chat bot, we decided to use the Form pattern as the means of interaction for our Users in order to schedule appointments with Mentors.

When the User inputs a request for an appointment within the UI, the bot presents a single-column form with input fields for date, time, location, and any additional notes. The date input is a calendar that displays only the days available for appointments, the time is a dropdown menu that displays only available hours and the location is a dropdown menu that displays a text list of available locations. This form was kept simple and only displayed labels to indicate what to input into each field.

Using the form allowed us to keep the scheduling process short and simple, a 2-step operation. Thus, completing the Users need for a quick and easy way to schedule an appointment as well as making an intuitive experience.