https://uxdesign.cc/10-principles-for-typography-usage-in-ui-design-a8f038f43ffd

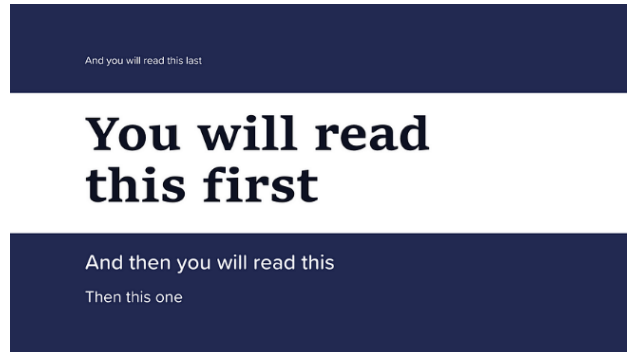**From this web article we can see the importance of Typography Hierarchy**

"Hierarchy helps us improve the scan ability and readability of an interface by making it easier for users to find important information quicker.

We should be using bigger, bolder text for our most important text because that's what people's eyes will be drawn to. For our less important information, smaller, lighter text is optimal."

We also see that we should prioritize readability.

"Rule of thumb; text size should be 16 at minimum. This is obviously device-specific, but it frequently stands."

https://www.mockplus.com/blog/post/typography-design-guide

From this link we see a number of principles that should be followed for good typography

1. **Choose the right typeface and font**

2. **Do not use too many typefaces and fonts**

3. **Pay attention to space**

4. **Create a clear visual hierarchy**

5. **Make your typography scalable**

6. **Use visual contrast wisely**

7. **Keep your text simple and short**

8. **Never forget consistency**

In terms of what font to use for our application we have settled to use Poppins. As our application is being released for Android applications, we had initially decided to use the font Roboto, which we can see above is one of the Android system fonts.

However, as our application is being released as both a mobile and a web application. We decided that we should steer away from the android system fonts. However, we wanted to keep a similar feel to the Roboto font and so settled with Poppins.