MOBILE INTERFACES: SCREENS 1–15

Course Director: Sabrina Wood

Overview:
In this activity you will be implementing your custom and standard interface components into a user-friendly interface design template. The end goal is to create an intuitive experience that guides the user seamlessly through the process of logging in to obtaining a boarding pass.

Due Date:
This activity is due on the third Friday of the term as defined by your instructor on FSO.

Estimated Time:
Beginner: 12-20 hours
Intermediate: 8-16 hours
Advanced: 4-10 hours

Grading Rubric:
Please review the grading rubric in at the end of this document.

Level of Difficulty:

Objectives:

1. Demonstrate knowledge of the methods required to create an intuitive user interface
2. Demonstrate your ability to use the following tools and panels covered thus far in Illustrator:
   - Align Panel
   - Symbols Panel
   - Shape Tools (rectangle, rounded rectangle, ellipse, etc.)
   - Type Tools (style, size, tracking, kerning, creating outlines, etc.)
   - Layers Panel (grouping and naming)
   - Color Related Panels (Color, Swatch, Color Guide, Gradient)
3. Demonstrate an understanding of principles of design and organization:
   - Balance, Proportion, Alignment, Repetition, Space, Flow, etc.
   - Gestalt (similarity, continuation, closure, proximity, etc.) .
4. Demonstrate your ability to design continuity through unified:
   - Color(s) (background containers, etc.)
   - Scale (same size headers, etc.)
   - Style (e.g. typeface, stroke weights, etc.)
5. Demonstrate an understanding of color relationships in regards to:
   - Contrast
   - Harmony
   - Legibility
6. Demonstrate typographical consistency and hierarchy through:
   - Typeface sizes, weights (density of text), style(s), emphasis of important elements, organization of information, color and contrast
   - Typeface and screen spacing (leading, kerning, line length, white space, use of separators, and good margins)
   - Ability of the user to scan pertinent information easily and quickly

Instructions:

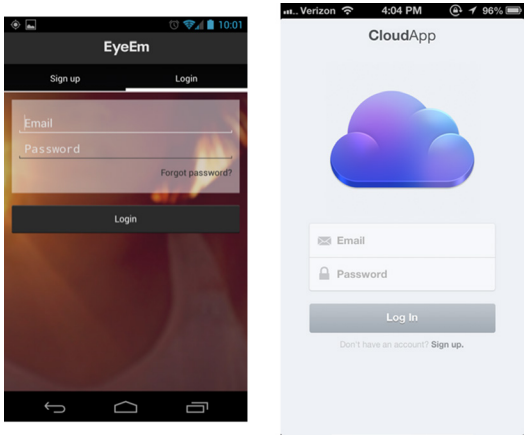
Using the Illustrator template provided (Mobile_Interfaces_Template.ai) and this instruction overview as a guide, construct your Airline app user interface. Please ensure that you read this entire overview before beginning to construct your screens.

OVERVIEW OF SCREENS 1-10

This first section is an overview of each screen. The following sections describe how to construct your screens and give descriptions of each standardized and custom marker.

Note: Additional examples of screens are located in the according folder in the resource folder for the project. Please reference these to get ideas for your general layout.

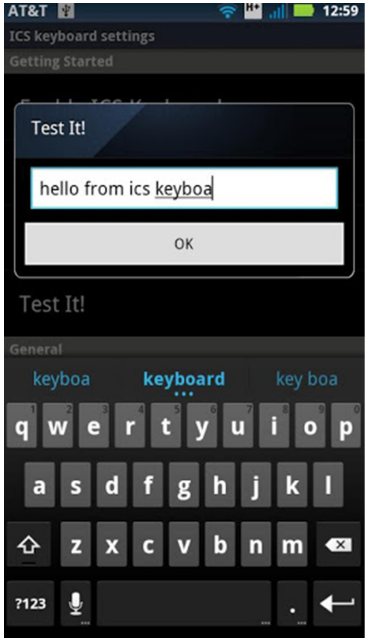
A. Screen 1: Login/Splash Screen

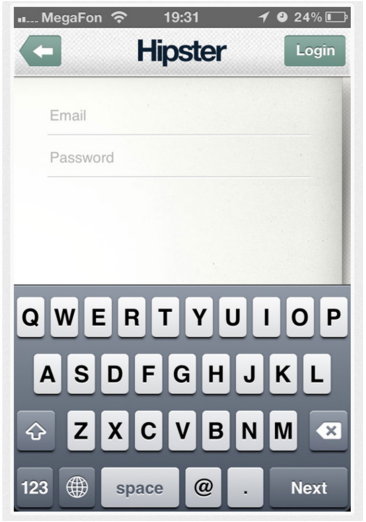


- This screen is an opportunity to further promote your brand identity and also allow users to become members or login.
- Above are some login/splash screen examples.
- Remember there should also be options for users who don't already have an account, or who have an account, but can't remember their password.

B. Screen 2: Login with Keyboard

- Our next screen is an iteration of the login screen with the username input field selected so that the keyboard component is visible as well. When a user selects a text input field, the keyboard component will slide up from the bottom of the screen. When viewed in portrait mode the keyboard slides up enough to fully display itself, however it leaves enough space above it to display the selected field so that the user can view their text as they type.
- Below are two examples of screens with keyboards.



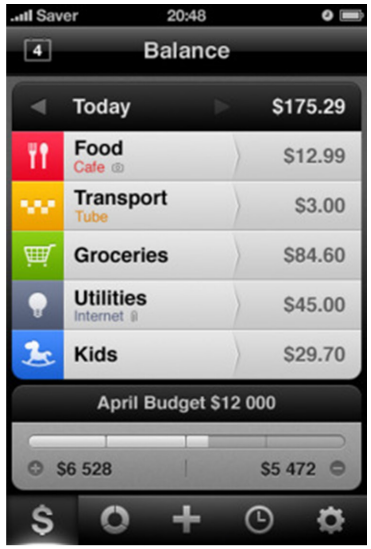


C. Screen 3: Login Failed

- If the user encounters an error while trying to log in, they will end up on this screen. Similar to the original login screen, you will need to provide the user with 2 fields, a username field and a password field, as well as a standardized Android login button that will enable the user to login.
- It is crucial to inform your user that they have encountered an error and offer a potential solution.
- Since the user has attempted to login, the second link should change from becoming a member to retrieving their username.

D. Screen 4: Hub Screen

- Sometimes also referred to as the dashboard or navigation screen. This is the first screen the user will see following a successful login. It displays all the primary functions of mobile application.
- Hub screens often feature content in a dashboard *(left)* or list form *(right)*. Below are two color-coded examples.
- Remember to check out the additional examples located in the corresponding folder in the project resource folder.



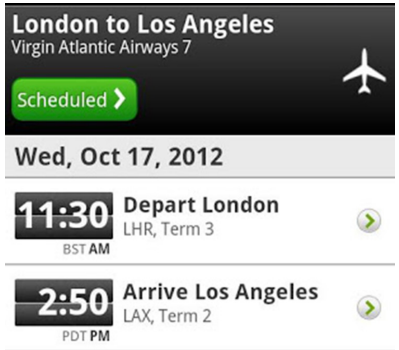
E. Screen 5: Loading Screen

- After selecting the first path option, the user will usually be prompted with a loading screen while the application retrieves their information.
- Please read the following web page to understand why Android DOES NOT want additional messages (such as please wait while we gather your information) to appear.
  http://developer.android.com/design/building-blocks/progress.html

F. Screen 6: Scheduled Trips

- The Scheduled Trips screen displays the users next upcoming trip, as well as a list of future trips.
- The Next Trip box often includes the following information:
  - trip route*
  - flight number*
  - date of the trip*
  - terminal number
  - gate number
  - seat number
  - number of bags
  - estimated time of departure*
  - estimated time of arrival
  - number of passengers

  * = required

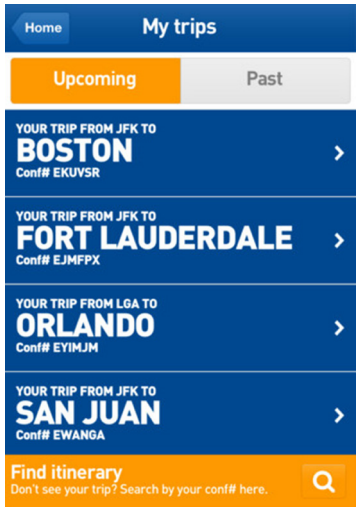


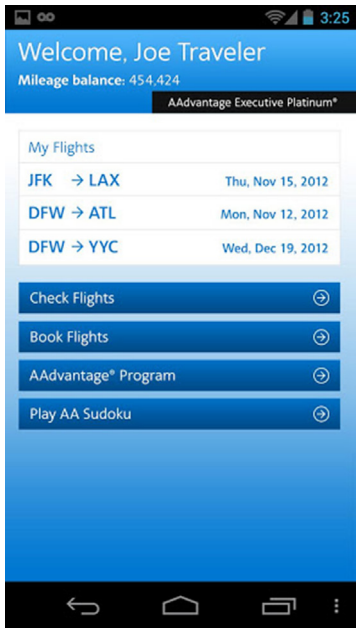
- The Future box should display at least 5 trips that will be coming up after the Next Trip. The only information required for these trips is their trip route and the date of each trip.

Note: The Future Trips box should continue on past the bottom of the screen. (Scrolling bars often appear when the appropriate gesture swipe is initiated). By clearly displaying that the box extends below the bottom of the screens visible area, the user can tell that more information must be available if they were to scroll down. To read more about the scroll indicator, please click the link below:
http://developer.android.com/design/building-blocks/scrolling.html

- The Future box should include:
  - trip route*
  - date of the trip*
  - number of stops

  * = required

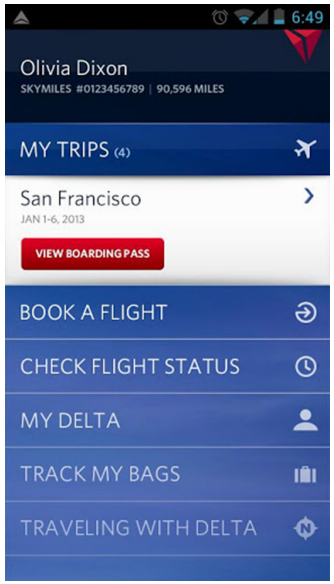




Note: Dates with a combination of numbers and words can be more universally interrupted, as Europe places the day before the month and the US the month before the day.

G. Screen 7: Current Trip

- This screen displays information on the users next trip, as well as a number of functions that can be carried out from this point.
- The Current Trip information should be enclosed in a container labeled appropriately.

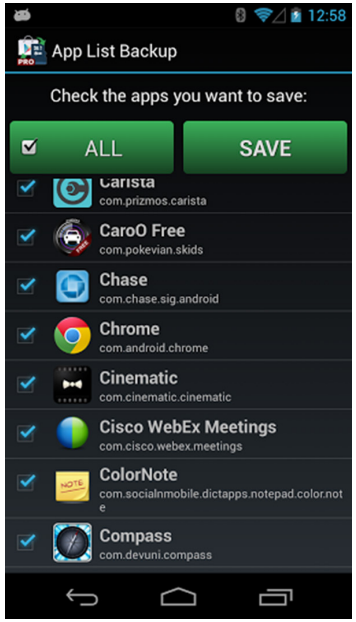


- Information inside the container can logically be broken into three rows, containing the following:
  - first row: trip route (this can be abbreviated or spelled out, e.g. MCO to LAX, or ORLANDO to LOS ANGELES)
  - second row: flight number, boarding gate, passenger's seat number, and boarding zone
  - third row: flights estimated boarding and departing times

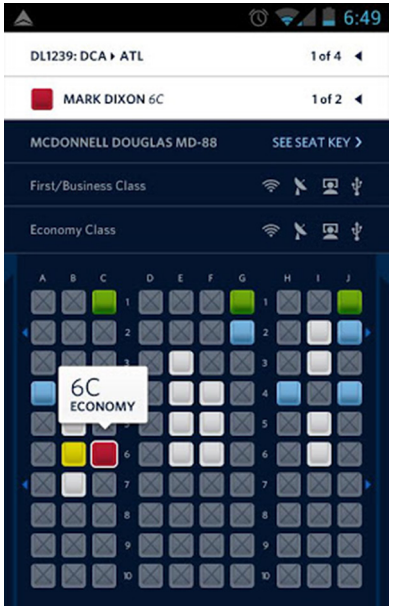
- The bottom portion of the screen serves as the sub-navigation hub with your flight status buttons (weather, cancel flight, etc.)

H. Screen 8: Passenger List

- This screen is a list of all the passengers included under the current trip. It should list 2-4 passengers on the trip with standardized check boxes next to each of their names.
- The first option on the list should also be labeled "Select All" to allow the user to select all the passengers at once.
- At the bottom of the page include a standardized buttoned labeled "Create Passes."

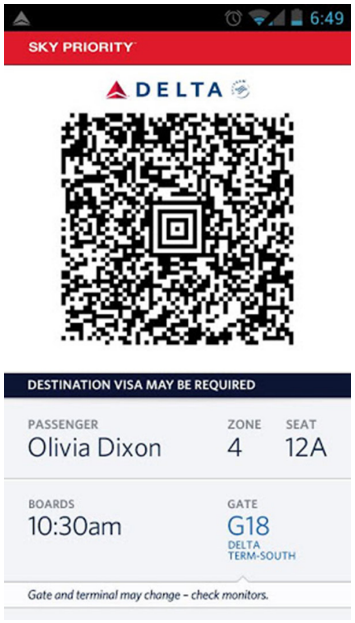


I. Screen 9: Confirm Seats



- In this section you will draw an infographic of the plane seats with color coded sections for available and not available as well as an indicator of the seats selected for your group.
- At the bottom include a standardized button for “Confirm and Continue”.

J. Screen 10: Boarding Pass



- This is the final screen in the user’s workflow.
- The top half of the screen should be comprised of the QR or data matrix code that will be used when scanning the digital bordering pass.
- The bottom container box often includes the following information:
  - passenger name *
  - trip route
  - flight number*
  - date of the trip
  - terminal number
  - gate number*
  - seat number*
  - boarding time
  - estimated time of departure*
  - number of passengers

  * = required
- Near the bottom center of the page should be filmstrip pagination, and arrow or text indicating to the user that there are multiple boarding passes available under this selection.

1.0

STANDARDIZED COMPONENTS

Note: All dimensions that follow are given are in pixels. Please make sure you set your screens to reflect this measurement. You can switch to pixels by right-clicking on your rulers bar, which can be turned on in the view menu.

A. Background Image

- When an application is launched, it first displays a temporary, static image. This usually contains a pre-rendered version of your application’s default interface. The purpose of this image is to give the user immediate feedback that the application launched, but it also gives your application time to initialize itself. Backgrounds images should be simple (flat color, subtle gradient, slight pattern, etc.)
- Size of backgrounds: 360w x 640h

B. Status Bar

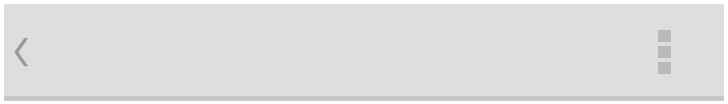
Note: There are two main ways to access the standardized components that you saved as symbols previously.

1. You can open your toolkit assignment and copy and paste them as needed, (notice they automatically copy into your symbols panel as well), or
2. You can go to the symbols panel, click the library option, and then scroll to the bottom and select other libraries. Then direct it to the toolkit assignment file that you saved. All the symbols that you saved will appear in a separate floating panel for you to select from.

- Place your status bar on the top of each artboard making sure to align it perfectly to the artboard and in the named accordingly in the correct layers.

2.0

C. Action Bar



- The action bar is the main control center for your app. The main action bar includes elements for navigating your app's hierarchy and views and also surfaces the most important actions.
- First, read design and pattern sections from Android's HIG, to better understand the purposes of the action bar, view control, content area, and split action bar,
- Next, select the system theme (holo light or holo dark) that best matches the needs and design aesthetics and then place on each screen directly below the status bar.
- Finally, open the file *action bar icons.ai*. and copy the action bar icons when appropriate for the screen's function.
- Examples that you may want to use for this project include:

Refresh	Undo
Done	Device Access Secure
Navigation Next	Device Access Accounts
Navigation Previous	Alerts and States Warning
Save	Alerts and States Error

Warning: Make sure that you update your action bar icons to the correct color and opacity.
Light: #333333, 60% opacity Dark: #FFFFFF, 80% opacity

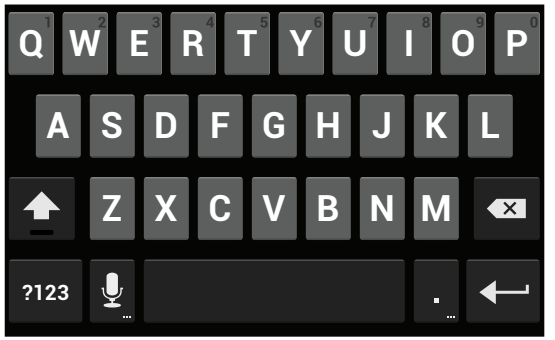
3.0

D. Navigation Bar

- The navigation bar contains the Back, Home and Recents buttons.
- Place this component at the bottom of each screen, again making sure to align it to the artboard and naming and placing the correct layers.

4.0

E. Keyboard



- Place the keyboard on screen 2 above the navigation bar. The keyboard will automatically appear when the user clicks on a input field to enter personal data.
- Again, make sure you name and place in the correct layer.

5.0

F. Normal Input Field

- Place your standardized normal input fields on each screen that has the 5.0 marker.
- Add the corresponding text (username and password) to these fields in 16-18pt Roboto type on screens 1-3. Below is a link if further clarification is needed and an example to help you visually see the spacing.
  http://developer.android.com/design/building-blocks/text-fields.html

Note: The layout of your fields is up to you, the markers were placed in a logical suggestive location.

6.0

G. Active Input Field

- The normal input field changes to the active state once the user begins to place text inside. Once they click off the field it defaults back to the normal input field.
- Place your standardized active input field on screen 2 corresponding to marker 6.0.

7.0

H. Normal Default Button

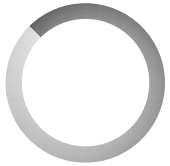
Normal

- Place your default button on screens 1-3, and screens 8-9. Change the text to from *Normal* to *Login (screens 1-3)*, *Confirm and Continue (screen 8)*, and *Create Passes (screen 9),* keeping your text in Roboto 18pt.

8.0

I. Progress Indicator (a.k.a. Activity Circle)

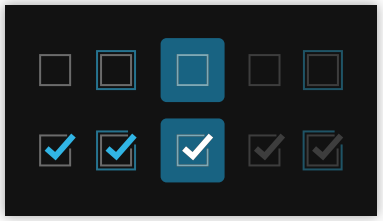
- Place your progress indicator on screen 5 with no other messages.



9.0

J. Check Boxes

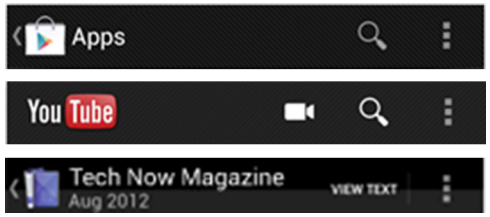
- Next place your check boxes in close proximity to your passenger name list on screen 8.



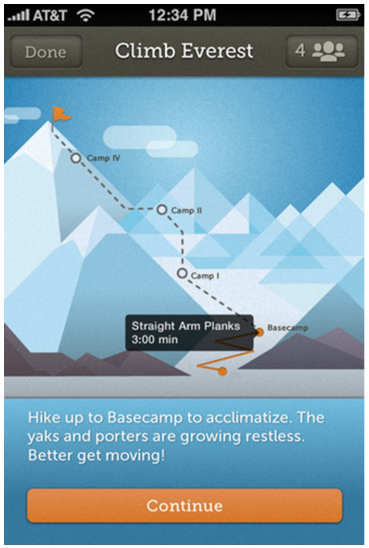
CUSTOM COMPONENTS

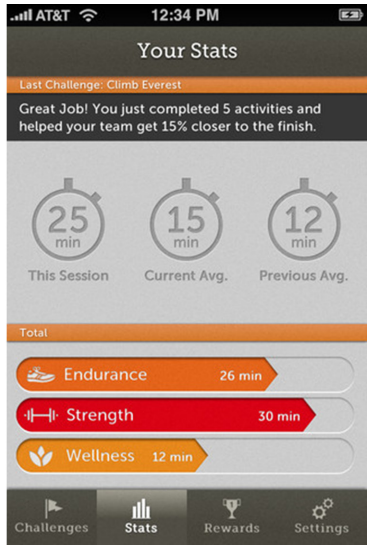
1.0

A. Branding Icon/ Screen Names



- As shown in the example above, on screen 1 adjust your action bar to contain your app icon from your branding and app icons assignment. You may also include the brand name following the icon.
- On the following screens you may change the brand name to the screen function, or you may add subheads to the content areas when needed inside the main screen areas.
- Below is an example of an app where the name changes to reflect the screen function.





2.0

B. Splash Content

- On screen 1 design your splash content (your branding logo without or without additional content).
- Usually this content is placed above the standard user and password login input fields.

Note: The following specifications give margin and padding space that should guide you in laying out the various components of your app.

a) 16 pixel minimum against the screen edges
b) 12 pixel minimum between icon and text
c) 8 pixel minimum between icons and colored containers

3.0

C. Footer Links

- On screen 1 and 3 add footer links at the bottom of the screens which reflect the content appropriate content (not a member, sign up now, or forgot username, etc.)

4.0

D. Login Failed Symbol

- Place the symbol that you created on screen 3.

5.0

E. Login Failed Warning

- Next give a login failed warning with appropriate hierarchy of scale to differentiate from the try again message.

! Note: Grouping your symbols and warning text will help you center it to the screen.

6.0

F. Login Failed Try Again Message

- Finally give a login failed please try again message.
- Remember to employ hierarchy of scale with your typography.

7.0

G. Custom Buttons

- On screen 5 add your custom hub screen buttons.

8.0

H. Next Scheduled Trip

- Next create custom content of your next scheduled trip. Be sure to reference the overview above to include all required criteria.
- Also, pay close attention to your type sizes, style, contrast, and weight, ensuring that you provide typographical hierarchy that promotes easy informational access through high legibility.

9.0

I. List of Future Trips

- Next create custom content of your future trips, again ensuring that you reference the requirements note above.

! Note: Remember to make sure you promote the user's ability to scan the pertinent information easily and quickly with appropriate typographical hierarchy.

10.0

J. Current Trip Details

- Next create custom content of your current trip. Again, remember to reference the screen overview section above for specific required content.

11.0

K. Sub Navigation Buttons

- Next in the lower section of the screen place your flight status path buttons

12.0

L. Passenger List

- Next type custom names for your passenger list.
- You can use personal family names, famous names, or beta related names, e.g. Tommy Test or Freddie Flyer. You should avoid Doe names (John & Jane) as these names were originally used when the name of the person was unknown or withheld.

13.0

M. Seats Infographic

- Next using your shape and pathfinder tools, create a infographic showing seats booked by your party, seats taken, and seats that are still vacant.

14.0

N. QR Code or Data Matrix Code

- On the last screen copy and paste the QR code provided or create your own QR or data matrix code.

15.0

O. Passenger 1 Flight Info

- Finally in the lower portion of the screen create your first passenger info based on the content requirements listed the screen overview section.

SCREENS 11-15

- Now that you have completed the first 10 screens. Create 5 more content specific screens in the same file that would flow from the original hub screen selections.
- Examples of possible screens: games, terminal parking map, current weather forecast, merit miles infographic.

FINAL CHECK

Check to make sure you performed the following:

- align all components perfectly to guides and artboards
- run object path clean-up
- create outlines out of ALL your text
- double-check to make sure that all layers and sublayers are appropriately named and grouped
- hide all yellow layers

SUBMISSION REQUIREMENTS:

- Name your file with this course, year and month, activity number, and name
- Example: MMD2_1311_11_ Hepburn_Audrey
- Next compress your file
- Finally, submit your document through the FSO platform.

Important: Assignments submitted with incorrect file names will receive an automatic 15-point deduction. Additionally, files not saved in the correct native .ai file format will receive a grade of 0.

	Requirements	Accomplished	Competent	Developing	Null
DESIGN EXECUTION & DESIGN PRINCIPLES The proper requirements and design principles were employed to create interface**.**	1. Overall layout of app components is logical and intuitive 2. Typography demonstrates appropriate hierarchy 3. Interface design demonstrates continuity through unified color(s), scale, and style. 4. Color relationships offer contrast, harmony, and legibility. 5. General principles of design and organization were applied (balance, proportion, alignment, repetition, space, flow)as well as Gestalt principles (proximity, continuity, closure, similarity).	**25pts** All requirements listed were satisfied.	**20pts** 4 requirements were satisfied.	**15pts** 3 requirements were satisfied. **10pts** 2 requirements were satisfied. **5pts** only 1 requirement was satisfied.	**0pts** No requirements were satisfied.
FILE ORGANIZATION Properly uses folders to organize layers and gives meaningful names to both folders and layers.	1. Grouping: All paths that contain similar elements of the same overall asset, are grouped, and contained within the same layer. 2. Designated Layers Used: All paths and groups containing similar elements of the same overall asset are grouped in sub-groups within the same layer. 3. Naming: All layers, groups, and paths should be named to appropriately describe the assets or pieces of assets they contain.	**15pts** All layers, groups, and sub-groups are organized and named correctly.	**10pts** 50% of layers, groups, and/or sub-groups are organized and named correctly.	**5pts** 25% of layers, groups, and/or sub-groups, are organized and named correctly.	**0pts** No layers, groups, and sub-groups are organized and named correctly.

	Requirements	Accomplished	Competent	Developing	Null
CRAFTSMANSHIP Displays professionalism in the delivery of the work.	1. All artwork is vector. 2. Object path clean-up was performed 3. Yellow layers are hidden 4. Symbols were correctly copied from previous assignment 5. Standardized and custom interface components have been placed in the correct locations with precision to the artboard 6. Action bar and branding bar contain elements that make sense for each screen 7. Interface components have maintained the proper size and are not distorted. 8. All typography maintains proper proportions and is not distorted. 9. Typeface consistency supports overall design strategy and context, all typography was converted to outlines, and the interface is free of misspelled words. 10. Alignment and spacing are precise and promote visual scanning. 11. Suggestions from the instructor were taken into consideration. Improvement is shown if suggestions were given. 12. QR code was embedded into file and not linked if bitmapped. 13. All screens are complete* 14. File was submitted according to the specifications laid forth in the project overview.*	**60pts** All requirements are present. **55pts** 11 requirements are present.	**50pts** 10 requirements are present. **45pts** 9 requirements are present. **40pts** 8 requirements are present.	**35pts** 7 requirements are present. **30pts** 6 requirements are present. **25pts** 5 requirements are present. **20pts** 4 requirements are present. **15pts** 3 requirements are present. **10pts** 2 requirements are present. **5pts** 1 requirement is present. ***-10 for each screen not completed** ***-15 File was not submitted correctly**	**0pts** No requirements are present.