alex # manon

cours #1

Designer pour le mobile

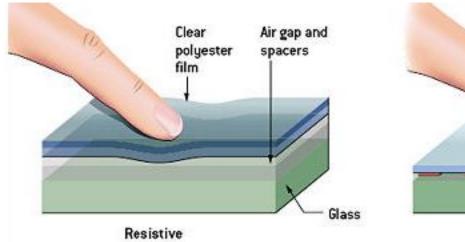
Un objet

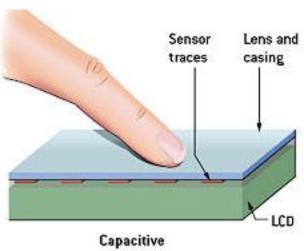


votre smartphone?

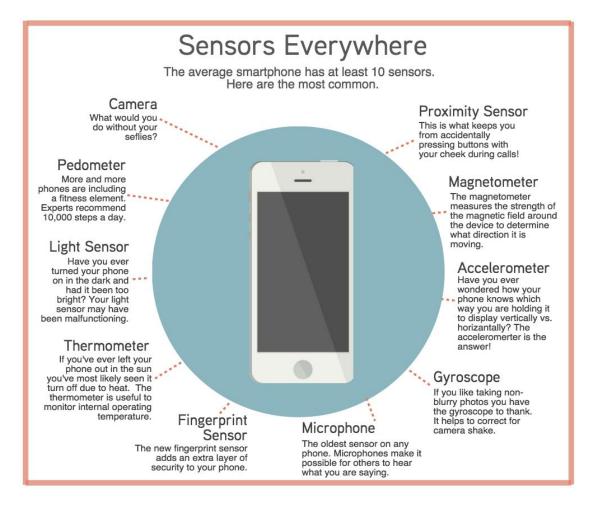
de quoi est composé

un écran

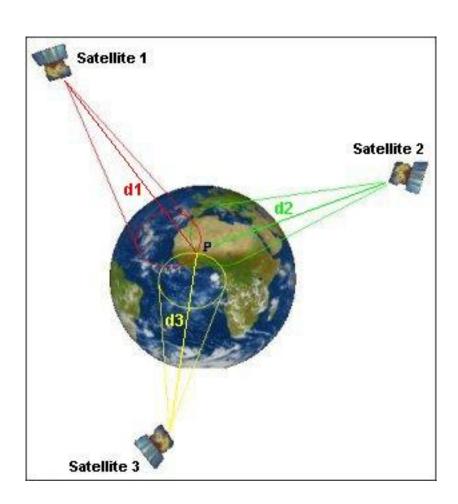




capteurs



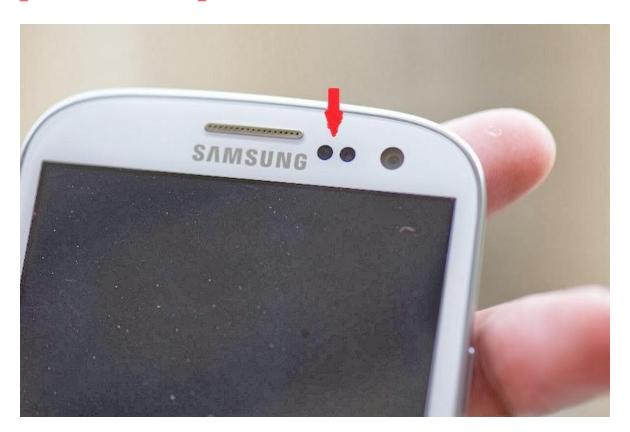
un gps



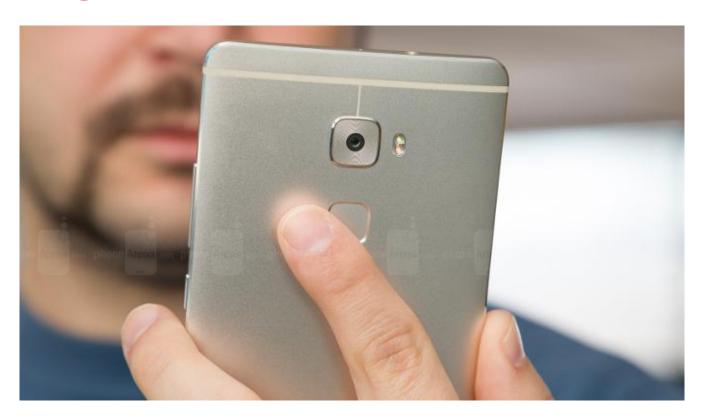
appareil photo



capteur de proximité / capteur de lumière



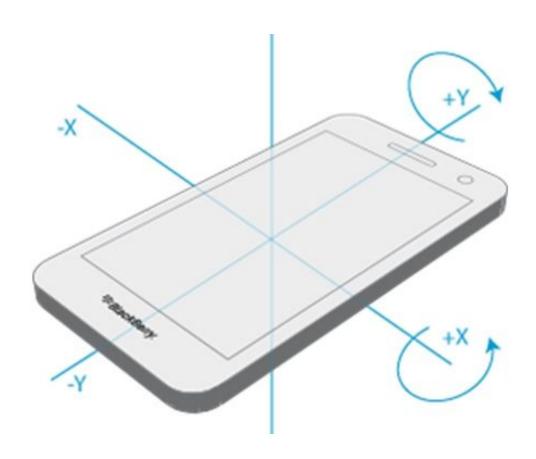
empreinte digitale



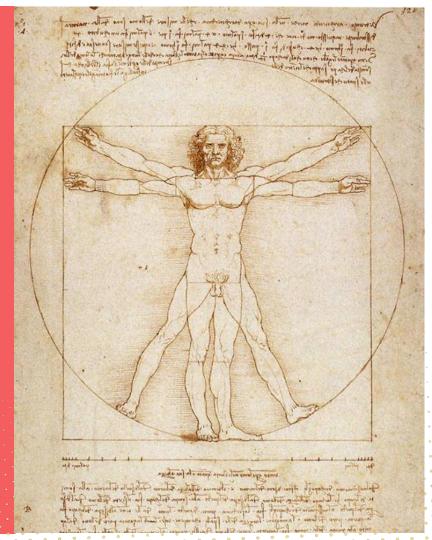
accéléromètre

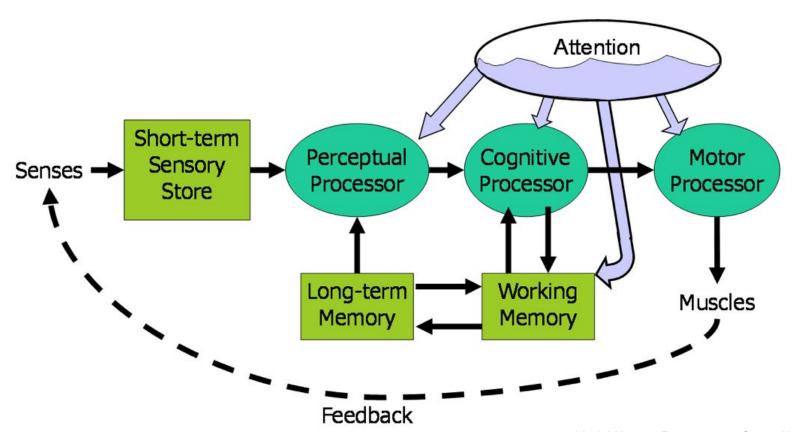


gyroscope



& des humains





Model Human Processor — Stuart K. Card, Thomas P. Moran & Allen Newell

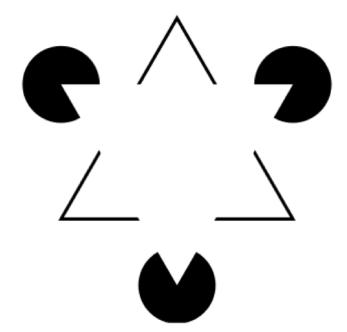
La fusion perceptuelle

Deux stimuli reçus durant le même cycle sont **perçus comme un seul**.

Si je presse une touche et qu'un caractère s'affiche instantanément (i.e. durant le même cycle de perception), alors c'est « à cause de mon action ».



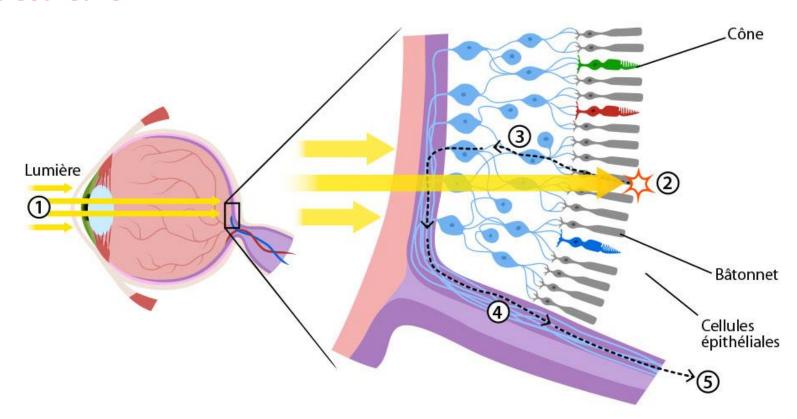
La perception descendante



Effet Stroop

JAUNE BLEU ORANGE
NOIR ROUGE VERT
VIOLET JAUNE ROUGE
ORANGE VERT NOIR
BLEU ROUGE VIOLET
VERT BLEU ORANGE

Les couleurs



mains & doigts









LEFT SWIPE



DOUBLE SWIPE







SPREAD



ROTATE







L'usager

Vous n'êtes pas l'usager.

L'usager

L'usager à tendance à se blâmer pour les erreurs commises à cause d'une mauvaise interface.

L'usager

L'usager a toujours raison

designer pour le mobile





INTERFACE UTILISATEUR

EXPÉRIENCE UTILISATEUR



iOS guidelines

Human Interface Guidelines

iOS ~

Overview

Themes

iPhone X

What's New in iOS 11

Interface Essentials

App Architecture

User Interaction

System Capabilities

Visual Design

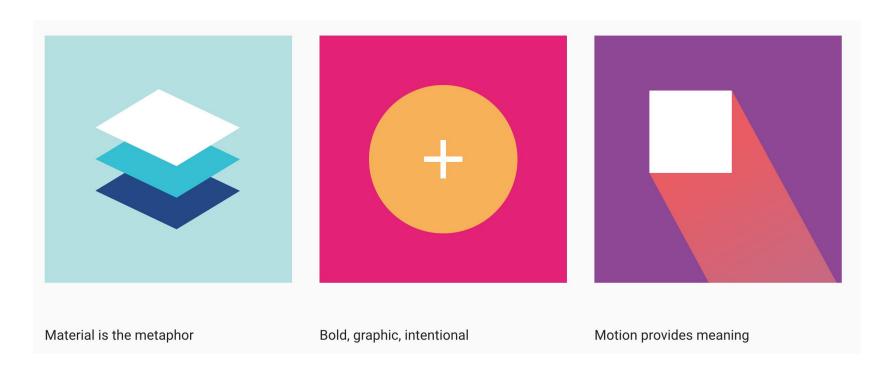
Icons and Images

iPhone X

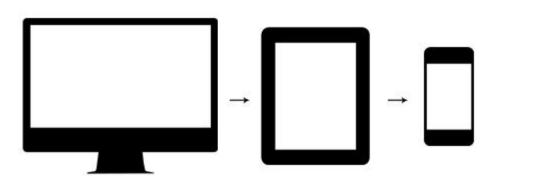
iPhone X includes a large, high-resolution, rounded, edge-to-edge display that delivers an immersive, content-rich experience like never before.

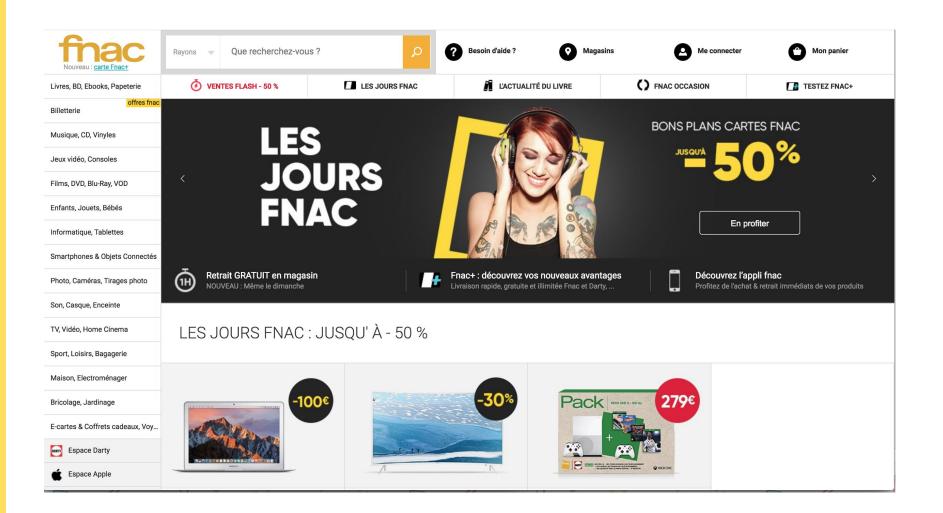


Material design guidelines

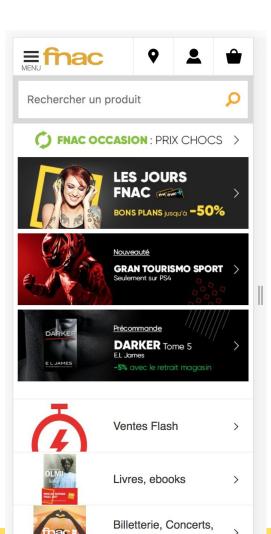


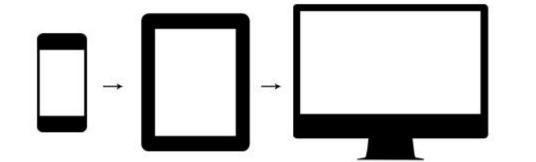
https://material.io/guidelines/

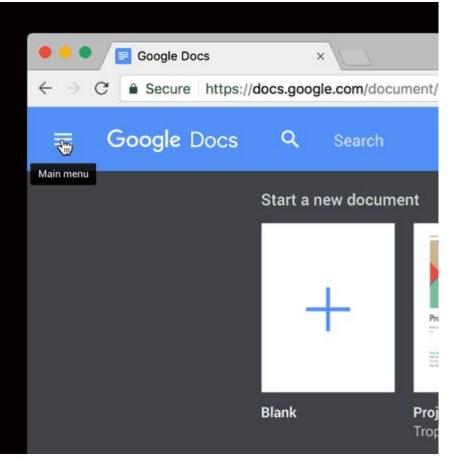


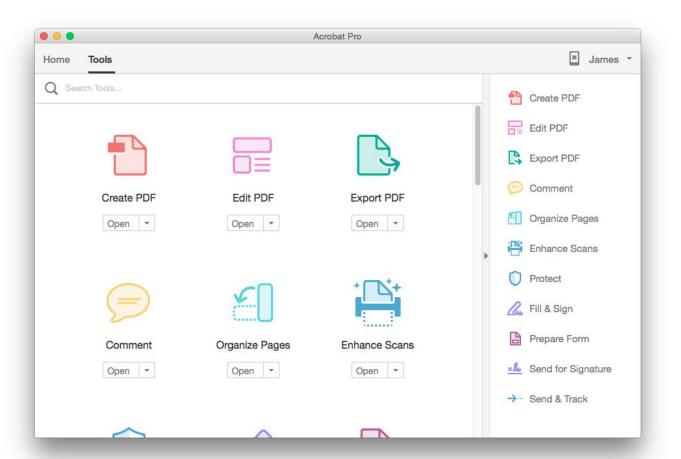






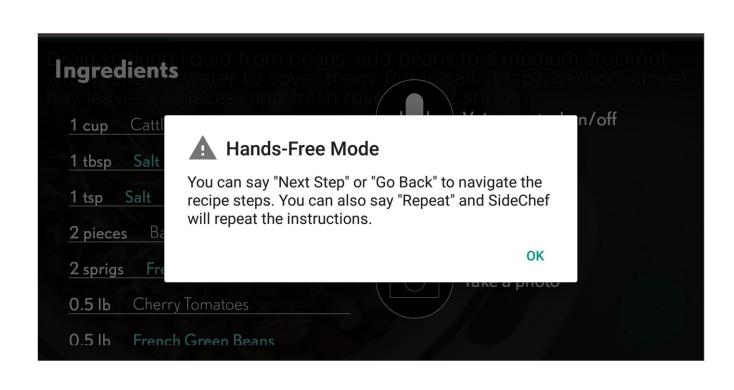






warning

Nous devons designer en prenant en compte le support utilisé.



pratique

alex * manon

vos artisans du numérique