



DESENVOLVIMENTO DE APLICAÇÕES NA WEB

Material Design

Apresentado por Aliffe Kauling



IHC

USABILIDADE



Comunicação entre usuário e sistema computacional natural

Deixar mais real

Necessidades do usuário

Princípios | Heurísticas





DON NORMAN

PROFESSOR, PESQUISADOR, DESIGNER, ETC, ETC

PRINCÍPIOS DE DESIGN

VISIBILIDADE



FEEDBACK



MAPEAMENTO



RESTRIÇÕES



CONSISTÊNCIA



AFFORDANCE



Guide lines





MATERIAL DESIGN

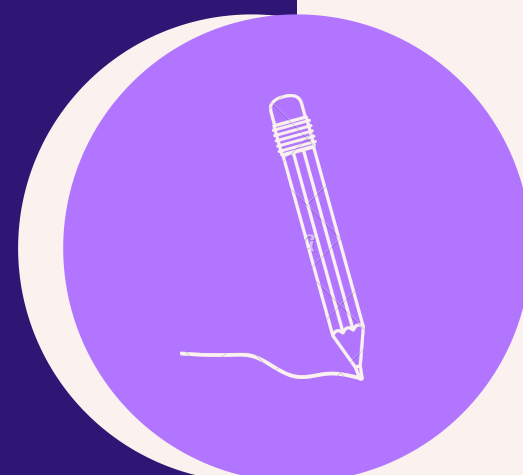
BIBLIOTECA DE
COMPONENTES



Resultados de alta qualidade de forma
consistente em todas as plataformas



Usuários com controle sobre componentes



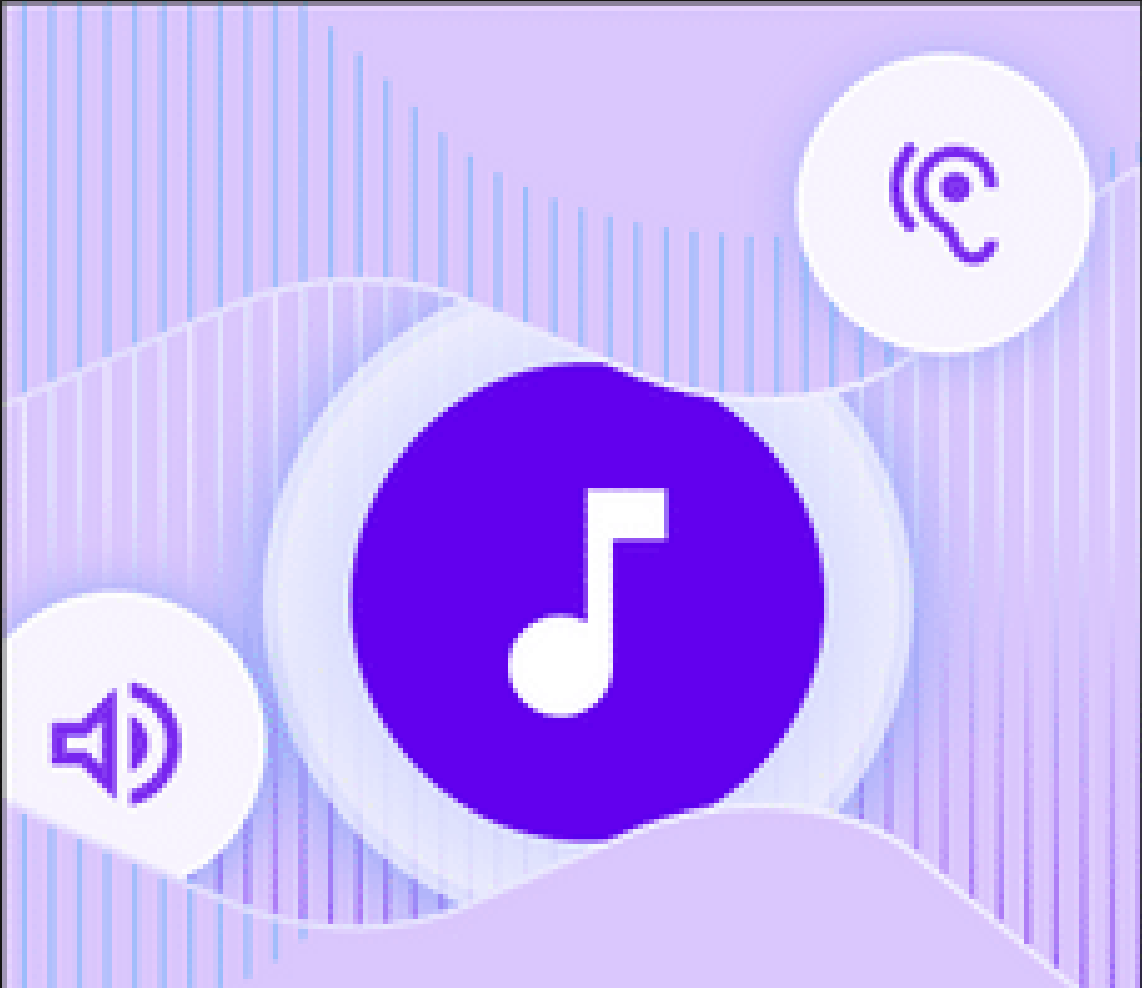
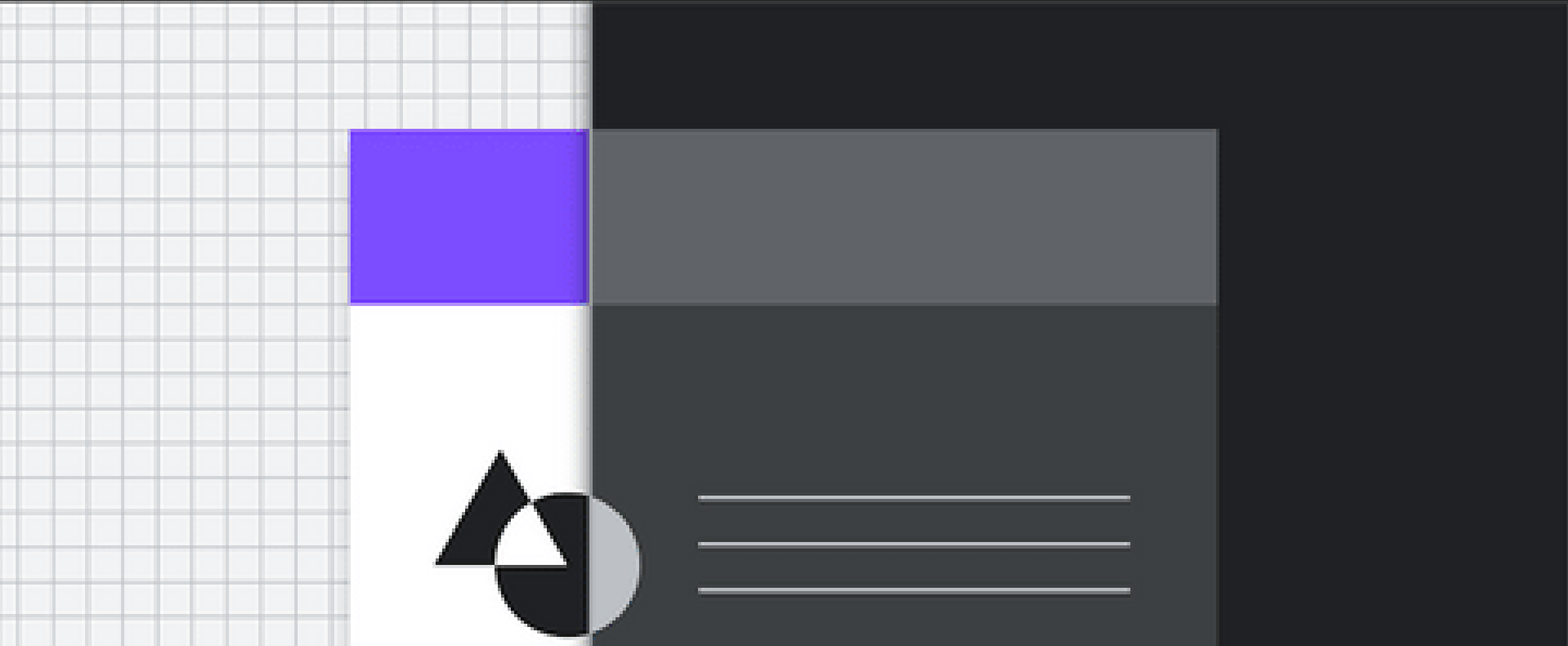
Componentes claramente indicados e de
aparência agradável que se comportam como
objetos do mundo real

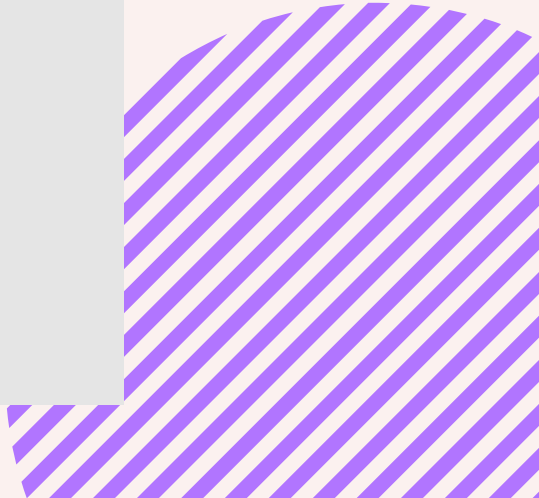
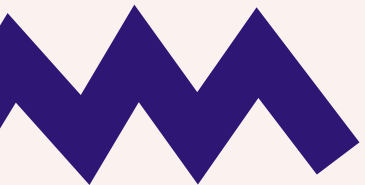
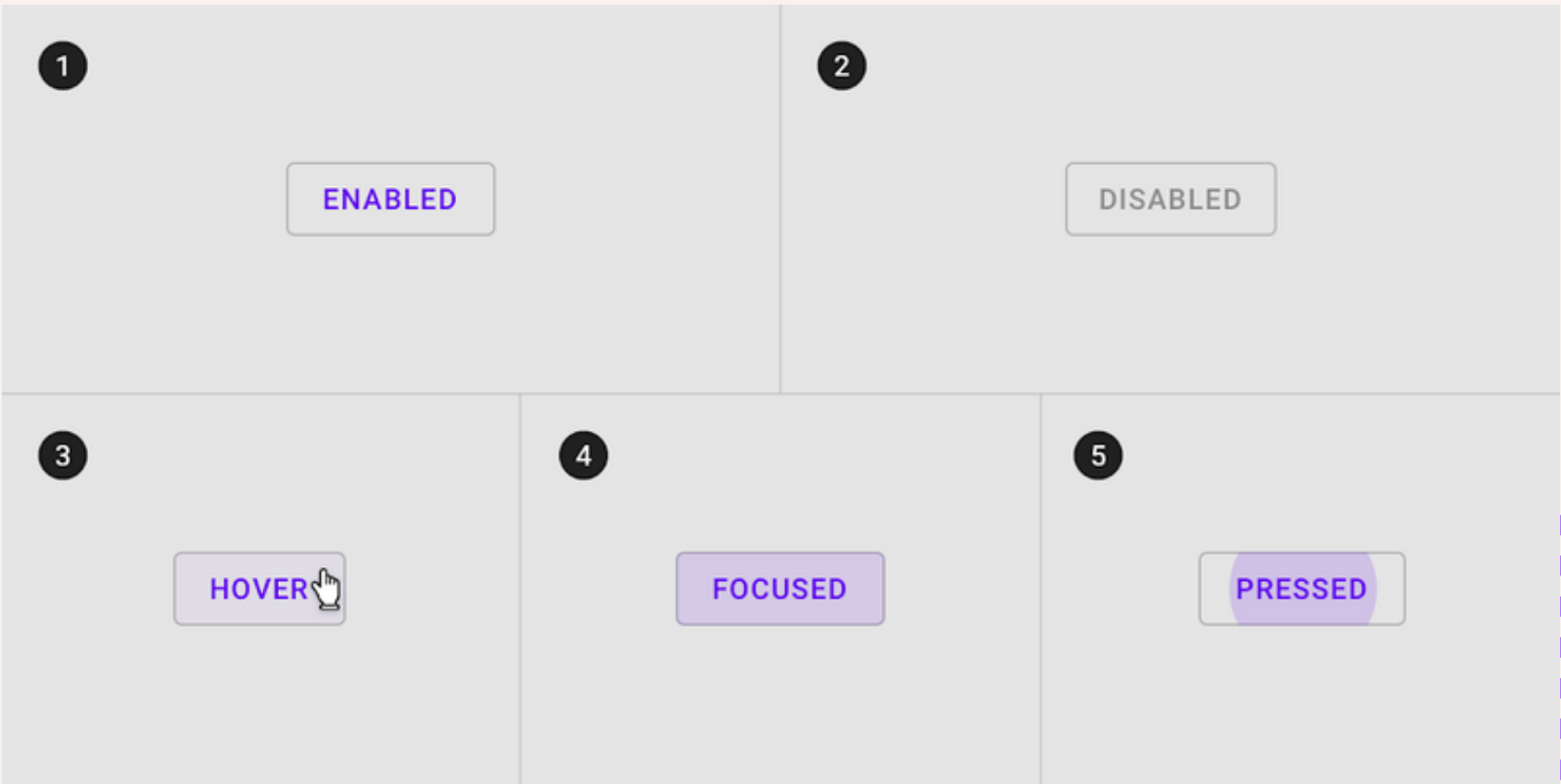
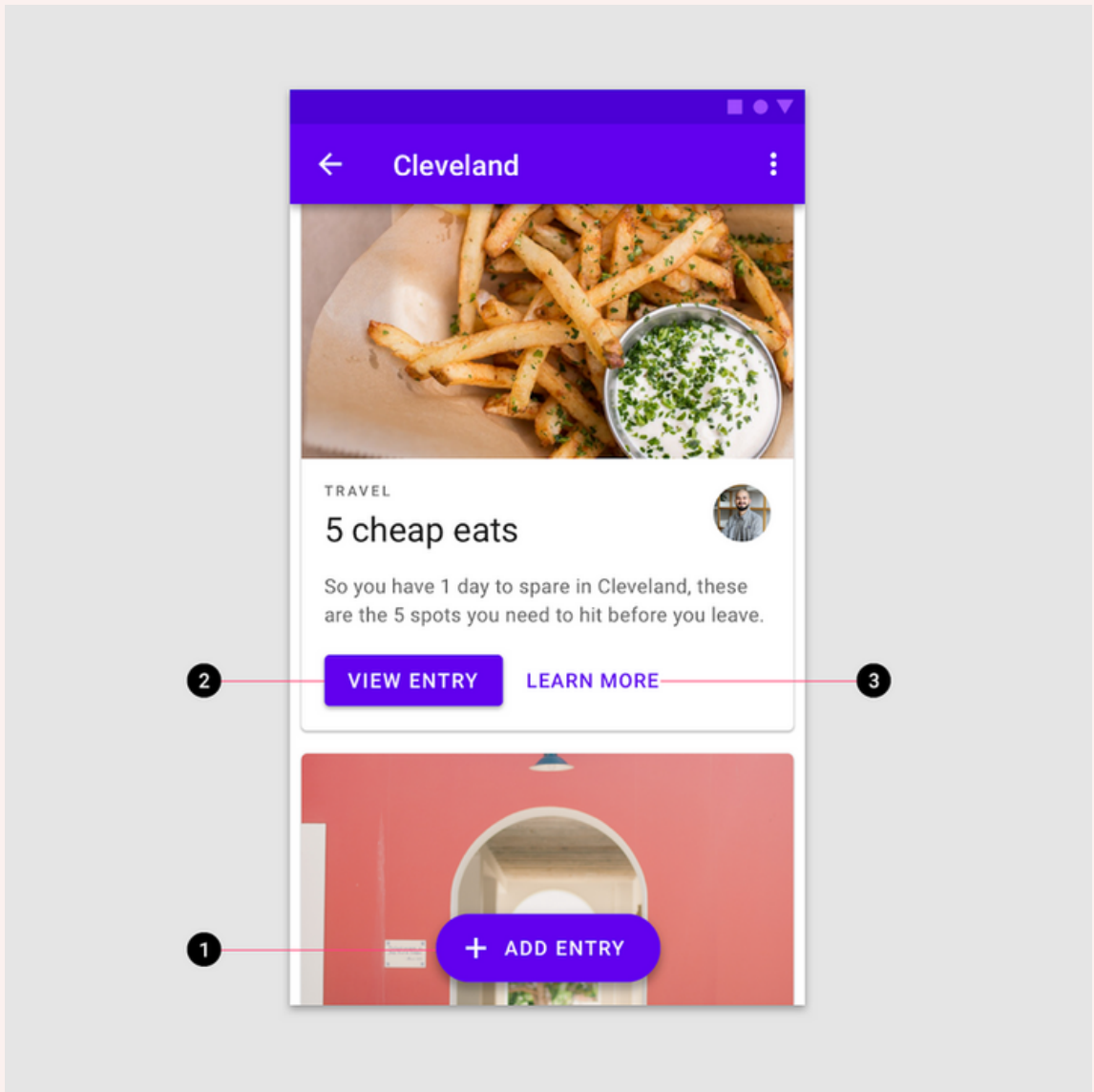
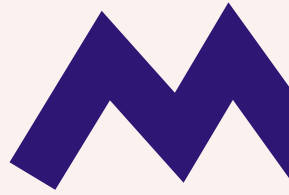
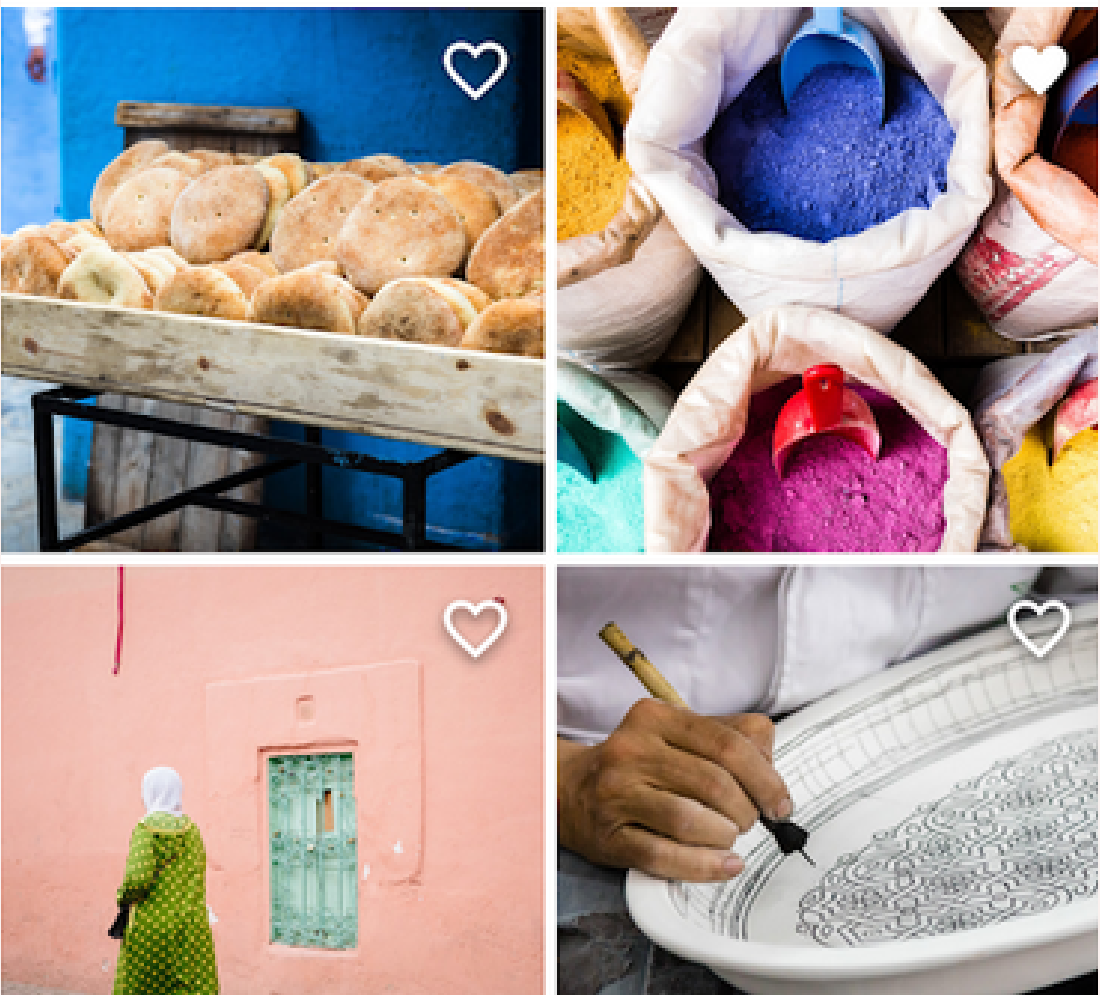
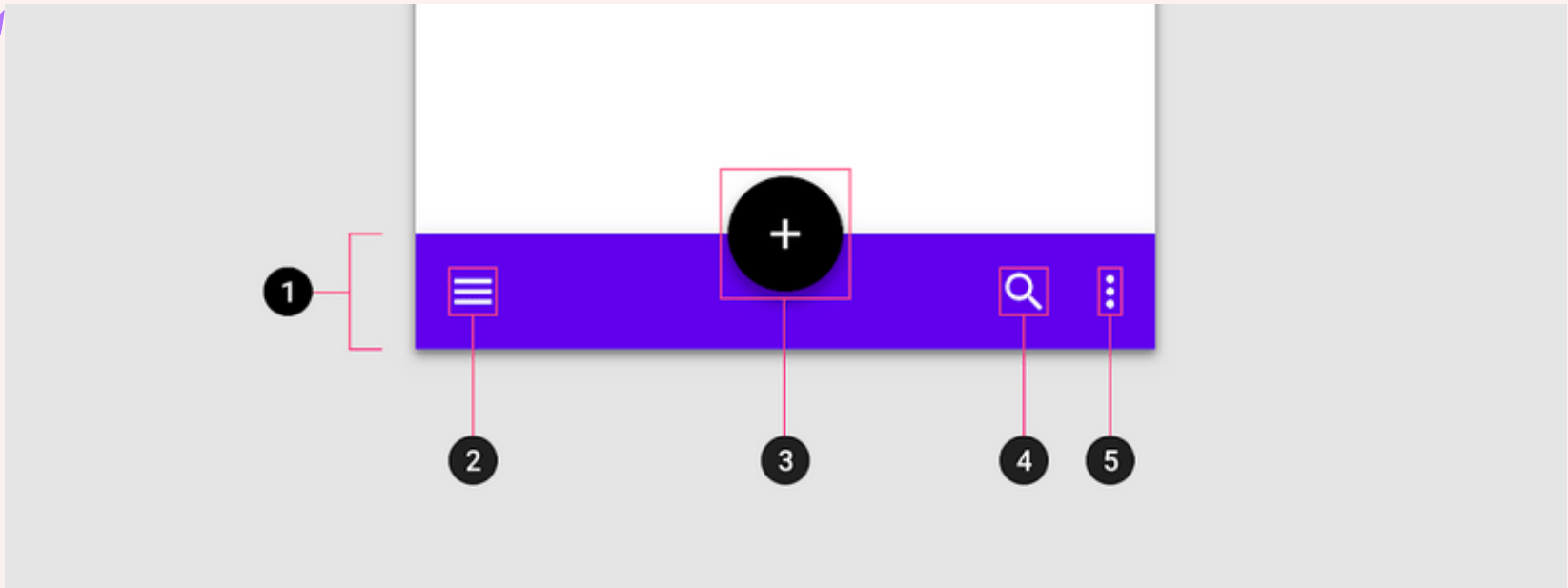


Design

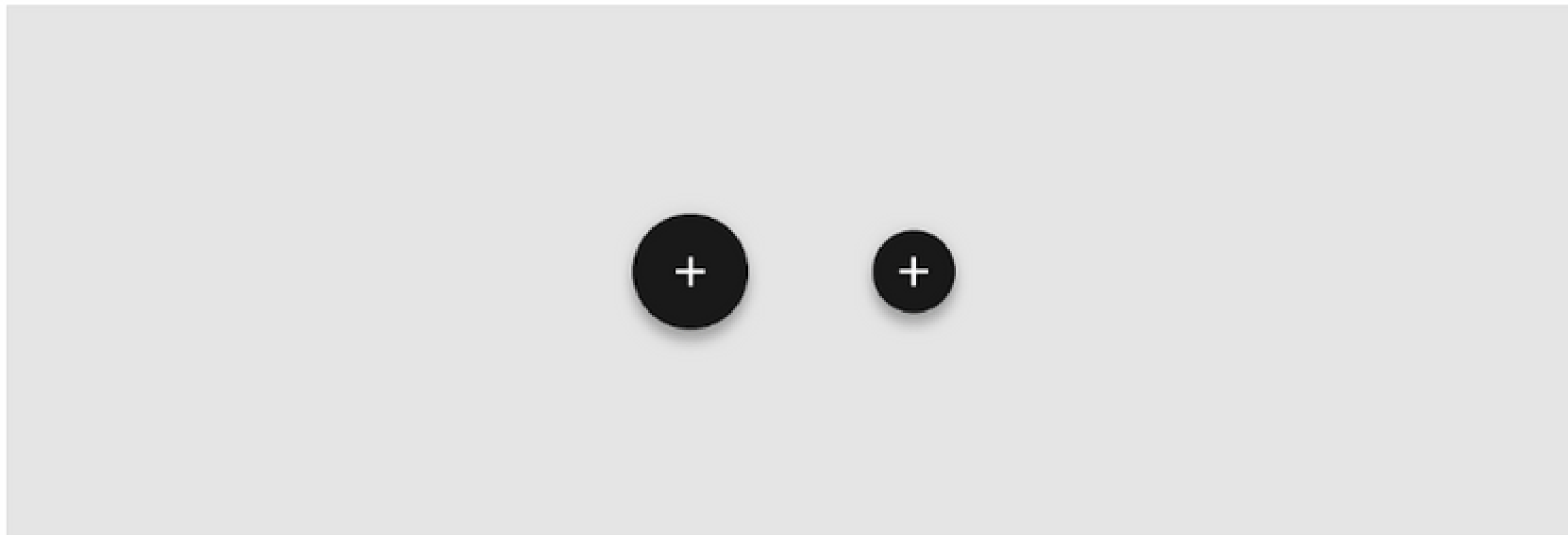
Create intuitive and beautiful products with Material Design

- POPULAR
- [Material Theming](#)
- [Iconography](#)
- [Text fields](#)





Consistência



Os contêineres FAB vêm em dois tamanhos:

1. Padrão (56 x 56 dp)

2. Mini (40 x 40 dp)

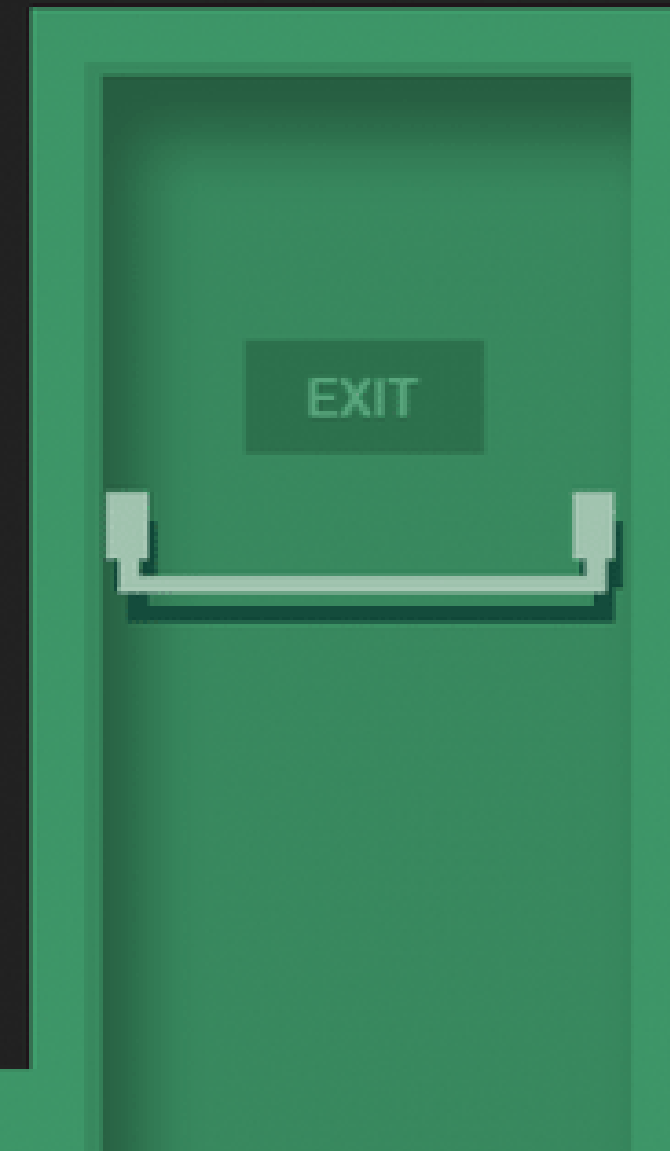


Affordance



**Os Princ
Fundam**

KEEP IT OBVIOUS



Affordance

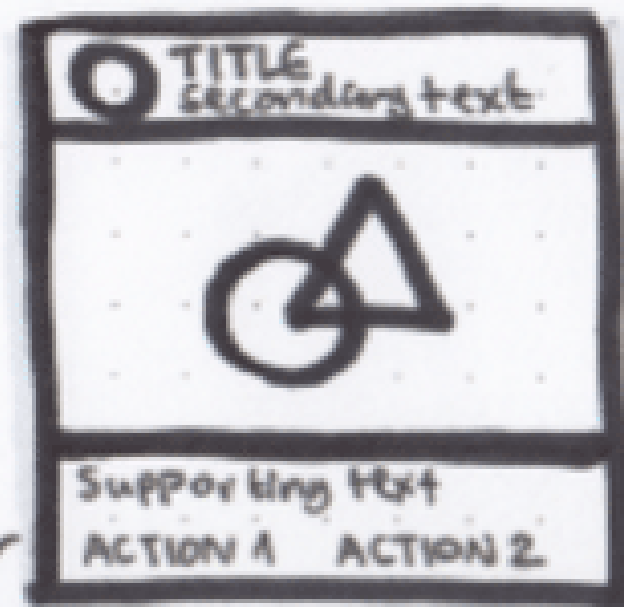
LEARN MORE ABOUT IT





EXAMPLE: MATERIAL DESIGN

"MATERIAL DESIGN
IS INSPIRED BY
THE PHYSICAL WORLD
& ITS TEXTURES,
INCLUDING HOW THEY
REFLECT LIGHT &
CAST SHADOWS"



→ CASTS
SHADOW

→ HAS CLEAR EDGES

THE MATERIAL DESIGN CARD
COMPONENT'S SIGNIFIERS REFLECT
THE AFFORDANCES OF A PHYSICAL CARD!

BUTTON

THE GOAL OF SIGNIFIERS
BUILT IN THE MATERIAL DESIGN
COMPONENTS IS TO EVOKE
AFFORDANCES OF THE RELATED
PHYSICAL OBJECT!



IN THE PHYSICAL WORLD...



YOU CAN

- SHUFFLE
- LIFT UP OR
- DISCARD

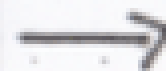
→ A CARD.

AFFORDANCES!

IT CAN BE ELEVATED...



SMALLER,
SHARPER SHADOW



LARGER,
SOFTER SHADOW

IT CAN BE SWIPED, MOVED



HOLD/
PRESS

AND SO ON...



KEY TAKEAWAY

IN ORDER TO USE EXISTING
MENTAL MODELS & TO MAKE
MORE INTUITIVE UIs:

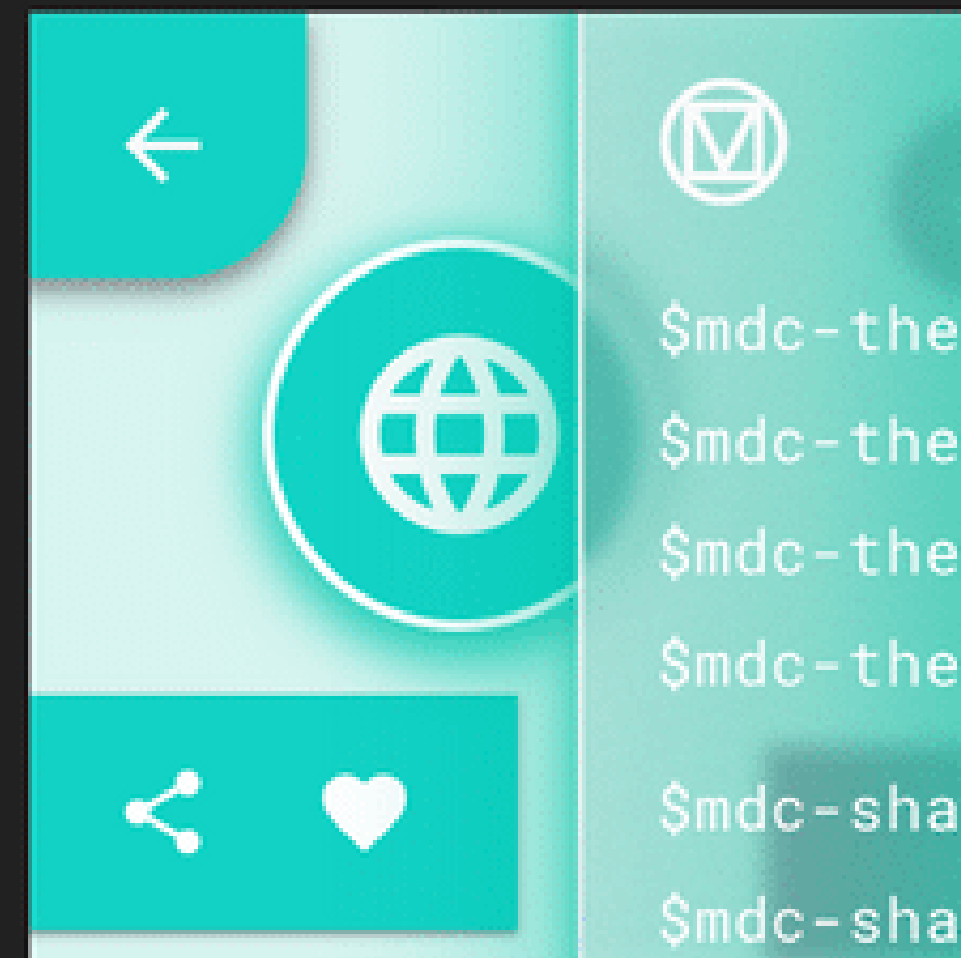
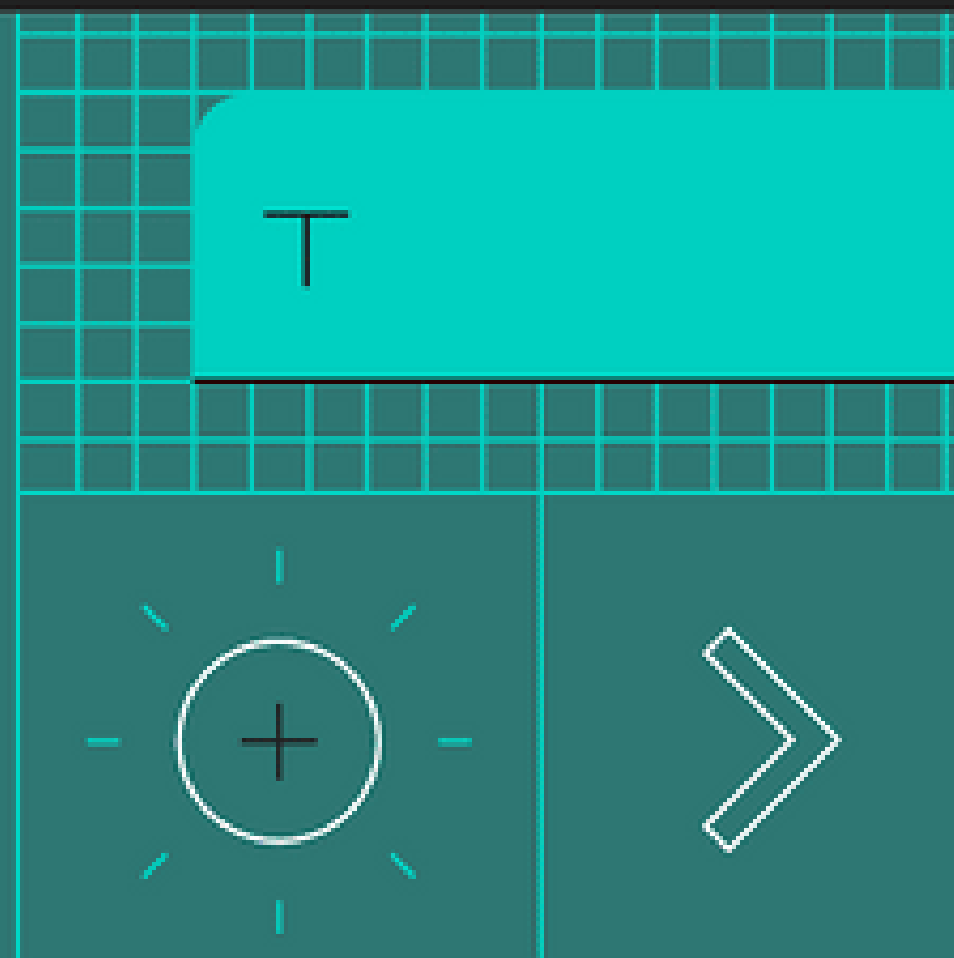
APPLY SIGNIFIERS THAT
REFLECT REAL WORLD
AFFORDANCES.

[Design](#)[Components](#)[Develop](#)[Resources](#)[Blog](#)

Web

Build beautiful, usable products using Material Components for the web

POPULAR



[Web component catalog](#)[Material Web GitHub repo](#)[Material Web tutorials](#)



MATERIAL COMPONENTS WEB

MATERIAL DESIGN É UM SISTEMA PARA UNIR ESTILO, MARCA, INTERAÇÃO E MOVIMENTO EM UM CONJUNTO CONSISTENTE DE PRINCÍPIOS E COMPONENTES.

PARA DESKTOP E WEB MÓVEL, MATERIAL COMPONENTS WEB (MDC WEB) UNE DESIGN E ENGENHARIA COM UMA BIBLIOTECA DE COMPONENTES PARA CRIAR CONSISTÊNCIA ENTRE APLICATIVOS E SITES.





1 Introduction

2 Set up your development environment

3 Add text fields

4 Add buttons

5 Recap

MDC-101 Web: Material Components (MDC) Basics (Web)

About this codelab

≡ Last updated Oct 29, 2020

👤 Written by Liz Mitchell, Abhinay Omkar

1. Introduction



Material Components (MDC) help developers implement Material Design. Created by a team of engineers and UX designers at Google, MDC features dozens of beautiful and functional UI components and is available for Android, iOS, web and Flutter.material.io/develop

What are Material Design and Material Components for the Web?

Next



Obrigado

Apresentado por Aliffe Kauling

