Introduction to UI Design

Super Skill: Start our journey

[Skill]: Difference between UX and UI Design

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Introduction

User interface design (UI) is the design of user interfaces for different software or machines with a clear purpose: to make a better experience for users when navigating through your platform.

The main focus is to clarify the usability of various tools and also create a great aspect.

The UI designer job is to make things as simple as possible, with clear and well-defined elements, such as buttons, icons, typography, and colors.

The goal of user interface design is to make the user's interaction as simple and efficient as possible, in terms of accomplishing user goals (user-centered design: UCD).

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UX Vs UI

UX and UI: Two terms that are often used interchangeably, but actually mean very different things.

UX design refers to the term "user experience design", while UI stands for "user interface design".

Both elements are crucial to a product and work closely together.

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UX Vs UI

- UX design is all about identifying and solving user problems; UI design is all about creating intuitive, aesthetically-pleasing, interactive interfaces.
- UX design usually comes first in the product development process, followed by UI. The UX designer maps out the bare bones of the user journey; the UI designer then fills it in with visual and interactive elements.
- UX can apply to any kind of product, service, or experience; UI is specific to digital products and experiences.

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UX Vs UI

We can describe **User Interface Design** as the things users see when navigating a digital product and **User Experience Design** as the feeling they have while doing that.

These two, are definitely different but they must work hand in hand for an aesthetic and intuitive interface.

This is the reason why we can’t compare UI and UX Design and we must think of them as a whole process that leads to the final product: giving people the experience of using a beautiful website, apps or software while being on a journey of meeting their goals.

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UX vs UI

This picture it showcase the relationship between UX and UI design , where is the first one is all about user research , interaction design and information architecture , the second is all about colors , layout and typography etc ….

Relationship between UX and UI design

Assessments:

Assessment 1: Quiz

- UX is part of UI design
  - True
  - False
- UI design usually comes first in the product development process,
  - True
  - False
- UI and UX Design are a whole process that leads to the creation of a final product
  - True
  - False

[Skill]: Understand a client brief

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Brief component

A successful design project starts with a clear design brief, outlining the project objectives, deliverables, and timeframe.

What's the most important information you need to include in a design brief?

- Project description
- Required Services
- Main Project Features/Sections
- Completion deadline
- Budget
- Development Requirements
- Current challenges
- Target Audience
- What you're trying to achieve with this project
- Prominent competitors
- Favourite products
- Project lead

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Importance of a Brief

The design brief insure a good balance between the information a design studio needs to assess a project and the time the client spends to prepare it. Both sides need this to be time-efficient and productive. It also helps to facilitate meaningful discussions and to get designers, product managers and software engineers on the same page before any research and design activities even start

Check this template and exemple of a design brief

Assessments:

Assessment 1: Quiz

- the design brief outline the team members
  - True
  - False
- Design brief could contain :
  - Benchmark
  - Project description
  - Required Services
  - Main Project Features/Sections
  - Completion deadline
  - Budget

[Skill]: Ask the right questions

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the 5 questions

Before starting any project you need to ask these 5 questions to your client :

1. Why will we conceive this? What is the problem we want to solve?
2. What does success look like?
3. Who is it for? What are they using this product / service for?
4. When using this feature, what does a customer expect, need and want in return?
5. What is the scope of this project? What will it affect?

We will showcase them one by one that way you will be able to understand them , and to establish later on , a ux study .

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Reason and problem

Q1: Why will we conceive this? What is the problem we want to solve?

Use these insights to answer and write 2 or 3 short sentences:

- Think about why is this work prioritized?
- Try to describe the context around this task?
- What does our team aim to improve for our activities and users by doing this work?

Read this ! *Our company specializing in baby products, we have noticed the lack of one specific product that has the ability to scale our business model and further satisfy our customers. We want to launch a new product on the market that gives all new mothers a hand to follow the growth of their babies and their daily lives.*

FIRST CHILD*, new experience, new moms and new dads don’t know much about taking care of newborns. Taking this responsibility isn't always easy , from sleepless night, to worry,and to remembering everything for the well growth and the happiness of the baby. It’s vital to save time and money,*

when struggling raising their child, we need a product that cover those issues.

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Success

Q2: What does success look like?

Use these insights to answer and write 2 or 3 short sentences:

- Think about what success look like for our business, our users and our product team?
- Identify key performance indicators (KPIs) / metrics that will prove your success?

Read this !

For our users, success can be a clear and friendly digital experience that highlights our main features; which allows users to use to follow the growth of their baby

For our team, success is an effective collaboration between them to respect the dead lines:

- *X weeks to define a design and build a functional prototype*
- *X weeks for the launch of the beta version.*

For the business, the KPIs that indicate success are:

- *% of customers who regularly use our app .*
- *Number of new users landed and registered on the app .*
- *% of user satisfaction through a review mechanism.*

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Users

Q3: Who is it for? What are they using this product / service for?

Use these insights to answer and write 2 or 3 short sentences:

- Who is the main user you want to reach with your product / service?
- What task does this product help them accomplish?

Read this !

We want to reach all new mothers because this will truly help them. To all who have multitasks to deal with , and Seek help

to keep an eye on her baby Without of course forgetting about the single fathers or the nanny that take care of the baby , Our application can also present a list of the doctors closest to users" domicile to help the parent make a doctor's appointment for the baby.

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Features

Q4: When using this feature, what does a customer expect, need and want in return?

Use these insights to answer and write 2 or 3 short sentences:

- What experience does a user expect, need or want this feature to provide?
- Do our users have special behaviors or habits that we should take into account in our design?

Read this !

Expectations & needs: *The experience had to closely align with the expectations of existing users regarding the following of the grow of their baby* ***Functionality:***

- *add a baby*
- *share and viralize their baby moments*
- *Track medicines, vaccines, sickness, weight, height, head size*
- ...

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Scope

Q5: What is the scope of this project? What will it affect?

Use these insights to answer and write 2 or 3 short sentences:

- List the areas in your product on which your user will have added value: Which modules, which screens, which elements?
- Are there user states / profiles that we need to take into account? (Connected, first user, brand ambassador, etc.)

Read this !

Overall, these will be new features within the application.

The existing flows that it will affect:

- *Calendar confirmation flow*
- *Doctor appointment booking modification / cancellation flow*
- *User application integration flow for the first time*
- *Account creation flow.*

Existing user states to consider:

- *logged in user, logged-back user account*
- *New user without account confirming a reservation*

Assessments:

Assessment 1: Quiz

- A beautiful design can alone promise the success of the product on the market.
  - Yes
  - No
- Asking the 5 questions can help you:
  - understand the needs of your clients and his business goals.
  - understand your target users
  - respect the graphic guidelines and create an elegant and beautiful product
  - structure how to achieve success
- A good study experience allows you:
  - have a shared understanding with your client
  - retain customers and increase the conversion rate (from user to customer).

[Skill]: What”s UX and UI design

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UX and UI Design Recap

There is no difference between **UI and UX Design** because they are two things incomparable to each other. Both elements are crucial to a product and work closely together. Where **UX Design** is a more strategic and technical role, **UI Design** is responsible for the look and feel of things.

[Checkpoint]: Make Your UX Study Checkpoint

This checkpoint meeting mustn't exceed 10 minutes

Objectives:

We want to launch a new product on the market that gives the customer the possibility to organize their events (wedding, dinner, business lunch, etc…) from catering to the DJ

Answer the series of the 5 questions, seen in the course to establish a UX study and present a design brief based on the template: https://docs.google.com/document/d/1WwVdIljQEkmrq7XRb-aDo7yl2s1XbQCXGhB5eLw7--M/edit?usp=sharing to design a 360 view of the expectations of the two actors: the stakeholder and the end-user.

Instructions :

On a google slide document, answer each question and try to put yourself once in the place of the stakeholder and another time in the place of your user.

Reminder: the 5 questions to develop a UX study focused on outcomes are :

1. Why will we conceive this? What is the problem we want to solve?
2. What does success look like?
3. Who is it for? What are they using this product/service for?
4. When using this feature, what does a customer expect, need, and want in return?
5. What is the scope of this project? What will it affect?

[Skill]: Key Factors Influencing UX Design

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Introduction

As we already established **UX Design** is all about strategy and technical aspect for a product and before starting our **UI Design** conception where we will work on the look and feel of things.

We need to understand UX , for that we will start with the seven factors that govern UX and help the UI be user centric .

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Key Factors Influencing UX Design

We can judge a successful product design if it focuses on a study of the user experience based on the following factors:

Let's take a look at each factor and what it means for the user experience:

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Useful

If a product is not useful to someone, it will never be sold and used.

It should be original and fulfill a need that your user demand. **Useful** should be judged from the point of view of the user and not of the designer himself. A product or service can be considered **useful** if it offers practical advantages such as pleasure or aesthetic appeal.

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Usable

Usability is about enabling users to effectively achieve their end goal with a product. Poor usability leads to a bad experience for the user, and subsequently he will reject your product in the face of another that has been well designed.

Think of the first generation of MP3 players; which lost its market share to the more usable iPod when it launched. The iPod was not the first MP3 player, but it was the first really usable MP3 player.

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Findable

Findable in a digital context means that **information must be easy to find.** In another physical context, if you do not find a product easily on the shelves of a market, you are not going to buy it and it applies to all potential users of your product. If you took a newspaper and all the stories it contained were randomly allocated page space, rather than being organized into sections like Sports, Entertainment, Business, etc., you would likely find the newspaper reading a very frustrating experience. Findability is vital to the user experience of many products.

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Credible

Credibility is a transparent design process that **anchors trust in the user**.

> It is often said; **"Cheat me once, shame on you. Cheat me twice, shame on me."**

When designing your product, it is recommended to take care not to mislead your user. Credibility is found in the user's ability to trust the product you have provided.

Do you think that when a user feels bad intentions during his experience, he will stay? No, it will uninstall your application immediately and look elsewhere!

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Desirable

The **desirability** is felt in the design through the brand identity, the aesthetic aspect and the emotional waves that the user receives through product. Taking the example of the Mini-Cooper, despite some bad experiences in its dashboard and interior ergonomics remains among the most wanted cars in the world.

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Accessible

> Designing for accessibility is often seen by businesses as a waste of money because the impression is that people with disabilities constitute a small segment of the population. In fact, in the United States, at least 19% of people have a disability according to census data, and it is likely that this number is higher in less developed countries. This is 1 in 5 people in the audience of your product who may not be able to use it if it is not accessible or 20% of your total market!
>
> - Source: Interaction Design Foundation

Thus, a so-called accessible design is one which takes into account a user with reduced mobility. And that doesn't just mean a disabled person! Think of a user who wants to open the door of his car or house with his hands full of luggage!

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Valuable

The product you want to design must necessarily include added value to the life of your user and to the company to which the product is developed. Worthless, and despite the marketing buzz that can be created, the user will end up abandoning your product. Designers should keep in mind that value is one of the main influences on purchasing decisions. A $ 100 product that solves a $ 10,000 problem is likely to succeed; a $ 10,000 product that solves a $ 100 problem is much less likely to do so.

Assessments:

Assessment 1: Quiz

- On which values can we indicate that a product is useful or not?
  - If it is simple to use and shortens the user's journey as much as possible to achieve their goal.

    - If it guarantees an income to the stakeholder via easy to use functionalities.
    - if it offers advantages appreciated by the user and a pleasant aesthetic appearance.
- What usability stand for?
    - Usability is concerned with how many people can use your site at a time.
    - Usability is concerned with the ease of use with which a user can interact with your site.
    - Usability is concerned with the length of time it takes for a web page to load.
- Which of the following is not one of the key factors in UX design?
    - Credibility
    - Findability
    - Useful
    - Switchable
    - Accessible
    - Joyful
    - Desirable
    - Salable

Assessment 2: Fill In The Blanks

A useful product should always be judget from the point of view of the user and not of the designer himself.

[Skill]: Empathy phase : Persona and user journey

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Empathy phase : Persona and user journey

A great UI is build on a successful and precise UX deliverables , that will help the team stay focused on the user , its context and its feeling

For that before starting the UI phase we need to establish ou research deliverables that will help decision making and team alignment.

So let’s start with our deliverables .

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Persona

A persona, (also user persona, customer persona, buyer persona) in user-centered design is a fictional character created to represent a user type that might use your product. Creating personas will help you to understand your users’ needs, experiences, behaviours and goals. It is an important design method for getting out of yourself. This can help you recognize that different people have different needs and expectations.

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Persona

Personas are characters that you imagine and create to represent the different user segments that could interact with

your product. Personas creation will help you understand the needs, experiences, behaviors and goals of your users and guide your team through your design process. Persona helps you:

- Having a collective and synchronized understanding with the aim is to ensure that everyone has the same images describing a user.
- Stand out from yourself as a designer and focus your thinking on the user as your main target.

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Persona

Creating personas is about making assumptions. So to do that you need to:

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User Journey storyboard

A user journey is a series of steps that represent a scenario in which a user can interact with the product you are designing.

A user journey is displayed using 3 components:

- **Context:** We describe where our user is and what he is doing.
- **Sequences:** these are the stages experienced by the user throughout his day (ex: what does he do from the moment he gets up to the moment he returns to sleep).
- **Features:** The services that the product can provide to our user at each stage described in sequences.

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User Journey Storyboard

As we said above, a user journey storyboard is a visual representation of what your user is doing throughout the day or during specific times using your product.

It allows you and your team to see your product from the user's perspective.

How to Create a User Journey storyboard?

Before you start, you must declare the business outcomes of your product, because the journey that you offer to your user must achieve these objectives.

Below are the steps required to successfully do that.

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User Journey Storyboard

How to Create a User Journey storyboard? Below are the steps required to successfully do that.

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User Journey Storyboard / Timeline

Here an exemple to make it more clear for you. If you have a talented illustrator on your team, this will be ideal for presenting your travel storyboard in the form of a comic strip. Otherwise, place dots on a timeline and describe each step of the text. it will be enough too.

Assessments:

Assessment 1: Quiz

- A user journey is a user experience using your end product.
  - Yes
  - No
- The Persona in ux design process helps you:
  - Collect a database of your users to contact them when needed.
  - Have a collective and synchronized understanding of your user.
  - Give value to your work process.
  - Centralize your thinking about the user as the primary target.

[Skill]: Ideation phase: Hypothesis, Matrix, and user flow

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Matrix

Assumption in UX is good risk management

The assumption in a product creation process always remains a risk to be taken. The role of a UX designer is to minimize this risk and manage it well. For a better understanding, here are some examples of risks to face:

- Exceed the allocated budget from the start.
- Postpone the delivery date.
- Need more technical resources and additional professional skills.

Risk Prioritisation Matrix

We need first define the level of risk which answers the following question: **How serious would it be if we were wrong about our assumption?**

The following matrix is a good technique for placing hypotheses along two axes:

- High / Low **Risk** Vs High / Low **Value**

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Matrix

Assumption in UX

The hypothesis needs to be written following this structure : We believe that (**creating this experience / or adding this feature**) for (**persona**) will achieve (**this outcome**) This way we can focus on producing effective research objectives that we will aim to validate throw experimenting and testing and all this is thanks to properly defined hypothesis

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Matrix

Assumption in UX is good risk management

As you can see, the post-it notes are our assumptions and we have pasted them according to their degree of risk and their added value. In this way, we will have a clear vision on which hypothesis we should center our processes.

The purpose of this matrix is to prioritize ideas in a well-defined order. That doesn't mean that we have to start with post-it "D" in our case. But it could be the "E" despite the great risk it presents.

Decision making is always up to the team decision maker (UX manager or business owner himself).

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User story

User Story is a description of a functionality that we want to implement in our product. This description must be told from the user's perspective. A user story is a very short sentence that begins with

As a [user], I [want a feature] so that I can [satisfy a need].

User stories are very important because they help us to understand situations, to be more empathetic with our users and to fill a situation with hidden details of their behaviors.

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User Stories

As mentioned earlier, the user story is an agile approach widely used in UX Design that aims to understand the user and their behavior.

Writing good user stories means discussing the stories well, offering an updated vision and finally writing several sentences that can easily describe who our user is and what he is looking for through our product.

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User Stories statement

- **Start with persona:** take one of your user profiles that you have already declared in the persona phase.
- **Describe Feature:** that you want to implement and which must meet a specific need of your user.
- **End with need:** explain the need your user is trying to reach.

As a (**User**) I want a (**Feature**) so that I can (**Satisfy a need**).

Example: Uber taxi order As (**Sam, 34, teacher**), I want a (**fast, comfortable and secure car**) so that I can (**get to my school on time each morning**).

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User flow

User flow is the path a user takes on a website or application to perform a specific task. The user flow takes him from his entry point through a set of steps towards a predefined objective or action, such as buying a product or requesting a quote.

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User flow

User flow is a specific scenario or path that the user takes to reach a well-defined objective. To successfully design a user flow, you need to:

- **Understand your user:** understanding the user's needs and motivations allows you to make informed choices when determining how to integrate users into this flow.
- **Create a flow plan using different shapes:** it's a bit like a mind map.

Each box you draw represents a step in a user action.
- **Use arrows:** lines with arrows guide the reader from shape to shape, from top to bottom or from left to right.

Assessments:

Assessment 1: Quiz

- In User Flow, we use shapes to trace the path the user should follow.
  - Rectangle for "Decision", Inverted cube for "Action", Circle for "Display".
  - Inverted cube for "Decision", Circle for "Display", Rectangle for "Action"
  - Rectangle for "Display", Inverted cube for "Decision", Circle for "Action".
- The ux conception hypothesis remains a risk to be taken. The role of a UX designer is:
  - Detect this risk and explain it to the stakeholder.
  - Minimize this risk and manage it well.
  - Avoid spending too much time in risk management.
- A risk level in a risk prioritization matrix answers the following question:
  - How serious would it be if we are late in processing our hypothesis?
  - How serious would it be if we were wrong about our hypothesis?
  - How serious would it be if we spend a lot of time in reducing the assumptions?
- What are the deliverables of a successful UX study?
  - The only deliverable from a study is the end product, which must meet the needs of both the user and the market.
  - Many ux design methods must be provided throughout the process.
- The path a user takes on a website or application to perform a specific task is:
  - User Story
  - Persona
  - User Journey
  - User Flow

Assessment 2: Fill In The Blanks

As a user , I want a feature so that I can satisfy a need .

[Skill]: Design Process

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Design Process

After we have established , the key phases in the ux process such as the empathy phase and the ideation phase and its deliverables : the persona ; the user journey etc ..

We will now showcase all the possible process that are part of the design history from the waterfall till the design sprint passing by the design thinking and the double diamonds

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The old way: Waterfall Process

A classic design process is an industrial development process focused on timeless aesthetic deliverables; also called waterfall process.

To make the concept easier, let's look at a product team working according to the waterfall process which requires learning all they can before executing the product development.

The research can take months and the number of participants cannot be controlled. Requirements are determined before design begins and the design itself ends once and for all before development begins.

There is no possible return, not before version 2.0. This is how the waterfall process works.

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The Design Thinking

Design Thinking is **an iterative process** in which we seek to understand the user, to question assumptions and to redefine problems in order to identify strategies and possible solutions. Design Thinking offers an approach based on **practical methods** to solve the problems that your users may encounter during their experience with your product. The steps that build a Design Thinking process are:

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Empathize

The first step in the Design Thinking process is to gain an empathic understanding of your user in order to solve problems creatively. Empathy is crucial to a **human-centered design process**. It allows designers to set aside their own assumptions and perceptions of the world in order to better understand real end-users and their needs.

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Define

This is where you analyze your observations from the Empathize phase and summarize them to define the main problems that you and your team have identified so far.

You should seek to define the roots of the problem in the form of a clear, human-centered statement (from the perspective of your user, not yours).

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Ideate

At this point, the designers are ready to generate ideas.

There are many ideation techniques such as brainstorming and focus groups. They are generally used to stimulate free thinking and to widen the space for problems where opportunities arise.

It is important to get as many ideas or solutions to problems as possible at the start of the ideation phase.

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Prototype

This is an experimental phase, the aim of which is to identify the best solution for each of the problems identified during the first stages. The solutions are designed in a prototypes and they are studied and either accepted, improved and reviewed, or rejected based on user experiences.

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Test

This is the last step in the design thinking process, just before the final implementation of the product on the market. It is about testing your prototype in order to understand your users, the conditions of use, the way people think, behave and feel and express empathy. Even during this phase, changes and improvements are made to improve problem solutions and gain a deep understanding of the product and its users.

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The Double Diamond Process

The Double Diamond design model is a method of reflection that designers can follow in their creative process. The Double Diamond design model includes four stages:

- **Discover**: This step consists of identifying the problems that the designer must deal with and its possible solutions.
- **Define**: The definition stage aims to develop the different components of the project after identifying the problems. This can mean identifying hidden opportunities.
- **Design**: This is the stage during which the designer will concretize his research and start to implement it in the form of wireframing.
- **Deliver**: The last stage of the Double Diamond model includes the final testing of the product, official sign-off to production and launching.

These steps work like a non-linear map that designers can use to organize their thoughts to improve the creative process. It is recommended to go back and forth between these steps in order to fully understand what the problem is and how they can solve it or improve the product.

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Design Sprint

What do you need to run a design sprint process?

You first need a **multidisciplinary team** generally led by a decision maker who must be involved in the discussions from the start because their decision will influence the objective and the final product.

The existence of a **facilitator**, who will aim to follow the progress of the team during the Design Sprint and to ensure that everyone plays their role, is a must.

Design experts are the most requested actors in this process because they design the product and contribute to the artistic direction of the project. Other profiles can help and contribute, depending on their position and their area of expertise. citing as an example a technical expert, a marketing, financial and client account profile.

Design Sprint is a process that answers critical business questions through design. A Design Sprint is a unique five-day process for validating ideas and solving big challenges by prototyping and testing ideas with real users before final launching.

In five days, the Design Sprint will help you:

- **Understand**: Identify the problem and choose an important area to focus on.
- **Ideate**: Sketch competing solutions on paper.
- **Decide**: Make decisions and turn your ideas into a testable hypothesis.
- **Prototype**: Hack together a realistic prototype.
- **Test**: Get feedback from real users.

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Design Sprint

Preparation

Block out an entire week in your calendar and the same thing for your team. No appliance is allowed in the room: this is how the whole team is concentrated a hundred percent of the time. Bring many post-it notes: you will need it to write down ideas and map them on a wall. Whiteboards and many markers. Good time management is important: bring a timer with you or use the one installed on your smartphone.

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Design Sprint

Monday: Understand the problem

At the start of the sprint, you need to set yourself a **long-term goal**.

Why are we doing this project?

Where do we want to be in six months, a year or even five years?

This should serve as a connecting thread for everyone to move in the same direction. Once established, it is important **to transform the objective into actionable elements** by reformulating your assumptions and obstacles into sprint questions. For example, if your long-term goal is to "recruit loyal users through a product that offers reasons to return"; so a sprint question might be "will customers feel motivated to recommend us?"

Tuesday: Ideate the solutions

Remix and improve your ideas. Encourage your team **to research** competitors and find examples of existing products that could **inspire your solution**. Each person must demonstrate their results for 3 minutes. The **four-step sketching** method helps you create solutions effectively while iterating through each variation along the way.

Wednesday: Make a decision

In this step, you and your team decide the best solution to prototype. To successfully choose the best solution, you need to place all the sketches on a wall to create an art gallery. Ideally, the sketches should be anonymous. A voting mechanism using dots will be established to choose the best sketch so that it will form the basis of the next step.

Thursday: Create a prototype

Once you've chosen the best sketch, spend the whole day designing the prototype. The quality of the prototype should be good enough for it to appear real to users, but not too much for you to spend an eternity perfecting it. For beginners in design, you can use free libraries wireframing kit. Just drag and drop the elements you will need to build the interfaces for your product. Here are dozens of free kits that work on Adobe XD: https://bit.ly/2TIwvpl

Friday: Test your prototype with real users

You will need to interview five users who match your target customer profile. The questions and tasks that you ask the user to perform during the interview should simulate a real environment while the sprint team watches the recording in a separate room.

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Design Sprint

In this **video**, Google Venture partner and Sprint book editor Jake Knapp introduced the sprint process.

Embedded Video

Assessments:

Assessment 1: Quiz

- The classic design process is called:
  - Butterfly process
  - Waterfall process
  - Waterfly process
  - Whatever Process
- What are the disadvantages of the classic Waterfall model?
  - The product team tries to know everything about the product before running the development process.
  - Requirements are determined before design begins.
  - There is no possible return.
- What is the iterative cycle for in the Design Thinking process?
  - Understand the user and his behavior.
  - To involve the team and exploit its full potential.
  - Question assumptions and redefine problems.

- What are the three stages of the Design Thinking Process?
  - Prototype
  - Define
  - Test
  - Ideate
  - Empathise
- We can classify all stages of the Design Thinking Process into three main parts. Can you identify them?
  - Understand
  - Engage
  - Explore
  - Define
  - Materialize
  - Summarize
- In Ideate steps, the UX designer uses certain brainstorming techniques to:
  - Stimulate free thinking and generate useful insights for the design process.
  - To allow designers to set aside their own assumptions and perceptions.
  - Expand the space for problems to give life to opportunities and potential solutions.
- There is a step in the Double Diamond process that consists of identifying the problems that the designer must deal with and its possible solutions.
  - Discover
  - Define
  - Deliver
  - Design
- Personas, empathy map and user journey are design methods used in the Double Diamond process. At what stage can we find them?
  - Discover
  - Deliver
  - Design
  - Define
- What is the 5-day design process for solving difficult problems?
  - Double Diamond
  - Focus Group
  - Design Sprint
  - Design Thinking
  - Waterfall Process
- What role does the facilitator play in Design Sprint?
  - Track team progress and make sure everyone plays their part.
  - Confirms the correct directions taken and their compatibility with the objectives.
  - Facilitates communication between the product team and the stakeholder.
- Showing empathy in Design Sprint process can be revealed through:
  - Know the stakeholders and design a product that meets their requests and wishes.
  - Understand user behavior in order to solve problems with creativity.
  - Set up hypotheses to anticipate user behavior and meet their needs.
- "Why are we doing this project" is a question asked in Design Sprint. On what day should we announce it?
  - In Thursday while creating a prototype
  - In Monday while understanding the problem
  - In Tuesday in the Ideation stage

Assessment 2: Reorder Statements

Organize the different stages of the Waterfall Process in order:

1. Analysis
2. Specifications

3. Design
4. Development
5. Testing
6. Implementation

Assessment 3: Reorder Statements

The Double Diamond design model involves four steps. Organize them in order.

1. Discover
2. Define
3. Design
4. Deliver

[Skill]: There is no UI without UX

Learning Style: 1

Page: 1

There is no UI without UX Recap

The USER EXPERIENCE Design study is seen through design methods that are expected deliverables to ensure it will meet the needs of the user. The designer following his process is invited to produce various methods to align the direction and synchronize the image of the user for whom he designs the product: from the persona to the usage report passing through the user's journey, l history and flows .. and many others deliverables.

Regarding the human-centered design aspect, it is necessary to set up a mechanism that is primarily interested in the user and this via different design methods: empathy, problem analysis and ideation.

[Checkpoint]: Let’s Start the Ideation Phase Checkpoint

This checkpoint meeting mustn't exceed 10 minutes

Objectives:

Synthesize the ideation part for the event organizer product and present its deliverables.

Instructions :

Based on the UX study established in the first checkpoint, establish two personas, their journey, then write down some hypotheses related to these personas and prioritize them in a matrix after that choose the hypothesis with less risk and more value and draw a draft of a user flow for it. (you can use lucid app for the user flow)

Use one of the ideation tools to present and establish your work such as (miro, milanote, etc ...)

[SuperSkill]: Conclusion

Learning Style: 1

Page: 1

Recap

We are now aware that a successful reflection on ux design which has remarkable added value must be based on the expectations of our stakeholders combined with the needs of our users.

Mastering the business outcomes will permit you to have a clear project objectives and results based on a shared understanding of what success looks like and that will be the foundation from which you begin the design process of any type of projects

[Checkpoint]: Present Your UX Phase Checkpoint

This checkpoint meeting mustn't exceed 10 minutes

Objectives:

Synthesize the Ux phase for the event organizer product and present its deliverables before starting the UI part.

Instructions :

based on the UX study established in the first checkpoint, and the deliverables created in the second: the personas, their journey the hypotheses their prioritization, and lastly the user flow for it.

Establish a final presentation of the UX phase explaining, your analysis from the client brief and the understanding of the stakeholder’s need till the user flow that you created based on your project approach.

[OneToOne]: Present your UX phase One to One

This one to one meeting mustn't exceed 18 minutes

- What is a Design brief ?

  it’s a document, that we use to put the initial assumptions, hard facts, goals, and other relevant information into a written form

- Why do we create a design brief ?

  It helps to facilitate meaningful discussions and to get designers, product managers and software engineers on the same page before any research and design activities even start

- What’s the most important information you need to include in a design brief?

  it should have a clear design brief, outlining the project objectives, deliverables, and timeframe.

- UX and UI stands for what ?

  UX design refers to the term “user experience design”, while UI stands for “user interface design”.

- What’s the difference between UX and UI ?

  UX design is all about identifying and solving user problems; UI design is all about creating intuitive, aesthetically pleasing, interactive interfaces.

- How important is asking the right questions in a business outcomes study?

  Asking the right questions in the Business outcomes phase allows you to:

  - Have clear project objectives and results.
  - Build a Shared understanding of what success looks like.
  - Forge a foundation from which to begin your design process.

- What is the very first question we need to ask to get our UX business study off to a good start?

  The first question we have to start with is **why are we going to design this? What is the problem we want to solve?**

- What is it about?

  This question describes the general context of the mission and the problems it aims to improve.

- When can you say that a product has a good user experience?

  When the product design will improve the experience people will have when interacting with it and make sure they find value in what it offers.

- Empathy in product design is very important, what are the conception methods that are part of this stage of the process.

  User survey, Empathy Map, Persona, and User Journey.

- Understanding the needs, desires and objectives of your users will be done using a specific design method. Specify it.

  Personas creation will help you understand the needs, experiences, behaviors, and goals of your users and guide your team through your design process.

- What are the steps to successfully create a user journey storyboard?

  Choose your persona, define the context, configure the sequences, look for opportunities.

- The user journey can be done in two different graphic forms. indicate them.

  The user journey can be done by drawing a storyboard or by making a timeline.

- How to define a problem statement in the ux design process?

  A problem statement can be defined from the user's perspective and the research over the user's perspective.

- The ideation stage is made up of several design methods. Can you cite them?

A user story, User flow, Assumptions and risk management,

- To prioritize the hypotheses, we use a specific technique. what is this method?

  Risk Prioritisation Matrix: The assumption in a product creation process always remains a risk to be taken. The role of a UX designer is to minimize this risk and manage it well using the Risk Prioritisation Matrix.

- What are the two axes that build the hypothesis prioritization matrix?

  Low/High risk, Low/High Value

- What is the purpose of using it?

  The purpose of this matrix is to prioritize ideas in a well-defined order. Otherwise, it is to give each hypothesis its added value to the product and the weight of the risk that it hides if we decide to develop it.

[Workshop]: Present your UX phase Workshop

This workshop meeting mustn't exceed 10 minutes

- Master and present the following UX deliverables :
- 7 UX factors
- UX delivrables : persona , user journey , user flow , matrix etc...
- Confirm a good understanding of the super skill with the students.

https://docs.google.com/presentation/d/19MN_zJ3EVMfODm5jupvA4BXPsHSEaSmLIxigEsNHybE/edit?usp=sharing

Super Skill: Wireframing

[Skill]: Wireframing Introduction

Learning Style: 1

Page: 1

Wireframing

‘Wireframes’ are one of the ways we can plan digital experiences – they are illustrated representations of what an online experience (whether its a mobile application or desktop website) will look like, before a single line of code is written.

- it’s far quicker to sketch an idea than it is to mock it up using software
- it’s easy to share and iterate sketched wireframes with a large group
- you can spread out drawn wireframes on a table, so as to understand the larger context how they all work together

A simple sketched wireframe can look like this:

Assessments:

Assessment 1: Quiz

- Wireframing on paper helps you make your idea a reality faster. What are the characteristics of the drawing on paper that you saw in the previous course?
  - The paper is easy to use for everyone, even those who cannot draw.
  - Paper is cheaper than online tools.
  - The paper is more practical and communicative when you want to present it to the team.
- What is the recommended design method to do before starting wireframing?
  - User Journey
  - Persona
  - User Flow
  - User Story
- Can making a non-perfect wireframe explain your idea and let you move forward in your design process?
  - Yes
  - No

[Skill]: Wireframing, Why is it so important?

Learning Style: 1

Page: 1

Wireframing Why is it so important?

It is a design methodology that allows your product to reach its market launch as soon as possible and without too much cost. The idea is simple - release a product with the fewest number of features and test it to get feedback from your users as quickly as possible.

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Wireframing Why is it so important?

How you can proceed?

KISS: Keep It Simple, Stupid! Your design does not need to be at the cutting edge of technology with an overly advanced visual effect. However, it should be nice when it comes to basic visual design principles and hierarchy.

this greatly helps your user to understand the product and also creates a good first impression which will build trust.

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Wireframing Why is it so important?

How you can proceed?

- **Welcome your users and take them to a guide tour.** When users first open your app, greet them and ask them if they need a quick visit. The goal is to give them the feeling of having successfully understand the concept.
- **The landing screen is the first contact with your user.** Use the landing screen to display your unique value with a clear and precise message. Try to dedicate a good reflection to make it speak better.
- **Share, Learn and Improve** Collect comments and improve your MVP for more user-friendly rendering.

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Wireframing Why is it so important?

What are the benefits of an MVP?

- **Better understanding of the potential of your product:** Starting with a minimum viable product allows the team to focus on the essential functions and added value of your product.
- **Faster launch and mastered time to market:** By releasing your MVP so quickly, you are preparing the ground for your solution. You also begin to build early relationships with customers that will form the basis for future success. Your users can interact with your brand from the start and help shape the future development of your software through feedback.
- **Other valuable benefits:**
    - Reduce development costs.
    - Avoid / reduce the loss of human and logistical resources.
    - Testing UX and Usability

Assessments:

Assessment 1: Quiz

- MVP refers to:
    - Minimum Valuable Product
    - Most Viable Product
    - Minimum Viable Product

    - Minimum Vulnerable Project
- AN MVP aims to
    - Launch a product prototype as soon as possible and without much cost.
    - Adjust the cost of the product to your budget by eliminating unnecessary tasks.
    - Launch a product with the least functionality to let the product work.
    - Get valuable feedback from users before the final market launch.
- KISS refers to:
    - Keep it Smart and Small
    - Keep it Simple and Stupid
    - Keep it Strong and Simple
    - Keep it Simple and Safe
- The first screen that your user will land must contain:
    - Clear and precise message that explains the purpose of the product.
    - A detailed presentation on the company or founders of the products.
    - Welcome message asking the user if they need a quick visit.

[Skill]: Getting started with XD

Learning Style: 1

Page: 1

Getting started with XD

What’s Adobe XD

Adobe Experience Design called Adobe XD is free design software used for prototyping and designing web - mobile application.

Download it here.

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Getting started with XD

Home screen in XD

The Home screen gives you quick access to learn tab, cloud documents, cloud documents shared with you and deleted, manage links, artboard presets, and recent files.

A. Home **B**. Learn **C**. Cloud documents **D**. Shared with you **E**. Deleted **F**. Manage links **G**. Recent files **H**. Artboard presets

Page: 3

XD component

| Tab | Description | | -------- | -------- | |**Learn** | Access all the tutorials related to features, tools, and workflows in XD. | | **Cloud documents** | View the list of cloud documents that you have saved in XD. You can organize your personal XD cloud documents in folders. For more information on how to get started with cloud documents, see Cloud documents in XD. | | **Shared with you** | View the list of cloud documents shared

by different stakeholders for review. | | **Deleted** | Find the complete list of cloud documents deleted. You can choose to restore the documents or delete them permanently. | | **Manage links...** | Manage links direct you to assets.web.com. View and access the cloud documents from the Cloud documents section in the Files menu. You can view the documents either in a grid or list view, sort them by name or by date of modification. | | **Artboard presets** | Get started with your design project by selecting one of the preset artboard sizes on the home screen. You can choose from different options that are listed under of iPhone, Web, social media presets, or even define your own custom artboard size. For more information on artboards, see Working with artboards. | | **Recent files** | View the list of recently accessed XD files. |

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Workspace overview macOS

A. Main menu **B**. Design mode **C**. Prototype mode **D**. Share mode **E**. Invite to document **F**. Preview on device **G**. Preview **H**. Property inspector **I**. Pasteboard **J**. Artboard **K**. Plugins **L**. Layers **M**. Libraries **N**. Toolbar

| Option | Description | | -------- | -------- | | **Main menu** | Access File, Edit, Object, View, Window, and Help menus and the submenus within them | | **Design mode** | Create and design the artboards that make up your project. You can choose to import assets created using other tools or from the web, or create graphics in XD. | | **Prototype mode** | Link artboards together, create video demos of the design (currently only on macOS), prototype your design in a browser or a device, and share them with stakeholders for review. | | **Invite to document** | Enable Co-editing and invite your fellow designers to simultaneously access and edit your XD document. | | **Share mode** | Create and share links for design reviews, development, presentations, and user testing. | | **Preview on device** | Connect multiple devices through USB to your desktop machine, set them up to transfer data, and view them live. | | **Preview** | Test your prototype within Adobe XD using the desktop preview or the Adobe XD app on your iOS or Android device. | | **Property Inspector** | Define various properties of objects and manipulate them using different options in the Property Inspector. For example, you can specify backgrounds, fills, borders, shadows, alignments, and dimensions of objects. You can also combine objects together to make entirely new objects. To lay out repeating elements, use the Repeat Grid option in the Property Inspector. Use the Fixed Position option to fix the position of multiple elements

on scroll. You can also use the math calculation to create designs with greater precision or move objects to a new location or modify its width and height. | | **Toolbar (Plugins, Layers, Assets, and tools)** | Access the selection tool, drawing tools, text tool, artboard tool, the Assets, and Layers panel. | | **Application / toolbar** | Access the Design mode, Prototype mode, zoom levels of the canvas, preview, and sharing options. | | **Work area** | Contains the canvas or artboards with the assets that you create. |

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Workspace overview Windows

The XD interface on Windows 10 is similar to the interface on macOS except for some minor differences.

- On Windows, there are no top-level and Object menus. Simply right-click an object and use the context menu instead.
- XD on Windows has a Hamburger menu on the upper-left corner that allows you to create or open files, save, and export assets.

A. Design mode **B**. Prototype mode **C**. Share mode **D**. Menu bar **E**. Invite to document **F**. Preview on device **G**. Preview **H**. Property Inspector **I**. Pasteboard **J**. Artboards **K**. Plugins **L**. Layers **M**. Libraries **N**. Toolbar **O**. Pop-up menu

Page: 6

Opening Adobe XD

When you open Adobe XD for the first time, the program's welcome screen appears. On this screen, you will notice that there are several ways to open a new document. You can also start with a tutorial project proposed by Adobe to get started. Your saved projects will be displayed at the bottom in the "Recent project" area.

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The Design workspace

The Adobe XD interface is very minimalist. You start automatically on the design workspace. The left side of the interface is the toolbar. Here is what is included in the toolbar: the selection tool, the shape tools (square, circle, lines), the pen tool, the text tool, the work plan, the Zoom tool. At the very bottom of the toolbar is the symbol library and the layers panel. The right side of the program contains the appearance panel where you can align objects, use several tools similar to the path of Adobe Illustrator, resize objects, set opacity, etc.

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Prototype workspace

In Prototype mode, you can link artboards together, preset micro-interactions and hover button effects. Several options are available to customize the state of your transitions. In this workspace, you can connect your work plans to make them interactive, as if you were browsing an application or a website. To preview, click on the play button in the menu bar at the top right. This method offers the development team a dynamic and understandable architecture thanks to an overview of the application and the path that leads from one interface to another.

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Share workspace

Sharing your creations with your team or customers online is now easier than ever. By clicking on the "Share online" button in the menu bar at the top left, you can generate a unique link address that you can share. **Please note that you must create relationships between interfaces to be able to share them all online.**

Assessments:

Assessment 1: Quiz

- Once you open Adobe XD, the default active workspace is:
  - Design area
  - Prototype area
  - Share area
- Interactions between art boards are preconfigured in the workspace:
  - Design area
  - Prototype area
  - Share area
- Why is it recommended to make the prototype interactive?
  - It gives a clear idea of the user journey and the actions to be taken to navigate between the interfaces.
  - It offers the development team a dynamic and understandable architecture.
  - An interactive prototype is necessary to validate the personas we made during the ideation course.
  - The prototype cannot be shared until the interfaces are linked.

[Skill]: Wireframing Low Fidelity in XD

Learning Style: 1

Page: 1

What is fidelity?

Prototypes don’t necessarily look like final products , they can have different fidelity.

The fidelity of a prototype refers to how it conveys the look-and-feel of the final product (basically, its level of detail and realism).

Fidelity can vary in the areas of: Visual design, Content and Interactivity

There are many types of prototypes, ranging anywhere between these two extremes: Low fidelity prototype or High fidelity prototype

Product teams choose a prototypes fidelity based on the goals of prototyping, completeness of design, and available resources

Page: 2

Low-fid

The low fidelity prototype is a graphic presentation of the user journey using your product, or if you are in the context of a physical product design, a sketch of what your product looks like (eg chair ��). Yeah! A chair is your MVP !

In this step and after properly designing your wireframe, it is recommended to switch to a design tool such as Marvelapp or adobe XD

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Types of low-fidelity prototypes

Paper Prototype is the first and simplest type of prototyping that users can actually interact with. This model is basic and far from being a real application, but it is flexible enough to imitate real functionality. This type requires a good knowledge of DIY (Do-it-YourSelf).

Embedded Video

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Types of low-fidelity prototypes

Physical Prototype is the way to physically represent and concretize an idea. This can be done with all kinds of materials.

Nowadays and thanks to 3D printers, we can build theses prototypes with remarkable perfectio and speed of construction.

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Types of low-fidelity prototypes

Embedded Video

Digital Prototype: This step consists in migrating your wireframe to a clear image of what your application will offer. The user will be able to interact with this prototyping model because most of the available tools (XD, Sketch, Figma) allow you to perform an additional clickable action on it.

This video is a speed art showing how we do that.

Assessments:

Assessment 1: Quiz

- The low fidelity prototype is:
  - Graphical presentation of the user journey using your product.
  - It is a cloning of your product to present it by the time your final product is ready
  - It is your product in its premature state and before development.
- The low fidelity prototype can be made under different supports.
  - Yes
  - No
- What is paper prototyping?
  - It is a method in which paper models are used to simulate mobile or web applications.
  - It is a kind of origami art that simulates certain transitions in your product.
  - It is a technique which consists in creating by hand drawings of user interfaces in order to allow them to be rapidly designed, simulated and tested.
- We have 3 types of Low-Fi prototypes.
  - Paper prototypes
  - Linear prototype
  - Physical prototype
  - Minimalist prototype
  - Digital prototype

[Skill]: Websites and Apps in XD

Learning Style: 1

Page: 1

What is screen resolution?

Screen resolution refers to the number of pixels displayed on a monitor screen. It's usually expressed as **(horizontal pixels) x (vertical pixels)**. Screen resolution is not to be confused with screen size, which just refers to the physical size of the screen (i.e., width x length). Devices with the same screen size may have different resolutions, in the same way that different screen sizes may display the same resolution.

Page: 2

Why Consider Resolution

In 1995, the standard 640-pixel-by-480-pixel monitors were the biggest and best monitors available. This meant that web designers focused on making pages that looked good in web browsers maximized on a 12-inch to 14-inch monitor at that resolution.

Page: 3

Why Consider Resolution

These days, the 640-by-480 resolution makes up less than 1 percent of most website traffic. People use computers with much higher resolutions including 1366-by-768, 1600-by-900 and 5120-by-2880. In many cases, designing for a 1366-by-768 resolution screen works.

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How wide should your website be?

How wide should it be? There's a couple of good ways to check. One of them is under w3schools.com This site here is just a handy resource for web design things. Browser Display Statistics (w3schools.com)

You can start looking at things like in the whole wide world, in January 2021 , what is the most common size?

1366x768 , it is , So in here, this is a really common size to be using at the moment for 24.8%.

Page: 5

How wide should your website be?

Embedded Video

Assessments:

Assessment 1: Quiz

- What is screen resolution?
  - Design area .
  - The number of pixels displayed on a monitor screen.
  - screen size
- In 1995, the standard resolution was
  - 5120-pixel-by-2880
  - 640-pixel-by-480
  - 1366-pixel-by-768
- To check screen resolution we can use :
  - The physical size of the screen
  - W3schols.com
  - Google Analytics

[Skill]: Working with existing UI Kit in XD

Learning Style: 1

Page: 1

Ui kit in adobe XD

Embedded Video

Page: 2

Missing fonts

Missing Font in the UI kit , where to get them

If you're missing fonts are downloading and opening a Ui Kit . Adobe XD will tell you that, it's missing fonts, so you need to click on 'Show missing fonts'.

You just go to Google and say 'font xxxxxx download'... and see if you can find it, and install it. Some nice site to find your missing fonts

- Dafont
- Google Fonts
- Adobe fonts

Page: 3

HOW TO EXPORT DESIGN ASSETS IN ADOBE XD

In Adobe XD you can export design assets as **PNG**, **PDF**, **SVG** and **JPG** formats.

To export one or more assets:

1. Select one or multiple objects directly from your artboards or from the layers panel.
2. Select **File > Export**, or use the shortcut **CMD + E (Mac)** & **CTRL + E (Win)**

3. Select the format you need (PNG, PDF, SVG or JPG). There are different export options for each of these formats.

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HOW TO EXPORT DESIGN ASSETS IN ADOBE XD

Quick export (copy and paste) If you need to quickly show your work without having to save a file on your machine, you can quickly do that by selecting your artboard or object, copying it and then pasting it into a chat window (Slack, Skype, Whatsapp Desktop ..) or an email. This is really useful when you need a quick feedback from clients or coworkers.

Page: 5

HOW TO EXPORT DESIGN ASSETS IN ADOBE XD

In this video, you will go through how to use the export feature within Adobe Xd to export production-ready design assets. There are many options to choose from when exporting and depending on your project, you may need multiple sizes for each individual asset so that your designs look crisp and clean on any device and screen size.

Embedded Video

This video shows , the relationship between sketches and wireframes : how different sketches permit you to create different propositions for the same interface .

Embedded Video

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HOW TO IMPORT DESIGN ASSETS IN ADOBE XD

Quite often you will need to import bitmap images (jpg, png,

gif, tiff, svg) or vector assets into your XD documents.

To import an image **from your computer filesystem** (Finder or Windows Explorer):

- Drag and drop the file into XD
- Or copy the file and paste it into XD

To import an image **from your browser**:

- Drag and drop the image into XD
- Or right click on the image, select “Copy image” and then paste it into XD

To import an **image from Photoshop**:

- With the marquee tool, select the image you want to import, Copy it or “Copy merged” it (Edit > Copy merged) and then paste it back into XD

To import a **vector from Photoshop**:

- right-click on a shape/vector layer, click on “Copy SVG” and then copy it back into XD.

To import a **vector from Illustrator**:

- Select the vector shape in Illustrator, copy it and paste it back into XD.

To import an **asset from Sketch**:

- Select the layer in Sketch, copy it and paste it back into XD.

You will be able to edit all the imported vector assets in Adobe XD as if they were created within XD itself.

Assessments:

Assessment 1: Quiz

- If you missing Font , where to get them ?
  - Google material design
  - Dafonte
  - Pinterest
- You can export design assets in XD as
  - PNG
  - SVG
  - PDF
- Can you export your work from adobe XD to JPEG
  - No
  - Yes
  - Only if you get the premium account

[SuperSkill]: Conclusion

Learning Style: 1

Page: 1

Wireframing recap

Arriving at the wireframe stage, the fun and pleasure is starting to begin , now you and the team will have a better visibility on the result of the reflection and the whole work done in previous stages. Wireframing is a low-fidelity sketch of what you want to implement as features into your products. It takes different forms such as a drawing on paper, DIY* modeling, interfaces on a design tool or a 3D simulation of the final product. This rendering is called MVP: Minimum Viable Product which has major advantages on the workflow and even on the post-launch product.

[Checkpoint]: Sketch Your Website Checkpoints

This checkpoint meeting mustn't exceed 10 minutes

Objectives:

Now you will be able to generate a wireframe for the Event agency website .

Instructions :

Here is the brief

We want to launch a new product on the market that gives customer the possibility to organize their events (wedding , dinner , business lunch etc…) from catering to the DJ .the owners find it difficult to manage the needs of their clients. They want to manage time well to meet their clients needs (Booking the avenue , the menu ,the band etc, ...).

Prepare the sketches for your wireframes, you can choose to work on paper or a digital tool that you already master (Photoshop, Slides, Powerpoint, Keynote) , then introduce it into adobe XD, in adobe you can either use the Wireframe kit that i have showed you or create your own

You need to sketch on paper and wireframe on XD :

A Home page,

A Contact Us page for the event company .

 and submit them in a JPEG format ..

-Do not hesitate to take a look on dribbble , behance and uplabs for inspiration.

[OneToOne]: Wireframing One to One

This one to one meeting mustn't exceed 14 minutes

- Can you describe what a low-fid prototype looks like?

  The low fidelity prototype is a graphic presentation of the user journey using your product, or if you are in the context of a physical product design, a sketch of what your product looks like (eg chair).

- At what level should I move to low-field prototyping?

  After properly identifying the user flow and designing a clear wireframe.

- What skills do I need to be able to build a low-fid prototype?

The designer is asked to have a basic knowledge of drawing techniques (simple shapes). Once he decides to switch to a digital tool, there are easily manageable online solutions that offer ready-to-use drag and drop gadgets (just practice them for a few minutes) or use other known software like Powerpoint or google slides. that's enough!

- Before moving on to the sketch on paper, what design methods should I prepare before? and for what purpose?

  Before moving to paper sketching, do your research to know and understand your audience, analyze their behaviors and discover their needs.

  Create your user flow to avoid complication when things get bigger

- Prototypes are as much about exploring ideas as they are about developing them further. True or false? Why?

  That's right, Prototyping it's a design methodology that allows your product to reach market launch as soon as possible and without much cost in order to test it to get the most feedback from your users quickly as possible.

- Is it possible to add interactivity to a lowfid-prototype?

  Yes, and it’s recommended.

- If yes: for what purpose?

  The interaction imitates real functionality and gives the user the impression of using the final product. This gives him a positive feeling towards the flow and allows you to have natural feedback.

- What are the advantages of using paper in wireframing?

  - **The paper is accessible:** The paper is anywhere and writing on it is a natural act.
  - **Paper is powerful:** Capturing an idea and writing it down is so easy.
  - **Paper is sharable:** We can easily share notes on paper with other people by scanning them without having to write twice.

- Should we reach perfection in the wireframing of digital interfaces? Why?

  Do not push your sketching to perfection because it will waste your time and center your process on the aesthetic aspect and not on the functional one.

- What is the definition of KISS?

  KISS: Keep It Simple, Stupid.

- What are the best practices for designing the screen that the user lands first?

  Use the landing screen to display your unique value with a clear and precise message. Try to dedicate a good reflection to make it speak better.

- Is it recommended to involve your users in the prototyping phase?

  Yes, users can interact with your product wireframes and help shape the upcoming progress of your product through feedback.

- How can new technologies help us to design our prototypes? give an example.

  The technology can intervene at the prototyping stage to speed up the process and have a realistic rendering of what we wish to build. In this case, we cite 3D printing.

- How did you find the weather application prototyping in the last video?

  It's a question of empathy. Each student will have his answer which reflects his personal opinion.

[Workshop]: Wireframing Workshop

This workshop meeting mustn't exceed 10 minutes

Master the following design deliverables :

- Sketches
- Wireframes (paper)
- wireframes on XD

https://docs.google.com/presentation/d/17rNb10ElxQHP2vskBZqnY_M1sEkC6sVfpt5TAt-ZqRM/edit?usp=sharing

Super Skill: UI Design Principles

[Skill]: Ergonomics' principles

Learning Style: 1

Page: 1

UI design principles

Before starting adding , any colors and typography into the sketches , you need the principles and the structure of the interaction between the users and the interface , that why in this superskill we will learn the ergonomics' principles of the UI design starting by the structure principle till the 3 clicks rules .

Page: 2

The principle of the structure:

Interface design succeeds when people use and understand what you have designed. Among the design principles to consider, we can highlight:

The principle of the structure:

. This concerns the overall architecture of the user interface. There are two chief hierarchies that you need to note. First comes the hierarchy that is associated with how content or information is organized throughout the design.

Page: 3

The principle of the structure:

The design also uses a different colored button to put emphasis on **“Get Started”** and encourage actions.

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The principle of simplicity

- **The principle of simplicity:** the design must communicate clearly and simply in the language of the user and provide good shortcuts to achieve its objective.

  “Clarity goes side-by-side with simplicity.”

Users expect products to share some similarities with other products they regularly use. Imagine you’re not familiar with the product, and you don’t know all the hard design decisions behind it. Ask yourself: “Is everything deadly obvious?

Page: 5

The principle of simplicity

Users are busy, they’re on the go, they’re multi-tasking, so use words in your design that are closest to the user’s thoughts. Simple language is easy to understand, which enhances your design’s user-friendliness. Put simply: use clear and consistent words throughout your design to reduce ambiguity. In this example, the “OK” is unclear. “Yes” is a more logical choice. Got it? (OK!)

Page: 6

The principle of visibility

- **The principle of visibility:** the design must make visible all the options necessary for a given task without distracting the user. Many of these UI design principles serve to reduce cognitive load for users. Basically, don’t make users think .

Chunk actions and information

Most people can handle seven-plus-or-minus two chunks of information when processing it. For instance, breaking up telephone numbers in the usual 3-3-4 way rather than a 10 digit sequence results in fewer errors.

Minimize recall in favor of recognition

Common images and icons in context help users identify functionality, think of the trash can and the bell icons

(commonly used for notifications) and other commonly used icons that trigger pre-existing memory.

This also means don’t take a commonly used icon that most people understand and then use it to represent something else, you’ll just confuse people

Page: 7

The principle of feedback:

- **The principle of feedback:** the design must keep users informed of actions, changes of state or condition, and errors during its progress on the interface.

Provide Useful Feedback

Feedback can be visual, audio (the ding of a new message alert), or sense of touch (useful in gaming or the “buzz” alert for a new email or phone call when your phone is set to “silent”).

Every action should have feedback to indicate that the action was successful or not.

Feedback helps to answer questions in four areas:

Location: You are here . **Status:** What’s going on? Is it still going on?

Future status: What’s next?

Outcomes & Results: Hey, what happened?

Hovering over a navigation item that then changes color indicates an item is clickable. Buttons should look like buttons.

Feedback lets the user know if they’re doing the right thing (or the wrong thing).

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3 clicks rule :

The three-click rule is basically an unofficial rule that a user is only willing to click three times before abandoning a website if they don’t see the item they are after.

For designers and strategists, this is often applies to the website navigation and information seeking tasks.

This rule was created in 2001, but it became entrenched in the general website ethos.

While it was meant to be helpful and give website creators guidance on creating easy-to-navigate websites that provide instant gratification, the rule is flawed because it is too broad and general.

There are more studies against the three-click rule than for it

Uie study The Uie study, for example, looked at data from 44 users attempting 620 tasks. It found that there was no correlation between the number of times users clicked and their success in finding the content they sought:

Prioritizing Usability Users would much rather have several links telling them where to go in each step than think through just two or three lists of links and hope they can pick out the right link to click.

So, obviously this rule is not written in stone. The three-click rule, which has been part of the vernacular for so long however, Three is not a magical number. It’s an arbitrary one that does not align with visitors getting frustrated.

Rather than focusing on clicks, we should be focusing on a clear navigation structure that always lets visitors know where they currently are and where they need to go and overall website experience. Simple as that.

Assessments:

Assessment 1: Quiz

- Which of these interfaces is more suited to good UI design practice?
  - https://i.imgur.com/Q2iVHN5.png
  - https://i.imgur.com/O7EkozC.png
- The Airbnb landing page offers many benefits of scannable content, making it easy for users to understand the main message that meets their needs
  - Yes
  - No
- The color contrast in the image makes the text block difficult to scan.
  - Yes
  - No
- Users have faster task execution times on the interface.
  - Yes
  - No
- Users have a better idea of the structure of a page and the areas that should be used to make a reservation.
  - Yes
  - No
- What are the principles of user interface design mentioned in the course

above?

- The principle of structure
- The principle of ergonomics
- The principle of simplicity
- The principle of fluidity
- The principle of visibility
- The principle of homogeneity
- The principle of feedback

[Skill]: Design system

Learning Style: 1

Page: 1

Typography

Typography plays an important role in the design of the user interface.

When designing an interface, it is essential to be able to clearly communicate your intention and purpose to the user - and this is usually done using text.

That's why effective design and good typography go hand in hand to improve the overall user experience. In other words, optimizing your typography also optimizes your user interface.

Typography should speak to your user.

> “Typography in practice is not choosing fonts or making fonts, it’s about shaping text for optimal user experience.” — Oliver Reichenstein

Page: 2

Color

There are 3 important things about color that you need to know: Hue, Value and Saturation.

1/ Hue is color in its natural state without any variation in light or darkness.

2/ The value is the amount of light and darkness in the color. It’s as you can see in some elements, a change of color in the morning and in the evening like a mountain view. If you get closer to the light, you will have more highlights and if you are farther from the light, you will have more shade (darkness).

3/ Saturation is the intensity of the color, when we saturate a color, we have more intense and vivid colors. When we

desaturate a color, we have a dull color, for example when we completely desaturate a color, we have a gray color.

Page: 3

Design System

A design system is a collection of components organized into reusable categories, guided by clear standards, which can be assembled together to help designers create their graphical interfaces in a synchronized and more productive way.

A design system is about communication.

A well-designed design system establishes a common language shared among team members, and that language allows the team to collaborate more effectively.

Good design is a language, and when everyone is speaking the same language, that’s when things get done.

Core components of a design system

We suggest that you go and discover the design systems of the two big firms in the world:

design.google/resources

developer.apple.com/design/human-interface-guidelines

Assessments:

Assessment 1: Quiz

- What are the components of a design system?
  - Color
  - Space
  - Icons
  - Message
  - Typo
  - Animation
  - Grid
  - Illustration

- When the color is in its natural state without variations in light or darkness, what is this value called?
  - Hue
  - Black
  - White
  - Grey

[Skill]: Design Grid

Learning Style: 1

Page: 1

Design Grid

One of the easiest ways to achieve an organized design is to apply a grid system. It’s a tried and tested technique that first found favor in print layout. The grid system helps align page elements based on sequenced columns and rows. We use this column-based structure to place text, images, and functions in a consistent way throughout the design. Every element has its place that we can see instantly and reproduce elsewhere.

The grid system was first used to arrange handwriting on paper and then in publishing to organize the layout of printed pages.

Page: 2

Design Grid

A grid is a structure composed by vertical lines which divide a page into 12 columns. This structure helps designers organize content on the interface. The structure helps you manage the proportions between the elements to align on the page.

If you want to explore further grid systems for different purposes, you can find some at the following websites:

- Csswizardry-grids
- Responsive Grid System
- Semantic Grid System
- RWDGrid (responsive grid system)
- CSS Smart Grid

Assessments:

Assessment 1: Quiz

- How many columns are there in a design grid for website ?
  - 12
  - 5
  - 10
- What’s a grid ?
  - A grid is a structure composed by vertical lines
  - A grid is a structure composed by horizontal lines
  - A grid is a structure composed by axial lines

[Skill]: Ergonomic laws

Learning Style: 1

Page: 1

Fitts’s Law

Origins In 1954, psychologist Paul Fitts, examining the human motor system, showed that the time required to move to a target depends on the distance to it, yet relates inversely to its size.

By his law, fast movements and small targets result in greater error rates, due to the speed-accuracy trade-off.

Although multiple variants of Fitts’ law exist, all encompass this idea.

Fitts’ law is widely applied in user experience (UX) and user interface (UI) design.

For example, this law influenced the convention of making interactive buttons large (especially on finger-operated mobile devices)—smaller buttons are more difficult (and time-consuming) to click. Likewise, the distance between a user’s task/attention area and the task-related button should be kept as short as possible.

Takeaways for fitts law :

- Touch targets should be large enough for users to accurately select them.
- Touch targets should have ample spacing between them.
- Touch targets should be placed in areas of an interface that allow them to be easily acquired.

Page: 2

Hick’s Law

The time it takes to make a decision increases with the number and complexity of choices.

Hick’s Law (or the Hick-Hyman Law) is named after a British and an American psychologist team of William Edmund Hick and Ray Hyman.

In 1952, this pair set out to examine the relationship between the number of stimuli present and an individual's reaction time to any given stimulus.

As you would expect, the more stimuli to choose from, the longer it takes the user to make a decision on which one to interact with.

Users bombarded with choices have to take time to interpret and decide, giving them work they don't want.

Takeaways for hick's law

- Minimize choices when response times are critical to increase decision time.
- Break complex tasks into smaller steps in order to decrease cognitive load.
- Avoid overwhelming users by highlighting recommended options.
- Use progressive onboarding to minimize cognitive load for new users.
- Be careful not to simplify to the point of abstraction.

Page: 3

Jakob's Law

Users spend most of their time on other sites. This means that users prefer your site to work the same way as all the other sites they already know.

Jakob's Law was coined by Jakob Nielsen, a User Advocate and principal of the Nielsen Norman Group which he co-founded with Donald A. Norman (former VP of research at Apple Computer).

Nielsen established the 'discount usability engineering' movement for fast and cheap improvements of user interfaces and has invented several usability methods, including heuristic evaluation.

Takeaways for Jakob's law

- Users will transfer expectations they have built around one familiar product to another that appears similar.
- By leveraging existing mental models, we can create superior user experiences in which the users can focus on their tasks rather than on learning new models.
- When making changes, minimize discord by empowering users to continue using a familiar version for a limited time.

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Miller"s Law

The average person can only keep 7 (plus or minus 2) items in their working memory.

In 1956, George Miller asserted that the span of immediate memory and absolute judgment were both limited to around 7 pieces of information.

The main unit of information is the bit, the amount of data necessary to make a choice between two equally likely alternatives.

Likewise, 4 bits of information is a decision between 16 binary alternatives (4 successive binary decisions).

The point where confusion creates an incorrect judgment is the channel capacity.

In other words, the quantity of bits which can be transmitted reliably through a channel, within a certain amount of time.

Takeaways for Miller's law

- Don't use the "magical number seven" to justify unnecessary design limitations.
- Organize content into smaller chunks to help users process, understand, and memorize easily.
- Remember that short-term memory capacity will vary per individual, based on their prior knowledge and situational context.

Assessments:

Assessment 1: Quiz

- we use the "magical number seven" to justify design limitations.
  - True
  - False
- The average person can only keep 7 (plus or minus 2) items in their working memory.
  - True
  - False
- Users will transfer expectations they have built around one familiar product to another that appears similar.
  - True
  - False

[Skill]: Visual Laws

Learning Style: 1

Page: 1

The visual presentation

The visual presentation of a web interface is essential for : -- Informing users : the interface should guide users from one action to the next without feeling overbearing. -- Communicating content relationships : The interface should present content in a way that matches how users prioritize information. -- Creating emotional impact : People visit restaurants for more than just an edible meal. They want taste, texture, presentation, and a memorable ambiance. Interface design is no different, and people may actually be more prone to forgive your site’s shortcomings if you produce a positive emotional response.

The end goal of your UI design is to answer three questions:

1. What is this? (Usefulness)
2. How do I use it? (Usability)
3. Why should I care? (Desirability)

Page: 2

Visual hierarchy

To build that visual presentation , we need to create a visual hierarchy which is a description of which elements dominate your user’s attention and draw their eyes most.

Visual hierarchy is the difference between a site that strategically influences user flow and decisions, and a site that just “looks nice.”

We’ll describe three of the most basic elements, the essential building blocks necessary to support simple or complex hierarchies.

Page: 3

Size

Bigger is more noticeable, but not always better.

The simplest way to explain it is that your most important elements should be the biggest, but it’s when we get into the details that it becomes more complicated.

As we already established with Fitts’s Law , is that objects with a bigger size , specifically clickable range , are easier to engage with.

In other words, the user exerts less effort to click bigger items. This holds especially true for calls-to-action, where you want to leave no question as to where the user should go.

Page: 4

Color

Your choice of color, even if it’s just blacks and whites, will have an enormous influence on how users perceive your site.

For starters, each color has its own psychological connections,Barring that for a moment, colors themselves have their own hierarchy, where blacks and reds will more readily draw attention, while soft yellows and creams may take a backseat.

However, those effects can be enhanced – and even reversed – by the use of contrast. Contrasting colors against their natural opposite (known as complementary colors) draws greater attention to both.

This has an enormous impact on visual hierarchy, as placing a yellow call-to-action against a blue background may produce better results than a red CTA.

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Style

Personal style, such as the use of textures, graphics, and the type of imagery (e.g. icon or photo-heavy), all affect the visual hierarchy and allow you to express an individual design

One of the most powerful stylistic tools is texture.

When used properly, texture enjoys the same advantages of size and color (in terms of aesthetic appeal) while adding depth and atmosphere .

The clearest example of this is giving just a single element texture will make it stand out, while having a textured background will make non-textured objects in the foreground stand out.

Assessments:

Assessment 1: Quiz

- The end goal of your UI design is to answer three questions which are :
  - Usefulness
  - Usability
  - Desirability
  - Value
- Visual hierarchy is which elements dominate the user’s attention ?
  - True
  - False

[SuperSkill]: Conclusion

Learning Style: 1

Page: 1

UI Design Principles Recap

We are now reaching the stage of graphic design that you have certainly been waiting for.

At this level, let's go back a bit to see the importance of the road traveled to get here: UX Design has nothing to do with graphics.

The design of the user interface has its principles that you must know to have an aesthetic rendering. Color management is important as well as mastering the typography.

You can also start your design on the basis of a design grid which will help you in the good management of space. You can organize your library of graphic elements in a design system that will be shared and synchronized between your team.

[Checkpoint]: Design and its Principles Checkpoint

This checkpoint meeting mustn't exceed 10 minutes

Objectives:

Now Prepare yourself for a 5-minute to talk about UI design and its principles.

Use an existing product to argue your speech (Instagram, Spotify, Facebook, apple watch...), and showcase how all these principles are showcased in this product, in case a principle is not taken into consideration or you assume that it can be optimized, explain how you imagine it can be done.

Instructions :

- Upload your video on youtube.

[OneToOne]: UI Design Principles One to One

This one to one meeting mustn't exceed 11 minutes

- "The design must communicate clearly and simply in the user's language and provide good shortcuts to achieve its goal." This is the definition of one of the principles of UI Design. Can you mention it and explain it more?

  This is the principle of simplicity: when applying simplicity in design, we must avoid an overwhelming amount of visual elements, sometimes unnecessary. It is also a question of harmony and visual balance between the elements that make up the interface.

- What role does typography play in the design of interfaces?

  Efficient design and good typography go hand in hand to improve the overall user experience. Optimizing your typography also optimizes your user interface and serves to better communicate your message in a clear and useful way.

- What are the three parameters to master when working with colors?

  Hue, Value and Saturation

- When we completely desaturate a color, what color do we have?

  With -100% saturation, we get the gray color.

- "A design system is about communication". How can you explain this?

    - A well-designed design system establishes a common language shared among team members, and that language allows the team to collaborate more effectively.
    - Good design is a language, and when everyone is speaking the same language, that’s when things get done.

- What are the main components of a design system?

  Color, Iconography, Typo, Animation, Illustration

- "By using common elements in your user interface, users feel more comfortable and can get things done faster." How can you explain this in another simpler way?

  The mental capacity to analyze the visual aspects and to process them at the level of our brain is an action that requires energy and which is already different from one user to another. Keeping a certain continuity and homogeneity which is repeated in the different interfaces allows the user to memorize the model somewhere and to have a visual reflex. A successful user experience provides the user with the means to understand the interface.

- Can you explain the principle of visibility?

  The design must make visible all the options necessary for a given task without distracting the user.

- How can design communicate the state of your user interface elements in your interface?

  According to the principle of feedback, design communicates the state of your user interface elements in your interface. The design must keep users informed of actions, changes of state or condition, and errors during its progress on the interface.

- When the color is in its natural state without variations in light or darkness, what is this value called?

  Hue.

- How many columns are there in a design grid?

  A grid is a structure composed of vertical lines which divide a page into 12 columns.

[Workshop]: UI Design Principles Workshop

This workshop meeting mustn't exceed 10 minutes

In this workshop you will learn how to :

- Master and present the following design Principles :
- The principle of the structure
- The principle of simplicity:
- The principle of visibility
- The principle of feedback
- 3 clicks rule

- Design system
- design grid

https://docs.google.com/presentation/d/1INyWB5_5LPHuhBAvZy_yxk0nMV-Z1v-mYfJkALXYtk8/edit?usp=sharing

Super Skill: Introduction to Visual Design

[Skill]: New Pages and Artboards

Learning Style: 1

Page: 1

Introduction to Visual Design

When it comes to UI design, the visual aspect is really important , that’s why in this superskill we will see all about visual design : types , basic colors , buttons , footers and icons.

Page: 2

What’s an Artboard

An artboard represents the app screen or the website page you are going to design. It’s the white area where the actual design objects are going to be drawn.

You can choose the size of your artboard from a list of the most common mobile, tablet, desktop and wearables screen sizes, or you can define your own custom size.

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Manipulating Artboards

Creating a new artboard

You can create a new artboard in 2 ways:

- Via the Start window, which is displayed when you launch Adobe XD. You can either select a preset or define your own artboard size.
- Using the **Artboard tool,** which you can activate from the left toolbar or by using the **A** key on the keyboard. Once you have this tool selected,

you will see the list of available screen sizes on the right.

You just need to select one and then click on the canvas, wherever you want your artboard to be created.

Renaming artboards You can rename an artboard by double clicking on its title, just above the top left border. You can also do it from the layers panel.

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Manipulating Artboards

Selecting and changing artboards properties You can select your artboards in 4 different ways:

- By clicking on the artboard title
- By using the Select Tool and double clicking on the artboard background
- By using the Select tool and marquee-select one or more artboards (make sure to draw the selection area all over the entire artboard perimeter, or it won't get selected)
- By selecting it via the layers panel

Once an artboard is selected, its properties will be displayed in the property inspector on the right.

Page: 5

Alignement

The options included at the very top of the property inspector are really useful when it comes to aligning and distributing objects in your XD document. To align or distribute object, first select two or more objects and then click on one of the options available. Here is a quick explanation for each of them:

You can also align objects relative to their position on the artboard. Just select an object and use one of the alignment options described above.

Assessments:

Assessment 1: Quiz

- You can align objects on the artboard
  - True
  - False
- You can align two or more objects
  - True
  - False

[Skill]: Working with XD Wireframes: Types

Learning Style: 1

Page: 1

Text fields

Text fields allow users to enter text into a UI. They typically appear in forms and dialogs. Text field component design should provide a clear affordance for interaction, making the fields discoverable in layouts, efficient to fill in, and accessible.

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Text fields

1. **Container** — interactable input area
2. **Input text** — entered into the text field
3. **Label Text** — tell users what information belongs in a given form field
4. **Placeholder text** — is a description or example of the information required that is replaced with input text after users provide it
5. **Helper or Validation text(optional)** — provides additional context or validation message
6. **Leading icon(optional)** — describe the type of input a text field requires
7. **Trailing icon(optional)** — additional control for entered text, like clear, hide/show, etc

Page: 3

Text field types

Most of them are based on basic text fields that were modified to better handle specific types of information, like the credit card numbers. Here are just a few examples of input types that are most commonly used throughout UIs we creating:

Text fields have to change their appearance based on state and user interactions .This can be done by providing visual cues that will communicate the state of the text field.

Input text fields can have one of the following states: **inactive**, **hover**, **disabled**, **focused**, **validation**, **error**.

All states should be clearly differentiated from one another, and consistent throughout the whole form and application.

Better to follow best practices to not challenge formed user mental models.

Page: 4

Text field types

Help resolve partial queries with **Auto-Complete**. This happens within the input box where you type and you can press either enter or “right-arrow-key” to accept it.

Search a virtually unbounded list for related keywords and phrases with **Auto-Suggest**. This list appears as a multiple suggestion list in the form of the drop-down.

Pre-fill fields and use smart defaults. Often you can easily detect a user’s country and the city by IP or geolocation. And based on most common scenarios and analytics you can define what should be selected by default. E-Commerce is an exception, don't preselect any preferences related to purchasing like size or color.

Page: 5

Text in XD

To type some text in your XD artboard, select the **Text tool** from the toolbar (or use the **T** shortcut), click on the location of your artboard where you want the text to begin and type your desired text. When you are done and you want to commit the text and exit the “type mode”, just hit the **ESC** key, or click on another tool from the toolbar. The text you just typed will be laid out on a single line and will expand until you stop writing or hit a line break. This is perfect when you need fairly short pieces of text in your design.

Page: 6

Text in XD

Text areas

If you need to add lengthy paragraphs of text, which have to fit correctly in your layouts, it’s better to use a text area.

To do that, activate the text tool, click on the location of your artboard where you want the text to begin and drag to define the size of your text area.

Then click inside the text area and type your text. You will notice that when the text reaches the right boundary of the text area, a line break will occur automatically, so that the text can fit perfectly within the area you defined.

You can easily resize the text area by using the handles located along its border.

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Text in XD

As you probably have noticed, when the text tool is selected or when you select a text object, you can see a “Text” section in your property inspector on the right. In this section, you will be able to change:

- The font you are currently using
- The text size
- The font weight
- The character spacing (distance between each character of a string of text)
- The line spacing (vertical distance between each line of a given text block)
- The paragraph spacing (vertical distance between each paragraph)
- The text alignment (left, center, right)
- Point and area text
- Text transformations

You can also quickly adjust the size of a text object directly from the little handle visible at the bottom of each text object. You just need to click and drag it.

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Text in XD

Keep the same style when writing new text When you type a new text string, Adobe XD uses a default font, size and color (Helvetica font, 20px, grey). This is not always ideal, especially if you are working on a project using a completely different style of typography. There’s a way around it: before creating a new text string, select a text layer having the style you would like to replicate. Then select the text tool again and write your text: its style will match the previously selected text layer.

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Type choices

1. Choose a typeface that works well in various sizes Most user interfaces require text elements of various sizes (button copy, field labels, section headers, etc). Choose a typeface that works well in multiple sizes and weights to maintain readability and usability in every size. **Sans-Serif** or **Serif** are safe choices.

2. Choose a typeface with easily distinguishable letterforms Many typefaces make it too easy to confuse similar letterforms. Uppercase I's and lowercase L's can look identical. Set together, a lowercase R and N can easily become a lowercase M. So clarify things for your users by picking a face that makes a clear distinction between these forms.

3. Use system fonts when it is possible

4. Respect text sizing

5. text alignment : Left-aligned ,centered and right aligned exemple down below

6. Line spacing

Line spacing is the vertical distance between lines of text.

- Aim for about 140%-180% for optimal readability and accessibility.
- Limit line length to 70–80 characters.
- Font size should be minimum 16pt. The bigger the screen the bigger the text.
- Small fonts need more spacing.

7. letter spacing Larger type sizes, such as headlines, use tighter letter-spacing to improve readability and reduce space between letters.

For smaller type sizes, looser letter spacing can improve readability

8. Color & Contrast Consider making body text on-screen dark gray rather than black. Screens have more severe contrast than paper, and thus are more tiring to read at full contrast.

9. White Space White space, also known as negative space, is the area between elements in a design composition. In case the white space is not balanced, a copy will be hard to read.

10. Treat text as UI Cameron Moll has been preaching this message for almost a decade now, stating that while good designers treat text as content, the great ones treat text as UI.

You should set type in your UIs no matter the purpose of your project, type will play a vital role in your UI. Set well, it'll enable your users —set poorly, it'll impede them.

Assessments:

Assessment 1: Quiz

- Text fields allow users to enter text into a UI ?
  - True
  - False
- Text fields have to change their appearance based on state and user interactions .
  - True
  - False
- It is best to follow best practices to not challenge formed user mental models.
  - True
  - False

[Skill]: Basic Colors and Buttons

Learning Style: 1

Page: 1

Color theory

Modern color theory is largely based on Isaac Newton’s color wheel, which he created all the way back in 1666. The basic color wheel displays three categories of color; primary colors, secondary colors, and tertiary colors.

- **Primary colors** are colors you can’t create by combining two or more other colors. The primary colors are red, blue, and yellow.
- **The secondary colors** are orange, purple, and green—in other words, colors that can be created by combining any two of the three primary colors.
- **Tertiary colors** are created by mixing a primary color with a secondary color. The tertiary colors are magenta, vermillion, violet, teal, amber, and chartreuse.

When it comes to UI design, color harmony is what all designers strive to achieve. Based on the psychological need for balance, color harmony engages the viewer and establishes a sense of order. A lack of harmony in a color palette can either result in an interface being under-stimulating (boring) or over-stimulating (chaotic and messy). check this link : Practical Guide to Color Theory for UI designers (designerup.co)

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Color conventions

Some common UI design color conventions include:

- Using a dark color for text to ensure legibility
- Keeping light colors for backgrounds
- Using contrasting colors for accents
- **Sticking to classic call-to-action colors—such as red for a warning sign**

Sticking to these conventions will reduce the cognitive load for your users, and allow them to navigate the interface intuitively.

Shapes

Rectangle tool This is probably the one you will be using more often: in UI design, rectangles are used for a wide range of purposes. To draw a rectangle, first select the **Rectangle tool** from the toolbar or use the **R** shortcut, and then click and drag diagonally until the rectangle has the size you are looking for (which you can check from the property inspector on the right). If you want to draw a square, you need to do the same while holding the **SHIFT** key. You will notice that width and height of the rectangle are constrained to be the same.

With Adobe XD, it's incredibly easy to edit the corner radius of rectangles and squares. If you want to change all of the corners simultaneously, you can either drag one of the rounded handles included within the rectangle, or change the corner radius setting in the property inspector.

If you want to change the radius of a single corner only, you can either drag one of the rounded handles within the rectangle while holding ALT, or you can select the multiple radius icon in the property inspector, and set manually the px value of each radius.

Ellipse tool To draw an ellipse, first select the **Ellipse tool** from the toolbar or use the **E** shortcut, then click and drag diagonally until you have the ellipse of the size you want. Truth is, you won't be drawing many ellipses, but you will need to draw circles quite often! So to draw a perfect circle, just hold down the **SHIFT** key while you click & drag.

Polygon tool To draw a polygon, first select the **Polygon tool** from the toolbar or use the **Y** shortcut, then click and drag diagonally until you have the polygon of the size you want. Using this tool you can easily create triangles, rhombus, pentagons, stars or hearts. Hold down the **SHIFT** key while you click & drag to create an equilateral shape.

Press the **left** and **right** arrow keys while you click & drag to turn the polygon to a star shape. Press the **up** and **down** arrow keys while you click & drag to increase or decrease the number of sides. Once created, a polygon can be edited from the Property inspector. Select your shape and simply adjust the side count, the corner radius or the star ratio as you wish.

Line tool To draw a 1px line, first select the **Line tool** from the toolbar or use the **L** shortcut, then click and drag until you have the line you want. By holding down the **SHIFT** key while doing that, you'll make sure that the line drawn will be

perfectly vertical, horizontal, or 45 degrees diagonal.

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Buttons

‘’ You press the button, we do the rest,” — Kodak cameras appealed to potential consumers, through a catchy and direct tagline

Buttons vs Links

The distinction between buttons and links matters: Links are used when you’re navigating to another place, such as: “view all” page, “Roger Wright“ profile, etc.

Buttons are used when you are performing an action, such as: “submit,” “merge,” “create new,” “upload,” etc.

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Buttons States

The button state communicate its status to the user Creating correct interactions and styles for your buttons is one of the most important parts of the process. Each state must have clear affordances that distinguish it from other states and the surrounding layout, but should not drastically alter a component or create a lot of visual noise.

- **Normal** — communicates that component is interactive and enabled.
- **Focus** — communicates that the user has highlighted an element, using a keyboard or other input method.
- **Hover** — communicates when a user has placed a cursor above an interactive element.
- **Active** — or pressed state communicates that the user had tapped on the button.
- **Progress/Loading** —used when action is not performed immediately and communicates that the component is in the progress of completing the action.
- **Disabled** — communicates that component is currently noninteractive, but can be enabled in the future.

Buttons come in various colors, shapes, and sizes. Most common are rectangular buttons with rounded corners, that are easily identifiable and look good next to the input field.

Choosing the right style for the button will depend on the purpose, platform, and guidelines. Here are some of the most

popular style variations such as :

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Buttons types

- **Checkboxes** — are used when there are one or many independent options and users may select any number of choices, including none, one, or several.
- **Radio buttons** — are used when there is a list of two or more options that are mutually exclusive and users must select only one of them.
- **Toggle switches** — are used when are two mutually exclusive options and always have a default value. Toggles selection takes effect immediately.
- **Choice chips** - are a compact alternative to radio buttons. Containing at least two options, choice chips represent a single selection that users can make.
- **Multi-select chips** — are a compact alternative to checkboxes. Allow users to select multiple options and are primarily used for filtering on mobile.

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Style hierarchy

Styles communicate the importance of an action Styles primarily used to differentiate more important actions from less important ones. Create a hierarchy of actions that will guide the user where there are multitudes of choices. Usually, you can have a single prominent button(that style is often called “**primary**“), and several medium “**secondary**” and low emphasis “**tertiary**“ actions.

Sometimes there is no “default” Generally, you want to make the most commonly selected button the “default” (use primary styles) and put it in a focused state. This helps the majority of users finish their tasks faster and points them in the right direction.

The exception is when all choices are equal, or action is particularly dangerous, in those cases, you want users to explicitly select the button rather than accidentally.

Don’t Make Me Think is the title of a book by usability engineer Steve Krug. One of the many points it touching upon is how important it is to make interface obvious for users, not creating puzzles or mazes.

Based on years of using various devices and other products, we have formed a certain expectation of how buttons look and function.

A big deviation from what is considered “standard” will create a delay and confusion for users.

Link to the book : Don't Make Me Think, Revisited: A Common Sense Approach to Web Usability by Steve Krug (again)

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Style Consistency

Consistency improves speed and accuracy

> “Consistency is one of the most powerful usability principles: when things always behave the same, users don’t have to worry about what will happen.” — Jakob Nielsen

Make buttons large enough for reliable interaction Pressing a button should be a simple task and if a user is unable to successfully tap on a button or in the process tap on a neighboring element by mistake, it will lead to a negative experience and loss of time.

Good button label invites users to take action What your buttons say is as important as how they look. Using the wrong label can cause users confusion, loss of time, and possibly some big mistakes.

A good button label invites users to take action. Best to use verbs, and label the button with what it actually does. It's like the button is asking the user — “Would you like to (Add to basket)?” or “Would you like to (Confirm order)?”.

Avoid using Yes, No or labels that are too generic - like Submit.

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Style Consistency

The Color Picker

The color picker is accessible when you have an object selected, by clicking on the little color rectangle next to any fill, border or shadow.

Here are the few areas of the color picker we need to pay attention to:

(1) Switch between Solid Color and Gradient. We'll see gradients in the next chapter, in this chapter we'll deal with Solid Colors.

(2) The larger square is where you actually select the color you want

(3) The first colorful vertical stripe allows you to quickly navigate through different colors

(4) The second vertical stripe controls the color opacity. Drag the handle to the bottom to lower the opacity. The change will also be reflected in the "A" (alpha) value just below it.

(5) Select the color mode that you want to be displayed between: HEX, RGB and HSV.

(6) Set the opacity (Alpha) of the color.

(7) Click the Eyedropper tool to select a color from the artboard.

(8) When you click on the "+" icon, the color currently selected will be added as a favourite color (swatch) at the bottom of the popup. All your swatches will be lined up here and will be available every time you open the color picker, for any artboard within the same .xd document. It's a super useful way of having all the colors you need in one place. You can remove a swatch by clicking on it and dragging it out of the color picker popup.

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Styling Objects

When an object is selected, you will be able to change all its styling options from the property inspector, under the "**Appearance**" section:

Opacity slider It controls the transparency of a selected object. 100% is the default value, which means fully visible. At

0%, the object is completely invisible.

Blend Modes Blend modes control how an object will blend with the content underneath it. Change the settings for the selected object using the drop-down menu from the Property inspector. You have fifteen different blend modes to choose from.

Fill It controls the color of a selected object. By clicking on the little color rectangle, the color picker will popup (more on this in the next chapter). Next to it, there's an eyedropper icon. When clicked on, you will be able to pick a color from the entire Adobe XD's canvas and interface. This color will become the new fill color of your selected object.

Border It controls the border properties of a selected object. You can change the border color, set the alignment and its thickness. You can also pick an existing color with the eyedropper icon or you can select one of the cap (butt, round, projecting) and join (miter, round, bevel) border settings.

Shadow

It controls the shadow properties of a selected object.

- By setting the x and y values, you will define where the shadow will be cast (left, right, top or bottom).
- The B value controls the blur of the shadow.
- You can also change the shadow's color and opacity by using the color picker.

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Styling Objects

Blurs With this option you can add a cool blur effect to a selected object, which is a technique often used in UI design, mostly applied to background images or as an overlay to entire sections of an app. When you blur objects in Adobe XD, the changes you apply are non-destructive, meaning that you can always recover the original version of your object just by disabling the blur effect (this is not the case in other tools like Photoshop). There are 2 ways you can use this feature. You can select which one from the little dropdown menu next to the blur checkbox:

Background blur: This method is suitable if you want to blur a specific portion of an image or artboard.

Here’s how to achieve this:

- Draw a shape on top of the image or the area of your artboard you would like to blur
- Select the shape and choose “**Background Blur**” from the dropdown menu
- Adjust the 3 sliders below in order to obtain the desired blur effect:
  - **Blur amount:** sets the power of the blur
  - **Brightness:** sets the brightness of the blur
  - **Opacity:** sets the opacity of the blur

Object blur: Use this method if you want to blur an entire object.

Here’s how to achieve this:

- Select the object or image you want to apply a blur effect to
- Select “**Object blur**” from the dropdown menu
- Adjust the blur slider in order to obtain the desired effect

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Gradients

A gradient is a combination of 2 or more colors blending into each other, a color technique used quite often in UI design recently. You have two types of gradients to choose from: **Linear Gradient** and **Radial Gradient**.

When you select “Linear Gradient” from the dropdown at the top of the color picker, a horizontal stripe will be displayed just below it, where you will be able to preview and edit your gradient.

The two small circles that you see at each opposite side of the gradient stripe **(1 & 2)**, are the two colors currently used in the gradient. If you want to change those colors, you have to click on one of the color stops and select a different color from the color picker.
Some color stops **(3 & 4)** are also displayed in the gradient editor that appears on the object your gradient is applied to.

You can change the color of your gradients from there too, and you can also change the gradient direction, by moving the color stops in different directions until you reach the desired result.

Adding colors to a gradient

By default, a gradient has 2 color stops, but you can add more colors if you want: just click on the gradient stripe in the color

picker. Each time you click, a new color stop will be created. The new stop will immediately be created also in the gradient editor on top of your object.

Use the corner handle to easily change the origination point and angle of a radial gradient.

Removing colors from a gradient If you want to remove a color stop from your gradient, you can do that in 2 ways:

- In the gradient stripe on top of the color picker, click on the color stop you want to remove and drag it outside of the color picker area.
- In the gradient editor on top of your object, click on the color stop you want to remove and hit the Delete key on your keyboard.

Assessments:

Assessment 1: Quiz

- The basic color wheel displays three categories of colors
  - True
  - False
- Isaac Newton’s color wheel, was created in _____
  - 1655
  - 1666
  - 1766
- Good button label invites users to take action
  - True
  - False
- At 0% opacity , the object is visible.
  - True
  - False

[Skill]: Footers, Text, and Objects

Learning Style: 1

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What’s a footer

A website’s **footer** is an area located at the bottom of every page on a website, below the main body content. Users scan or read the page and either don’t find what they want or need more information. They scroll to the bottom of a page and use the footer as: **A second chance to be convinced or a last resort for hard-to-find content also** users **intentionally scroll** to the footer to find information they expect to appear there, such as contact information, details about the company, social media posts or links, or even to discover new or related content on the site.

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Footer’s elements

the Footer commun elements are : (1) secondary-task content (2) utility content, and (3) social-media links.

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Typographic hierarchy

Typographic hierarchy is presented with common types of copy content used in UI design. They are headlines, subheaders, body copy, call-to-action elements, captions, and others. These copy elements create distinct layers in design: primary, secondary, and tertiary.

The primary level of copy content includes the biggest type like in headlines. It strives at drawing the user’s attention to

the product. The secondary level consists of copy elements that can be easily scanned. Those are subheaders and captions which allow users to quickly navigate through the content. The tertiary level of typography includes body text and the other information. It is often presented with the small type still it should be readable enough. The typography layers assist users to learn copy content gradually step by step without effort and get oriented in the digital product.

Objects in XD

Duplicating Objects

When designing with Adobe XD, you will very often need to duplicate a specific object and make changes to it, rather than creating a new one all the time. This allows you to keep the copied object's style and properties. There are a few ways you can duplicate a selected object:

- Choose **Edit > Duplicate**, or use the shortcut **CMD + D** (Mac) & **CTRL + D** (Win). The new object will be positioned right on top of the original object in the layers panel.
- Hold the **ALT** key and **click&drag** the selected object to duplicate it. Also in this case, the new object will be positioned right on top of the original object in the layers panel.
- Simply **copy and paste** the selected object like you would do with Word or Excel: **CMD + C** (Mac) & **CTRL + C** (Win) to copy, **CMD + V** (Mac) & **CTRL + V** (Win) to paste.

You should use this method if you want to have control on where the new object will be positioned in the layers panel. If for example you want to duplicate an object included in one layer group, and you want it to belong to another group, just copy it first, select the desired layer group destination from the layers panel, and then paste it. Doing this will save you a lot of moving layers around the panel. This is also the right method to use if you want to copy an object to a different artboard. If you just copy and paste object without choosing its new position in the layers panel, the copied object will be positioned right on top of the layers panel, above all other layers.

Duplicating Styles

You can also copy the style of an object and easily apply it to

another object. It’s a great timesaver: all you have to do is copy the object with the style you want to duplicate, then right click on another object and select “**Paste appearance**“. An even easier method would be to use the keyboard shortcuts. **CMD + C** (Mac) & **CTRL + C** (Win) to copy the style, and then **CMD + OPTION + V** (Mac) & **CTRL + ALT + V** (Win) to paste the appearance. The first object’s style will be instantly applied to the second object.

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Objects in XD

Resizing

Another action you will do very often in Adobe XD is resizing objects, especially shapes and images. You can resize an object by using one of the rounded handles you can see all around the object when you select it.

- If you want to resize just one size of the object (of a rectangle for example), use one of the 4 handles located at each side of the rectangle, depending on which side you want to increase or decrease.

- If you want to resize the whole object while keeping its proportions (the ratio between width and height of a rectangle or an image, or if you want to resize a perfect circle) just hold down the SHIFT key and use one of the handles located at each corner of your object. This is an action you’ll perform fairly frequently, so I suggest you get comfortable with it.

- If you hold down the ALT key, the object will be resized from its center instead of from the sides.

- In some cases, it can be easier to resize objects directly from the property inspector on the right, by simply changing the **W (width)** and **H (height)** values of your object.

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Objects in XD

Rotating

To rotate an object, first select it, then move the mouse cursor very close to one of the rounded handles around the object, until it turns into a rotation cursor

At this point, just drag the handle in the direction you want the object to rotate to.

By holding down the **SHIFT** key, your object will rotate by **15 degrees** increments. This is very useful if you want to precisely change the orientation of your object.

You can also change an object orientation via the property inspector on the right, by editing the orientation value.

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Objects in XD

Combining shapes: Boolean Operations

In Adobe XD it’s very easy to combine basic shapes in order to create more complex ones, by using the combining options located in the property inspector, also called “Boolean Operators”.

There are 4 different boolean operators available

- **Add:** The resulting object is the sum of the original 2 shapes combined
- **Subtract:** The resulting object is a shape where the area of the shape on top has been cut out from the shape at the bottom
- **Intersect:** The resulting object is the overlapping area between the 2 shapes
- **Exclude overlap:** The resulting object is basically the opposite result of the “Intersect” operation, where the new shape is made of the areas of the 2 shapes that do not overlap.

When you combine some shapes, the result will be also reflected in the layers panel: every shape combination will represent a specific type of layer, which can be easily modified. Boolean operations are non destructive, meaning that you can always go back and change the way you combined the shapes, or even cancel the shape combination by selecting the combined layer and ungrouping it: **CMD + Shift +G** (Mac) & **CTRL + Shift + G** (Win).

Assessments:

Assessment 1: **Quiz**

- Indicate Footer Elements
  - Utility content,
  - Social-media links.
  - Secondary-task content
- While pressing the SHIFT key, your object will rotate by 30 degrees increments.
  - True
  - False
- A footer is always below the main body content.
  - True
  - False

[SuperSkill]: Conclusion

Learning Style: 1

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Recap

When it comes to UI design, color harmony is what all designers strive to achieve. Based on the psychological need for balance, color harmony engages the viewer and establishes a sense of order. A lack of harmony in a color palette can either result in an interface being under-stimulating (boring) or over-stimulating (chaotic and messy). Good button label invites users to take action What your buttons say is as important as how they look. Using the wrong label can cause users confusion, loss of time, and possibly some big mistakes.

[Checkpoint]: Build your Design System Checkpoint

This checkpoint meeting mustn't exceed 10 minutes

Objectives:

Build your own design system

You need to build a catalog of all the reusable components in your product. You need to include patterns, colors, text styles, icons, and even grid systems.

Creating an inventory of UI components will reveal any inconsistencies in your design language and pave the way for you to have a good design system

Instructions :

- Finalize a color palette first. Decide on primary colors, naming convention, and the system for building accent colors.
- then decide the typefaces you want to use and the typographic scale for consistent information architecture across all products.
- then finalize your icon library
- Add a screenshot of all these components into a google slide and submit it

[OneToOne]: Visual Design One to One

This one to one meeting mustn't exceed 11 minutes

- What’s a definition of a text field

  Text fields allow users to enter text into a UI.

- What’s a text field should provide

  Text field component design should provide a clear affordance for interaction, making the fields discoverable in layouts, efficient to fill in, and accessible.

- Input text fields can have differents states , yes or no ?

  yes

- What are the differents states ?

  Input text fields can have one of the following states: inactive, hover, disabled, focused, validation, error.

- What are the three categories displayed in color wheel ?

  The basic color wheel displays three categories of color; primary colors, secondary colors, and tertiary colors.

- How can we reduce the cognitive load for the users, and allow them to navigate the interface intuitively?

    1. Using a dark color for the text to ensure legibility,
    2. Keeping light colors for backgrounds 3.Using contrasting colors for accents
    3. Sticking to classic call-to-action colors—such as red for a warning sign Sticking to these conventions will reduce the cognitive load for the users, and allow them to navigate the interface intuitively.

- What do a button states do?

  The button state communicate its status to the user

- When do we use a checkbox button ?

  Checkboxes — are used when there are one or many independent options and users may select any number of choices, including none, one, or several.

- When do we use a Toggle switches ?

  Toggle switches — are used when are two mutually exclusive options and always have a default value. Toggles selection takes effect immediately.

- How do we choose the right style for a button ?

  Choosing the right style for the button will depend on the purpose, platform, and guidelines.

- What’s a website footer

  A website’s footer is an area located at the bottom of every page on a website, below the main body content.

[Workshop]: Visual Design Workshop

This workshop meeting mustn't exceed 10 minutes

- Master the creation of the design system
- Build a catalog of all the reusable components in your product. You need to include patterns, colors, text styles, icons, and even grid systems.

https://docs.google.com/presentation/d/1XP0IFWBoxCxq2oL8HtV95X-X8TexIWW7NpFpP7fHEL8/edit?usp=sharing

Super Skill: Prototyping

[Skill]: Prototyping a Website to XD

Learning Style: 1

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Prototyping Introduction

During this chapter , we will understand more the importance of prototyping its benefits and relation with the project lifecycle.

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What’s a prototype

The most basic definition of “prototype” is, “A simulation or sample version of a final product, which is used for testing prior to launch.” The goal of a prototype is to test products (and product ideas) before sinking lots of time and money into the final product. Prototyping is essential for resolving usability issues before launch. It can also reveal areas that need improvement. Once a draft of your product idea is in the hands of real users, you’ll finally see how they want to use the product. You can then go back and adjust your initial guesswork. Also a prototype is built to make sure the design team has understood the user needs, and is answering it in an intuitive and engaging way. Crucially, prototypes enable comprehensive user research to determine the product’s value, proposition and quality ahead of release, instead of bringing to market a product with flaws or misunderstandings.

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What’s a prototype

Prototypes have 4 main qualities:

- **Representation** — The actual form of the prototype, i.e.,mobile, or

desktop.
- **Precision** — The fidelity of the prototype, meaning its level of detail, polish, and realism.
- **Interactivity** — The functionality open to the user, e.g., fully functional, partially functional, or view-only
- **Evolution** — The lifecycle of the prototype. Some are built quickly, tested, thrown away, and then replaced with an improved version (this is known as “rapid prototyping”). Others may be built and improved upon, ultimately evolving into the final product.

One of the most common misconceptions about prototyping is that it only needs to be done once or twice at the end of the design process. This is not true. you should “test early and test often.” You should prototype every possible iteration of your design—even your first, most basic idea. Prototypes aren’t simply beta tests that have the look of the final version; they are any version of your product that can be used for testing. As long as it gives you new insights into how people will naturally use the product, it doesn’t matter whether it’s paper, low-fidelity, high-fidelity,

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Advantages of a prototype

Advantages

- **Realistic interactions** — You’re able to test how the user interacts with an environment comparable to the final product (depending on fidelity).
- **Flexibility** — Test early and test often! You can start with lo-fi prototypes that become progressively more advanced as the design process moves forward.

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Prototyping a website to XD

1. To create a prototype, you first need to switch to **Prototype Mode** by using the little toggle on the top left of the page. You will notice that all the design related toolbars and features are not accessible anymore.

2. Now click on an artboard you want to be part of your prototype. You will notice that a little home icon appears at the top left of your artboard. If you want this screen to be the first screen of your prototype, click on the home icon. It will turn blue, meaning that this will be your home screen, the first one appearing when the prototype is launched or shared.

3. Now let’s say you want to connect the button on the first screen to the screen next to it , and create an interaction between the two. Select the button by clicking on it directly on your artboard or from the layers panel on the left. (note: if your object is a layer group, make sure you select the entire group and not just one of its individual layers). The object will

be highlighted in blue, and a little arrow handle will be displayed on the right side of it. Click on this handle, drag the connecting line which will be displayed and release the mouse on the screen you want to connect to the button.

4. At this point, the settings of your interaction will show up in the Property inspector.

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Prototyping a website to XD

(1) Trigger: set the action that would trigger your interaction. Choose between **Tap, Drag, Time, Keys & Gamepad** and **Voice**.

You can add multiple triggers between two elements. To do so, use the blue **“+”** button on the artboard or click **“+”** in the Property Inspector. Keep in mind that you can have only one **Tap** trigger per object.

(2) Action Type: set the type of effect that your trigger should activate.

- **Transition**: choose from a variety of animation options for your interaction.
- **Auto-Animate**: Adobe XD auto-animates your effect. Create exiting fade-in, fade-out effects, swipe and drag effects, and more. You can learn more about animations in the next chapter.
- **Overlay**: create slide effects. Perfect to create drop-down menus, slide-in keyboards, and more.
- **Scroll To**: create anchor links and easily scroll to a specific section on the artboard.
- **Previous Artboard**: link an artboard with the previous one.
- **Audio Playback**: set a specific sound to be played for your interaction.
- **Speech Playback**: set a specific word or phrase as to be played for your interaction.

(3) Destination: this is the screen we are connecting our object to. You generally do not need to change this as it picks up automatically the target screen when you connect the two screens together.

(4) Animation: choose from a bunch of different animation effects which you should change depending on the actual flow of your prototype. If for example you are prototyping the opening of a sidebar menu on a mobile app, triggered by the tap on a hamburger menu icon on the top left of the screen, you should use a “Slide right” transition.

(5) Easing: Choose from a variety of easing effects: Ease Out,

Ease It, Ease In-Out, Snap, Wind Up or Bounce. Feel free to play with it.

(6) Duration: This setting defines how long the chosen transition between the connected screens will last. I am a fan of fast transitions so I generally use 0.2s or 0.4s. After you are done changing these settings, or if you don't want to change them at all, just press **ESC** or click somewhere on the grey canvas and your connection will be completed.

Some tips:

- If you want to review all the connections a specific artboard has, just click on its title: all connections to other screens will be displayed.
- If you made a mistake and want to delete a connection between two screens, just drag one of the two connecting handles on the grey canvas, or click on it and then press **DELETE** on the keyboard.
- If you want to change the target screen of a connection, you can do it through the "**Target**" dropdown menu, or you can just drag the destination handle to a different screen.
- You can copy and paste interactions from one object to another. If for example you have a button linking to a specific screen, with a specific transition and duration, you can copy this exact interaction and apply it to another button. To do that, copy the first button, then select the second button, right-click on it and select "**Paste Interaction**"

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Preview your prototype

You can preview the XD prototype you just created by clicking on the "**Play**" icon at the top right of the screen. A preview window will popup and the currently selected artboard will be displayed. You can now click on the objects you connected and navigate through your prototype.

In the same window you can also record a video of your prototype, which you can then share with your clients, coworkers or stakeholders. To do that, just click on the little record icon at the top right side of the preview window for a Mac , for a Pc (window + G) . A timer with the video duration will start). Do all the actions you want to record in the video and then click on the same icon to stop recording and save it (in .mp4 format).

Assessments:

Assessment 1: Quiz

- Website Prototypes have qualities:
  - Representation
  - Precision
  - Interactivity
  - content
- the prototype is the final version of a the product,
  - True
  - False

[Skill]: Prototyping a Mobile App to XD

Learning Style: 1

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What’s mobile prototyping

Same as website prototyping , in mobile version also users can “play” with your ideas and concepts and give you valuable feedback that shapes the final designs before you begin development.

This can save time and money in development and create products that offer significantly better user experiences than ones that move from concept to production with no evaluative stages in between.

The purpose of a prototype is to communicate a product’s design and navigation flow to maximize the efficiency of development. Prototyping is a valuable exercise which results in visualization of how the app will function by demonstrating user flows and depicting a working design and layout. Naturally, there will be errors in a prototype; however, a prototype allows for these errors to be discovered in the early stages of a project.

Tim Brown, CEO of IDEO, explains that prototypes “slow us down to speed us up. By taking the time to prototype our ideas, we avoid costly mistakes such as becoming too complex too early and sticking with a weak idea for too long.”

Page: 2

The benefits of mobile prototyping

There are many benefits of working with an interactive model before building an MVP. Mobile app prototyping keeps the user at the forefront of the design process and involves stakeholders when exploring new ideas for development.

1. Exploring New Ideas And Identifying Product Improvements

Mobile app prototyping validates an early concept and provides opportunities for the exploration of new ideas early

on in the development process. During the prototyping phase of the design thinking process, user testing can help identify possible improvements to make before the product is complete. A prototype is the product foundation that is continually improved until the mobile app meets business goals and is marketable.

2. Cost-Efficiency

Starting a project with a mobile app prototype saves costs in the long run. It’s far less expensive to solve problems at the beginning of the process rather than towards the end.

3. UX Validation

Creating a mobile product that results in deep user engagement is a difficult task to accomplish. Running a prototype through a user test is one of the most effective ways to validate usability and UX.

Page: 3

Scroll Groups

In Adobe XD, with **Scroll Groups** you can set areas from an artboard to scroll independently from the rest of content making it really easy to create image carousel, sliders or even navigable maps. The three buttons from the Property inspector offer three scrolling options: **Horizontal Scroll, Vertical Scroll or Horizontal & Vertical Scroll**.

We’ll use this design to exemplify a vertical scroll group. In **Design** mode, select the object that you want to turn into a scrollable group and simply click the **Vertical Scroll** button from the Property inspector or use the **CMD + SHIFT + V** (Mac) & **CTRL + SHIFT + V** keyboard shortcut.

Once created, you can adjust the start and end point of a scroll group directly on the artboard using the blue handles. Then Click the **Play** button to preview your scroll group.

Assessments:

Assessment 1: Quiz

- Interactive prototypes have benefits :
  - Exploring New Ideas
  - UX Validation
  - Cost-Efficiency
  - Content
- Scroll Groups you can set areas from an artboard to scroll independently from the rest of content
  - True
  - False
- Thank to the prototype phase users give you feedback that shapes the final designs before you begin development.
  - True
  - False
- Scroll Groups help the creation of image carousel, sliders or navigable maps.
  - True
  - False

[Skill]: Pop up , Positions and links

Learning Style: 1

Page: 1

What’s a pop up

A pop-up is a modal view that can either take form as a pop-up menu or a pop-up dialog.

Page: 2

Characteristic of a pop up

In the **OS design system**, a pop-up menu is used to display a list of mutually exclusive choices.

In the **Material Design system**, a pop-up is a dialog to display critical information or provide choices.

In the **UWP (Universal Windows Platform)** design system, a pop-up could be a dialog or a flyout. The difference is that a UWP pop-up dialog requires explicit action from the user as to a flyout is more peripheral and easy-to-dismiss.

Page: 3

Create Popup in XD

Step 1: duplicate your artboard hold the Alt (Windows), or option (macOS), key then drags the artboard to the right.

Credit : Erica Larson

Step 2: hide some elements on the artboards so they come in and out of view as the user interacts with the app. Shift+click across artboards to select them all, then move the Opacity slider in the Property Inspector to 0%.

Step 3: Bring in the menu Click the Prototype tab to define interactivity. Select the hamburger menu icon on the first artboard and drags a wire to the Menu artboard. Set Action to Overlay and choose Slide Right as the Animation so the menu will slide over the artboard. Then drag the green circle of the overlay to move the menu into position. Repeat this technique for the hamburger menu on the second artboard.

Step 4: Drag a wire from the Info icon to the second artboard. This time the hidden elements need to fade in to view, so set the Action to Transition and the Animation to Dissolve.

Step 5: Wire a hotspot on the model's cheek to the Product overlay. Select a dot, drag the wire to the Product overlay artboard, and defines the interaction. Move the overlay into position over the second artboard. Then click Desktop Preview to test everything.

Page: 4

Fixed Position Elements

In Adobe XD, with the **Fix Position When Scrolling** feature you can easily fix the position of elements from your design when scrolling. It's ideal to create interactive sticky headers, menu bars and other fixed sections on the screen.

To make an element stick to the screen when you are scrolling, select it and just click the **Fix Position When Scrolling** checkbox.

Select the artboard, set a **Vertical Scrolling** and set a value for the **Viewpoint Height** that's lower than the height of the entire artboard. When previewed, your artboard will be vertically scrollable past the Viewport height pixel value.

Click the **Play** button to preview your design, scroll down and notice how the menu bar sticks to the top of the screen.

Page: 5

Anchor links

In Adobe XD, with **anchor links** you can scroll to specific sections of your artboard. You can use anchor links to improve the user experience when you design a long page website or when you have content with massive sections of text.

1. We'll use this design to exemplify a quick navigation to a specific section on the artboard. In **Prototype** mode, wire the object that you want to turn into an anchor link to the object that you want to link to. In this example I will link the "Pricing" text with the "Pricing" group.

2. In the **Property** inspector, Adobe XD will automatically set the trigger to **Tap** and the action to **Scroll To**. Use the **Y Offset** setting to adjust the exact point where you want to scroll relative to the top edge of the wired object. This can be adjusted numerically from the Property inspector or using the handle to the left of the artboard. The maximum duration that you can set for this kind of action is 5 seconds.

Click the **Play** button to preview your prototype and by clicking on the anchor link, you will get to the linked section in one second.

Assessments:

Assessment 1: Quiz

- A pop-up is a modal view that can either take form as a pop-up menu or a pop-up dialog.
  - True
  - False
- In the OS design system, a pop-up menu is used to
  - critical information or provide choices.
  - a list of mutually exclusive choices.
- In the UWP a pop-up could be a
  - flyout
  - dialog
  - dialog or a flyout

[Skill]: Prototyping in Figma

Learning Style: 1

Page: 1

Prototype settings in figma

Access and adjust your prototype settings in the Prototype panel of the right sidebar by clearing your selection in the canvas.

1. Select a Device and Model
2. Preview your prototype
3. Select Background color
4. Set the prototype's Starting Frame

Page: 2

Device and background color

Device

Use Device settings to control how your prototype looks in Presentation view. Figma has a number of popular device presets. The dimensions of your prototype frames will define what options are available.

- Frame preset: If you used a frame preset, Figma will select a device that matches that preset. You can select another device if desired. For example: if you used the iPhone 11 Pro Max preset, Figma will select the iPhone as the device too.
- Custom Size (Fit) will automatically scale the design, so that it fits within the screen you are viewing the Prototype on.
- Presentation Size (Full) will display the Prototype to a size that allows it to be displayed on the screen, in its entirety.

Background color Set the Background color of the prototyping screen. You'll see this color behind your selected device. Set this to a neutral color, or customize this with a brand color for extra polish.

Page: 3

Orientation , model and preview

Orientation

Control the orientation of the device in Presentation view. Choose from:

- Portrait
- Landscape
- Ps : It's not possible to switch between orientations within a prototype. This is something to bear in mind if you have frames in your prototype across both orientations.

Model

Some devices offer variations on model. For example: the iPhone 11 Pro Max comes in four different colors. You can choose which color-way you would like to use. Use the Modal field to select and depending on the device you selected, you can specify a certain Model.

Preview View a Preview of how the device will look in Presentation view.

Starting frame

If your file has any prototype connections between frames, Figma will only display frames with connections in Presentation view.

If there are no prototyping connections, Figma orders frames as they are in the canvas, by row (left to right) then column (top to bottom).

By default, Figma uses the first connection you create as the Starting Frame. You can change this to another frame in a few ways:

- Prototype settings: Update the Starting Frame from the prototyping settings in the right sidebar.
- Canvas: Click and hold the blue icon next to the current starting frame. Drag the icon to the new starting frame. This must be a top-level frame, a frame that isn't nested within another layer or frame.

Ps : If you enter Presentation view with nothing selected, your prototype will start from the set starting frame. If you select another frame in the Editor before presenting, your prototype will start on the selected frame. If you select another frame after presenting it won't impact what you see in presentation view.

Page: 5

Create a connection in figma

The connection consists of three parts:

- Hotspot: where the user's interaction will take place. A hotspot can be the frame itself, or an object within the frame. You can create a hotspot on anything, like a button, icon, or heading.
- Connection: the arrow or "noodle" that connects the hotspot to the destination. Both the Interaction and Animation are determined through the connection.
- Destination: the next step in our prototype where a connection ends. In most cases, the destination must be a top-level frame. Only connections using the Scroll to action can be set to a destination within the same top-level frame.

How to Create a connection ?

1. Navigate to the Prototype tab of the right sidebar.
2. Select a layer or object for the connection's hotspot.

In the example, we add a hotspot to the frame on the left. The connection takes us to the destination, which is the frame on the right.

Page: 6

Create a connection in figma

Create an interaction

Once you have created a connection, you can define the type of interactions users can have with it. You're able to create multiple interactions from the same layer or object.

1. Navigate to the Prototype tab of the right sidebar.
2. Select a layer or object for the connection's hotspot.
3. Click the on the right of the frame's bounding box and drag it to the destination frame. You can also click the in the Interactions section of the Prototype panel, then select the destination frame using the dropdown menu.
4. Once the connection has been made, use the Interaction Details panel to adjust the trigger, action, and destination.

A single object can have: One of each of the following interactions:

- On Click / On Tap
- While Hovering
- While Pressing
- Mouse Enter
- Mouse Leave
- Mouse Down / Touch Press
- Mouse Up / Touch Release
- After Delay

- -- PS : You're not able to combine On Click / On Tap with While Hovering, since the action for the first interaction will make the action from the second on that object unreachable once executed.

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Create a connection in figma

Trigger

The trigger defines what type of interaction will cause the prototype to advance forward. This could be a mouse click, touch gesture, or the time elapsed in the current frame. Figma has nine triggers available:

- On Click / On Tap
- On Drag
- While Hovering
- While Pressing
- Key[board]/Gamepad
- Mouse Enter
- Mouse Leave
- Mouse Down / Touch Press
- Mouse Up / Touch Release
- After Delay

Action

The action defines what happens when the user interacts with the hotspot. This could mean moving to another frame, engaging an overlay, or opening a link. Figma has six actions:

- Navigate to
- Open overlay
- Scroll to
- Swap with (overlay)
- Back
- Close overlay
- Open URL

Destination

- The destination is the last step in a prototype interaction. This could be another screen in the prototype, or an overlay that appears above the current screen.
- Use the Destination field to select the frame that specific interaction will end on. Or, click on the connection in the canvas and drag it to the next frame. Figma will make that next frame the destination.

Adjust the animation

The Animation settings determine how the prototype moves from one Frame to the other.

1. Select a Transition type
2. Choose the Direction the animation will come from
3. Adjust the Easing of the animation
4. Set the Duration of the animation

5. Decide whether to Smart Animate matching layers
6. View a preview of the animation

Figma has 8 animations available:

1. Instant
2. Dissolve
3. Smart Animate
4. Move In
5. Move Out
6. Push
7. Slide In
8. Slide Out

Assessments:

Assessment 1: Quiz

- The connection consists of three parts in figma connection , hotspot and destination
  - True
  - False
- Figma has 9 animations available:
  - True
  - False
- You can set the Background color of the prototyping screen in figma ?
  - True
  - False

[Skill]: Prototyping in Sketch Mac app only

Learning Style: 1

Page: 1

Links in Sketch

Adding Links

1. The quickest way to create a Prototype is to add a Link between two Artboards . You can add Links from any layer to any Artboard.
2. To add a Link, select a layer, choose next to Prototyping in the Inspector (or press W), then click on an Artboard you'd like to link your layer to.

Editing Links In the Inspector, you can choose how a Link's transition will look using the Animation buttons and change which Artboard a Link takes you to using the Target drop-down menu.

Select "Previous Artboard" in the Target drop-down menu, to tell Sketch to return to whichever Artboard you were previewing before the current one. This is helpful when you have lots of Links leading to a single Artboard.

Remove Links Choose Prototype > Remove Links from Selection, set your Link's target to "None" or click the trash icon Trash in the Prototyping section of the Inspector to remove a Link.

Add hotspot Links Hotspots Insert Hotspot give you more control than Links and are useful if you want to create a clickable area that's larger than a single Layer.
To add a Hotspot Insert Hotspot, choose Insert > Hotspot Insert Hotspot (or press H), then click and drag to draw your Hotspot Area. After that, click the Artboard you want your Hotspot to link to.

You can edit your Hotspot's animation and target Artboard, in the Inspector, just like we did with the links .

Page: 2

Hotspot in Sketch

How to Turn a Link into a Hotspot Select any Link and click the “Create Hotspot” icon in the Inspector to turn it into a Hotspot.

How to Fix the Position of a Hotspot Select your Hotspot and then choose the Fix position when scrolling checkbox in the Inspector to fix its position on the canvas even as the rest of your Layers scroll.

How to Use Hotspots with Symbols If you include a Hotspot as part of a Symbol, you can reuse that same Symbol but individually override its Hotspot’s target. You can also override the Hotspot’s target to “None” if you don’t want it to link to another Artboard.

Page: 3

Fixed Elements and scrolling artboards

Creating Fixed Elements To create a fixed element, select a layer or Hotspot and check the Fix position when scrolling option in the Prototyping section of the Inspector. Alternatively, choose Prototype › Fix Layer Position when Scrolling in the menu. This is handy when you want to fix a row of tabs at the bottom of an app design, or have a floating button on a website, for example.

How to Create Scrolling Artboards If you want to create a prototype with scrolling elements, you’ll need to choose an Artboard preset, or create a Custom Preset, and resize its height. If you don’t use a Preset and draw a custom Artboard instead, your prototype won’t scroll and will appear zoomed out in the app, on Cloud and in Sketch Mirror.

On the left: A resized Artboard that uses the iPhone X preset will scroll within a preview. On the right: A custom Artboard that will shrink down to fit the preview window.

To create a scrolling prototype from an Artboard preset : Select your preset and change its height on the canvas. When you do this the preset name in the Inspector changes to include the word “Resized”. To create a custom size Artboard preset that scrolls, then choose Create Custom Size at the bottom of the Inspector. Confirm your Artboard’s dimensions and name, then change its height on the Canvas. Like regular presets, its name in the Inspector will change to include the word “Resized”.

Using Maintain Scroll Position After Click When you create a Link from one scrolling Artboard to another, the scrolling Artboard's position will normally return to the top (the start position) when you play the prototype and click on that Link. This is fine some cases (such as switching between tabs in a mobile app) but not others (like when you want to display a modal or overlay, in place, on top of the scrolling content).

With Maintain scroll position after click switched off, clicking on the link to open the overlay causes the artboard to scroll back to the top, which doesn't look right.

To make sure a scrolling Artboard stays in position when you click on a prototype Link, select the Link you're working with and enable the Maintain scroll position after click option in the Inspector.

With this option enabled, when you play your Prototype, scrolling content will stay in the same position as you click on Links and transition between Artboards. This allows you to create overlay-style effects that feel more realistic and don't interrupt your prototype's flow.

With Maintain scroll position after click enabled, this overlay appears in place without affecting the scroll position of the content behind it.

Assessments:

Assessment 1: Quiz

- In sketch you can turn a Link into a Hotspot
  - True
  - False
- If you want to create a prototype with scrolling elements in sketch , you'll need to :
  - Choose an Artboard preset
  - Create a Custom Preset, and resize its height.
  - Both answers above
- To make sure a scrolling artboard stays in position we need to enable the maintain scroll position
  - True
  - False

[SuperSkill]: Conclusion

Learning Style: 1

Page: 1

Recap

Mobile app prototyping is a quick and cost-efficient way to validate a mobile app idea; however, they have many other added benefits including eliciting new ideas and areas for improvement, client and stakeholder involvement and making sure the entire team is on the same page throughout the project lifecycle.

In the **OS design system**, a pop-up menu is used to display a list of mutually exclusive choices.

In the **Material Design system**, a pop-up is a dialog to display critical information or provide choices.

In the **UWP (Universal Windows Platform)** design system, a pop-up could be a dialog or a flyout. The difference is that a UWP pop-up dialog requires explicit action from the user as to a flyout is more peripheral and easy-to-dismiss.

[Checkpoint]: Prototype Your Website Checkpoint

This checkpoint meeting mustn't exceed 10 minutes

Objectives:

Make your prototype based on your own design system and wireframes.

You need to build the connection between all your artboards

Instructions :

Start applying the elements of your design system to your wireframes

Link your pages, add transitions and states, and polish the design preview also use Overlays to Add a Drop-Down Menu

Then take a video shot of these interactions and submit it

[OneToOne]: Prototyping One to One

This one to one meeting mustn't exceed 10 minutes

- What’s a definition of pop-up ?

  A pop-up is a modal view that can either take the form of a pop-up menu or a pop-up dialog.

- In the OS design system when is used the pop-up modal ?

  In the OS design system, a pop-up menu is used to display a list of mutually exclusive choices.

- In the Material Design system,when is used the pop-up modal ?

  In the Material Design system, a pop-up is a dialog to display critical information or provide choices.

- In the UWP (Universal Windows Platform) the pop-up could be what ?

  In the UWP (Universal Windows Platform) design system, a pop-up could be a dialog or a flyout.

- What’s the definition of a prototype ?

  The most basic definition of “prototype” is, “A simulation or sample version of a final product, which is used for testing prior to launch.”

- What’s the role of a prototype ?

  The goal of a prototype is to test products (and product ideas) before sinking lots of time and money into the final product.

- What are the main qualities of a prototype ?

  Prototypes have 4 main qualities:

  - **Representation —** The actual form of the prototype, i.e., mobile, or desktop.
  - **Precision —** The fidelity of the prototype, meaning its level of detail, polish, and realism.
  - **Interactivity —** The functionality open to the user, e.g., fully functional, partially functional, or view-only
  - **Evolution —** The lifecycle of the prototype. Some are built quickly, tested, thrown away, and then replaced with an improved version (this is known as “rapid prototyping”). Others may be built and improved upon, ultimately evolving into the final product.

- What are the advantages of a prototype ?

  - **Realistic interactions —** You’re able to test how the user interacts with an environment comparable to the final product (depending on fidelity).
  - **Flexibility —** Test early and test often! You can start with lo-fi prototypes that become progressively more advanced as the design process moves forward.

- Tim Brown, CEO of IDEO, says prototypes ‘ “slow us down to speed us up.can you explain it more ?

  By taking the time to prototype our ideas, we avoid costly mistakes such as becoming too complex too early and sticking with a weak idea for too long.”

- What are the benefits of a prototype ?

  Exploring New Ideas And Identifying Product Improvements, Cost-Efficiency and UX validation

[Workshop]: Prototyping Workshop

This workshop meeting mustn't exceed 10 minutes

- Master the creation of prototype on XD

https://docs.google.com/presentation/d/1wbRp3hl1DeSfyxNVIF-7nlBqVZK6lu9gem5DESieGUs/edit?usp=sharing

Super Skill: Symbols

[Skill]: Components in XD

Learning Style: 1

Page: 1

Symbols Introduction

During this chapter , we will learn how to create component , navigation menu also we will learn how to save time by using some plugins

Page: 2

What’s a component or a symbol

If you find that you are reusing objects in your Adobe XD UI, you should consider converting them to symbols or components . Components are linked objects that can be reused across all artboards in a document. Because they are dynamically linked, changes to one reflect across all instances.

The object that you converted into a symbol or components now has a symbol icon to the left of the name.

Page: 3

How to create component in XD

1. Select an object and some text that you want to reuse.
2. Right-click (Windows) or Ctrl-click (Mac) and select Make Symbol from the contextual menu.

3. Once you have created a Symbol, reusing it across artboards is easy.
4. You can use any of the following approaches to create another copy or instance of the Symbol.
5. Drag the Symbol from the Symbol Library Copy & Paste (Context Menu) Duplicate — CMD D (Mac) CTRL D (Win)

Page: 4

Characteristics of a Symbols in XD

You can easily edit a Symbol and propagate changes in real time across all the instances.

In order to edit a Symbol, you must double click the Symbol. (Similar to editing a group on canvas) Any position, size or appearance changes to the elements in a Symbol are propagated to all copies.

There is no master copy of the Symbol. You can edit from any copy of the Symbol and preview those changes in real time across your document.

While position and appearance changes are linked, you can have unique text and bitmap content in a Symbol.

What this means is that, you can override the text and image in a Symbol while keeping it appearance linked to all the other copies.

Edit the Symbol and change the text or drop in a new image to override the content.

Having the ability to override Symbols is very helpful. However, what happens if need to update all the copies of the Symbol to have the same text and bitmap content?

The update all commands helps you specifically do that. Right click on the Symbol and select Update All from the context menu to push the text and bitmap content from that Symbol to all the copies.

If you select a specific part of a nested Symbol and hit Update All, it only updates that part of the nested Symbol across all copies. Simplicity and power with the update all command.

Page: 5

Characteristics of a Symbols in XD

Ungrouping components

If you want to make a change to the style of only one instance of a component, without having it replicated to all the existing instances, you need to ungroup that component instance. To do that, select the instance you want to ungroup and use one of the following methods:

1. Select: **Object > Ungroup component**
2. Right click on the symbol instance and select **“Ungroup Component”**
3. Use the shortcut **CMD + Shift +G** (Mac) & **CTRL + Shift +G** (Win)

Removing components

If you want to remove a component from the Components section in Assets panel, right click on it and select “**Delete**”.

Assessments:

Assessment 1: Quiz

- Components are linked objects that can be reused across all artboards in a document
  - True
  - False
- You can easily edit a Symbol and propagate changes in real time across all the instances.
  - True
  - False
- While position and appearance changes are linked, you can’t have unique text and bitmap content in a Symbol or a component
  - True
  - False

[Skill]: Repeat Grids

Learning Style: 1

Page: 1

Characteristics of a Repeat Grid

With the Repeat Grid, you can easily create a list of repeatable elements and manage its style and content in a blink of an eye. This feature is a huge time saver when you have to design pages or screens with lists of repeating elements and you need to choose which layout and style works best. It will save you a lot of repositioning and restyling: all you have to do is make changes to one of the elements included in the repeat grid, and that change will be automatically applied to every other object!

Page: 2

How to create a Repeat Grid in XD

1. Design the first element which you want to repeat. In our example we'll design a list of apartments, so let's design one "apartment box".
   You should group all the objects included in this element so that it's easier to manage and move.

2. Select the entire layer group and click on the "Repeat Grid" button in the property inspector on the right. You will notice that a green dotted line and two large handles will appear around the element.

3. Drag one of the two green handles to repeat the element horizontally or vertically. Notice how easy and fast it is to create a list from the element you originally designed.

4. With the repeat grid selected, if you want to change the distance between the elements in the grid, just hover with the mouse over the space between them. You will see the mouse cursor change into 2 arrows and the space between the elements will be highlighted in pink. You can just click and drag until you reach the desired spacing between elements. You can do this for horizontal and vertical spacing.

5. If there are images in your list, like in our example, you can easily replace all the images in one shot. Just save locally all the images you want to add (be mindful of image size and weight), then select them all

and drag them into your repeat grid, aiming at the shape which will include the image.

6. Now that we have our nice list, try to make any change to any of the elements in the list. Move a piece of text, or change its color or its size, or increase the width of the box. You will notice that the changes you make are immediately replicated to all the other elements in the list.

Page: 3

Repeat Grids and text files

Quickly import content from a text file Talking about editing text within a repeat grid, there is a very smart and easy way you can do that, faster than editing each piece of text individually. You can write all the text you want to be included in the text elements of your list in a text file. Let's say you want to change the 8 titles of our example. You should write these 8 titles, **separated by a line break, in a .txt** file and save it on your machine then drag it into the repeat grid

Assessments:

Assessment 1: Quiz

- if elements are included in the repeat grid, and a change is made it will be automatically applied to every other object ?
  - True
  - False
- Before repeating an element we should group all its objects ?
  - True
  - False
- we can't edit a text within a repeat grid,
  - True
  - False

[Skill]: Tips to Save Time

Learning Style: 1

Page: 1

Plugins

Plugins can be a real time saver whenever you have to automate specific operations, parts of your workflow that are repetitive and time consuming or just extend the range of features and capabilities of Adobe XD. To search, install and manage plugins you need to open the **Discover** window. You can do this from the menu bar (**Plugins > Discover Plugins**) or from the **Plugins** panel, using the **Discover Plugins** button or the “+” icon. To open the Plugins panel click the bottom button from the toolbar.

Once installed, plugins will show up in the Plugins panel and are ready to use.

Page: 2

Create your own Plugins

If you got good coding skills, you can create your own plugins by going to **Plugins > Development > Create a Plugin** in the menu bar. XD will take you to a webpage where you can learn more about what it takes to create an XD plugin.

Assessments:

Assessment 1: Quiz

- You can create your own plugins?
  - True
  - False
- Plugins make you save time whenever you have to automate specific operations, ?

    - True
    - False
- Each time you need a plugin you need to install it
    - True
    - False

[Skill]: Navigation Creation

Learning Style: 1

Page: 1

Top menu

Types of web navigation

Top menu

When people think of website navigation, most picture the menu located at the top of the page.

This type of navigation is aligned with the way we scan web pages—from top to bottom, from left to right.

This navigation is great for global navigation options such as global categories.

Page: 2

Drop-down menus

Drop-down menus and sticky navigation are two of the most popular design techniques of top menu navigations.

The first technique uses a principle of progressive disclosure—it shows only a limited number of options and discloses additional options on demand (when a user hovers the mouse over the top-level option).

Drop-down menus and sticky or (fixed) navigation are two of the most popular design techniques of top menu navigations.

The second technique allows you to keep the top-level navigation options always a visible area of the screen. The menu stays at the top of the screen, no matter how deep the user scrolled down.

Page: 3

Sidebar

The sidebar is a navigation pattern that usually supports for the top navigation. The sidebar is positioned to the left or right of the primary content.

When the user navigates to the top-level category, they see a sidebar with subcategories.

Sidebar can be a great choice for information-heavy website. It can contain subcategories or provide options for content filtering and sorting.

Page: 4

Fixed padding

Padding is the space between the edge of the background and the edge of the content that lies on that background. Setting a padding value for an object will force that element to automatically scale the background when you change its content. Using fixed padding you can easily create fully-editable buttons, drop-down menus, tool tips, or modal dialogs. Use this feature to avoid wasting time with manual resizing.

To enable Padding on a group or component make sure that **Responsive Resize** is active, and then check the **Padding** box to turn on padding for your selection. Once enabled, XD identifies the bottom layer from your selection as the background and uses it to calculate the padding values that will show up in the Property inspector. Keep in mind that you won’t be able to view the Padding settings if you move the background object from the bottom of the group

Page: 5

Fixed padding

To set different padding values for each side of the element

click the right button from the Property inspector and four input field will open. Here you can set the padding value for each side separately.

Besides the input fields from the Property inspector you can adjust the padding values directly on the artboard while holding down the **S** key. Holding down the **Shift + S** keys allows you to adjust all four padding settings at once and to equalize the values.

Whenever you move or edit elements inside a group or component, XD resizes the background object to fit the padding settings from the Property inspector.

Assessments:

Assessment 1: Quiz

- Choose the type of navigation that is aligned with the way we scan web pages—from top to bottom, from left to right.
  - Sidebar
  - Top menu
- What's the first technique that uses the principle of progressive disclosure?
  - sticky navigation
  - dropdown menu
  - sidebar
- What is the navigation that is positioned to the left or right of the primary content.
  - Sidebar
  - Sticky navigation

[SuperSkill]: Conclusion

Learning Style: 1

Page: 1

Recap

You can create a component by first selecting one or more objects and then using one of the following methods:

- Select: **Object > Make component**
- Right click on the object and select **“Make Component”**
- Use the shortcut **CMD + K** (Mac) & **CTRL + K** (Win)
- Click on the “+” icon next to the “Symbols” section in the **Assets panel** on the left
- Click on the “+” icon next to the “Component” section in the **Property inspector** on the right

Once saved, that first instance of the component becomes a **Master Component**, indicated by a green filled diamond in the upper left corner. All the components in your document will be visible in the **Components** section of the **Assets** panel, on the left side of the screen.

1. Don’t hide the navigation
2. Put navigation in places where users expect to see it
3. Visually separate navigation from content
4. Add search to simplify web navigation

[Checkpoint]: Create Your Components Checkpoint

This checkpoint meeting mustn't exceed 10 minutes

Objectives:

Make and create your own component and symbols into your prototype

Instructions :

1. Make your navigation, put it in a place where users expect to see it
2. Create a dropdown menu and make your navigation sticky
3. Create a repeat grid with an element and make some distinctive changes on the list: names, prices, colors, etc ...
4. Use a plugin either to generate text for product description (for example)
5. Then take a video shot of these interactions and submit it

[OneToOne]: Symbols One to One

This one to one meeting mustn't exceed 12 minutes

- What’s a definition of component or a symbol ?

  Components are linked objects that can be reused across all artboards in a document.

- A Symbol or component is it editable ?

  You can easily edit a Symbol and propagate changes in real-time across all the instances.

- What does a repeat grid helps you do ?

  With the Repeat Grid, you can easily create a list of repeatable elements and manage its style and content in a blink of an eye.

- How can you change the images in a repeat grid ?

  You save locally all the images you want to add (be mindful of image size and weight), then select them all and drag them into your repeat grid, aiming at the shape which will include the image.

- How can we change text into a repeat grid ?

  You should write these 8 titles, separated by a line break, in a .txt file and save it on your machine then drag it into the repeat grid

- when can we use plugin ?

  Plugins can be a real time-saver whenever you have to automate specific operations,

- How can we install a plugin ?

You can do this from the menu bar (Plugins > Discover Plugins) or the Plugins panel, using the Discover Plugins button or the “+” icon. To open the Plugins panel click the bottom button from the toolbar.

- Where do i find it when it is installed ?

  Once installed, plugins will show up in the Plugins panel and are ready to use.

- Define a top menu navigation

  This type of navigation is aligned with the way we scan web pages—from top to bottom, from left to right. This navigation is great for global navigation options such as global categories.

- What’s a drop down menu ?

  It uses the principle of progressive disclosure.

  It shows only a limited number of options and discloses additional options on demand (when a user hovers the mouse over the top-level option).

- What’s a sticky or fixed navigation ?

  It allows the user to keep the top-level navigation options always a visible area of the screen. The menu stays at the top of the screen, no matter how deep the user scrolled down.

- What’s a sidebar ?

  The sidebar is a navigation pattern that usually supports for the top navigation. The sidebar is positioned to the left or right of the primary content.

[Workshop]: Symbols Workshop

This workshop meeting mustn't exceed 10 minutes

Discovery of different plugins and how to work with and integrate them into a prototype on XD

https://docs.google.com/presentation/d/1cH7FuzvMaPZ9c1ulCM4BvJM_q5q8qs5jRIcuQ_EprDY/edit?usp=sharing

Super Skill: Mobile Prototyping

[Skill]: Responsive Resize

Learning Style: 1

Page: 1

Mobile Prototyping Introduction

During this chapter , we will learn how to modify our website prototype and make it into our mobile prototype and that’s through activating our responsive resize and Adding our iOS and Android Basic designs to the mockup .and showcasing the difference between apple’s design system and google’s

Page: 2

What’s a responsive Resize

Most of the times your design will be used on a wide variety of screen sizes on mobile, tablet, and desktop which means that you have to consider how your design will look across multiple screen sizes.

Thanks to the **Responsive Resize** feature, XD automatically resizes your design by analyzing the objects from your design, the grouping structure and the overall layout.

Before you resize your work, it is important to group objects that are part of the same section (menus, buttons, carousels) to establish a relationships between them and give XD the information that it need to establish a hierarchy throughout your design.

Page: 3

Responsive Resize by default

By default, responsive resize is turned off for artboards to

make sure that you can adjust the size of your artbaord without affecting its content. Select the artboard that you wish to resize and enable the **Resposive Resize** feature using the toggle button the Property inspector. Move to the bounding box of your artboard and use it to resize our artboard.

Results of a responsive resize action can be easily edited. Select the object from your artboard that needs to be adjusted, change the Responsive Resize to **Manual** in the Property inspector and use one of the six buttons to make the changes that you need.

The main **two buttons** allow you to set a fixed/variable width/height for your object while the four **“T” buttons** allow you to set a fixed/variable left margin/top margin/right margin/bottom margin.

Page: 4

Stacks

Stacks is another powerful feature that will give you more control over your design and considerably increase your work speed. With stacks it’s incredibly easy to resize, reader or modify objects while keeping the defined spaces between elements. To enable stacks on a group or component make sure that **Responsive Resize** is active, and then check the **Stack** box to turn on stacks for your selection. You can set the stack orientation to Vertical or Horizontal. XD automatically sets the stack orientation based on your selection.

Once enabled, stacks identifies the bottom layer from your selection as the background and uses it to calculate the **Padding** values that will show up the Property inspector, below the Stacks buttons. More about padding in the next chapter

Page: 5

Editing Stack Elements

Move or resize an element from a stack and the rest of the elements will automatically move to preserve the defined

spacing between elements.

There are three methods that you can use to adjust the spacing between elements inside a stack.

- select an element from your stack, hover on the spacing area, and then click the drag the pink highlight to adjust the spacing.
- select the entire stack, hold down **the S key** to adjust the spacing between elements of a stack. You can also adjust the padding using this technique.
- hold down **Shift + S** to easily equalize the spacing between all elements of a stack.

- To duplicate a stack element use the **CMD + D** (Mac) & **CTRL + D** (Win) keyboard shortcut.
- The order of elements inside a stack can be easily adjusted. Simply select and elements and move it where you want. XD will do the rest. You can also make this change inside the Layers panel. Change the order of elements inside the Layers panel and you'll notice the changes on your artbaord.
- You can also use the **CMD +]** (Mac) & **CTRL +]** (Win) and **CMD + [** (Mac) & **CTRL + [** (Win) keyboard shortcuts to move up and down a stack element or **CMD +Shift +]** (Mac) & **CTRL + SHIFT +]** (Win) and **CMD + SHIFT + [** (Mac) & **CTRL + SHIFT + [** (Win) to move the selected element first or last in a stack.

Page: 6

Masking

In UI design, masks are used to show a specific part of a layer, in order to draw attention to it.

One of the most popular example of masking can be a simple profile photo, which on many mobile apps is contained within a circle. You can achieve this via masking.

How to do it :

- Choose the image you want to mask. In this case if a photo of a guy.
- Draw a perfect circle and position it on top of it, exactly on the area of the photo you want to highlight.
- Select both the circle and the image layers and select **Object > Mask with Shape** or use the shortcut **CMD +Shift +M** (Mac) & **CTRL + Shift + M** (Win).

In the Layers panel, a new masked object will be created and it will have a specific mask icon.

Masking is a non-destructive operation, as the masked area of your layer does not get deleted, it can be edited at any time.

If you double click on the masked object, you will be able to

move either the masking shape or the masked layer and obtain the result you are after.

To disable masking from a masked object, select the object and select **Object > Ungroup Mask** or use the shortcut **CMD + Shift +G** (Mac) & **CTRL + Shift + G** (Win).

Assessments:

Assessment 1: Quiz

- By default, responsive resize is turned on?
  - True
  - False
- Before you resize your work, it is important to group objects that are part of the same section ?
  - True
  - False
- Results of a responsive resize action can’t be edited.
  - True
  - False

[Skill]: How to use XD on iPhone and Android ?

Learning Style: 1

Page: 1

Real time mobile preview

With Adobe XD, you can also preview your designs and prototypes on a mobile device via the Adobe XD iOS and Android app. This feature is extremely important when you design mobile interfaces, as it allows you to check exactly how your designs will look on a real mobile device. All the changes you make on your artboards are instantly reflected on the mobile app, so you can basically create your designs by looking directly at your phone. The real-time performance are amazing, everything feels super smooth and as real-time as it can get.

1. To preview your designs or prototypes on your mobile device, first download the free Adobe XD mobile app from the Itunes App Store or the Goole Play Store
2. Connect your phone to your computer via USB and in Adobe XD click on the mobile preview icon at the top right of the screen.

3. Your designs should now be visible also on your mobile device, mirroring the artboard you have selected on your desktop.

Not only you can preview your artboards in design mode, but also in prototype mode, where you will be able to interact with your prototype as you would do with a real mobile app. As you can already do on the desktop preview, if you tap anywhere on the artboard you are previewing on your phone, all the hotspots included in your prototype will be highlighted in blue.

Page: 2

App options

More app options If you long press on the current artboard, the main app navigation menu will be displayed. From here, you can access a few more options:

- **Browse artboards:** if you are previewing a big project with dozens of screens, it can be tricky to find the one you

want to preview. This feature helps you do just that, by showing you all the screens as thumbnails, so that you can easily tap on the one you want.

- **Share screen as image:** in case you want to share the artboard currently displayed via messaging apps like Whatsapp, FB Messenger, on social networks or via email.
- **Enable/Disable hotspot hints:** if you disable this, the hotspots included in your project won't be displayed when you tap on the screen.
- **View settings:** just a few settings and links
- **Open XD Document:** from here you will be able to preview your work by loading directly your files from your Creative Cloud account. If you are not previewing any artboards, you can do that by tapping on the folder icon on top and choose "XD Document from Creative Cloud"

Assessments:

Assessment 1: Quiz

- You can preview your artboards only in design mode?
  - True
  - False
- With Adobe XD, you can also preview your designs and prototypes on a mobile device ?
  - True
  - False
- You can't interact with your prototype
  - True
  - False

[Skill]: The Most Important Differences Between iOS and Android

Learning Style: 1

Page: 1

iOS and Android Basic designs elements

Apple and Google are both very smart companies with a zillion users each.

So let’s find the two ways of doing everything (the iOS way and the Android way), neither is wrong. If the users and the personas are able to confidently navigate and use the app we are creating, then no one can tell us not to use tabs on iOS or modal views on Android.

We’re going to cover the most relevant differences between iOS and Android.

Page: 2

iOS vs. Android Navigation

Here are the most important differences between an iOS app and Android one :

Top-of-screen navigation

> Resources: iOS navigation bars; Material Design top app bar

On iOS, the (optional) left action is almost always some sort of “back” – whether to the previous screen sequentially (“Step 2” goes back to “Step “1), or the parent screen hierarchically (“Inbox” goes up to “Mailboxes”). Alternatively, a non-related destination can be linked here. The page title is virtually always present, and starts large, but shrinks with the header as the user scrolls. The optional right page action(s) can be displayed as a single text action or multiple icon actions. On Android, the page title is left-aligned. There doesn’t need to be

anything to the left of the page title, but (a) if the page is a top-level page and there's a hamburger button in the app, it appears there, or (b) if this page follows another sequentially, you can optionally add a back button.

Page: 3

iOS vs. Android Navigation

Primary Navigation Destinations

Resources: iOS tab bars; Material Design understanding navigation

The main parts or "destinations" in the app are laid out in different ways. On iOS apps, primary destinations in the app are listed as tabs across the bottom. There are 2-5 tabs total They are labelled in size 10 font They represent the main destinations or "nouns" of the application **The biggest difference on Android apps is that the same primary destinations are more spread out throughout the interface – often between (a) a hamburger button, (b) a search bar, (c) tabs, or (d) a floating action button.** Android does use bottom navigation more recently, similar to iOS – so we may not have that big of a difference at all.

Page: 4

iOS vs. Android Navigation

Secondary Navigation Destinations

Resources: Material Design nav drawer

On iOS, navigation destinations that can't fit in the bottom tab bar can (a) be shunted into a catch-all "More" tab or (b) appear as actions in the top-left or top-right of other destinations. On Android, secondary nav destinations are listed in a side menu accessible by pressing a hamburger button. Note: while Apple doesn't specifically encourage use of the hamburger button (or use it in their default apps), a lot of third-party iOS apps do have one,

Page: 5

iOS vs. Android Navigation

“Back” Pattern on iOS vs. Android

Resources: Material Design nav drawer

On **iOS**, you can navigate backwards in 4 different ways, depending on the context.

| METHOD OF NAVIGATING BACK (IOS) | Contexte IN WHICH IT WORKS | | -------- | -------- | -------- | | 1. Press “Back” action on top-left of screen | 1. Any screen on which a “Back" action appears | | 2. Swipe right from left edge of screen | 2. Any screen on which a “Back” action appears in the upper-left | | 3. Press “Done” action on top-right of screen | 3. Non-editing modal views | | 4. Swipe down on screen content | 4. Modal or fullscreen views |

What are modal and fullscreen views? Glad you asked.

Page: 6

iOS vs. Android Navigation

What are modal and fullscreen views?

Resources: Material Design nav drawer

Modal views are single-screen tasks that appear by sliding up in the foreground, while allowing the previous screen to peek through at the top, receded into the background. You can dismiss them by swiping down or tapping a “Back” action at the top. Fullscreen views are media like photos or videos that take up the entire screen. They’re dismissed by swiping down on both iOS and Android. **On Android**, navigating back is much simpler: for Android 10 and newer, simply swipe from either side of the screen in – this will always navigate back. For Android 9, use the omnipresent “Back” button the bottom-left of the screen.

Page: 7

iOS vs. Android Control Design

Primary call-to-action buttons

Resources: Material Design nav drawer

On **iOS**, the page's primary button will usually be on the upper-right. On **Android**, however, the page's primary button will often appear in the bottom-right as a floating action button, or FAB for short. It's worth noting that each platform will still have exceptions. Let's take a look.

Resources: iOS buttons; Material Design floating action button

Occasionally on **iOS**, important page actions will appear on a bottom toolbar. Apple likes to stress this is reeeeally different from a tab bar, but come on now. Likewise, occasionally on **Android**, important actions will appear at the top of the screen.

iOS vs. Android Control Design

Search on iOS vs. Android

Resources: iOS search bars; Material Design search pattern

On both iOS and Android, search is a common yet highly flexible control. Sometimes it's the primary point of the app, other times it's basically an edge use-case, and most of the time, it's in between the two. As you might expect, each platform allows for some flexibility here. Let's look at common paradigms.

One difference between iOS- and Android-style search: To cancel the search, press "Cancel" on iOS or "←" on Android To clear the current query, but remain on the search screen, press "X" on iOS or "X" on Android When search is a highly important functionality, iOS and Android will display the search bar right away. As always on these platforms, tapping the search bar will bring up a totally separate screen. When search isn't as critical or common, you can access it via other places.

Resources: iOS search bars; Material Design search pattern

Page: 9

iOS vs. Android Control Design

iOS & Android Action Menus

Resources: iOS action sheets, context menus; Android menus, bottom sheets

On **iOS**, action menus can be triggered by any button or attempting to take any action. They slide up from the bottom, where they're easily within thumb's reach.

On **Android**, however, bottom sheets only appear when you tap a three-dot "kebab menu" icon (which is the Android icon for "more options"). And appearing from the bottom typically only happens when there's a lot of possible actions.

Both platforms have standards for on-action menus.

On mobile, it's smart to handle choices among few options differently from choices among many options.

For choices among relatively few options, use a picker control on **iOS**. Pickers can appear anchored at the bottom For choices among few options on **Android**, it's typical to use a drop down menu (which appears in-place) or a modal dialog (which appears centered and darkens the app background) listing the options.

Resources: iOS pickers; Android dropdown menus, dialogs.

For longer lists of options, or when multi-selection is possible, it's common to see a dedicated "picker screen" on both iOS and Android. One of the biggest beginning designer mistakes in mobile design is not dedicating a full screen to the picking of a single choice with many options.

Page: 10

iOS vs. Android Control Design

Date pickers on iOS vs. Android

Resources: iOS picker; Android date picker

On **iOS**, date pickers take the appearance of any other picker control, but with a column for day, month, and optionally year. **Android** has its own custom date picker control. You can choose to include year, not include it, or allow the user to choose whether or not they want to include it.

Page: 11

iOS vs. Android Control Design

iOS and Android Tabs

Resources: iOS segmented controls; Material Design tabs

It's worth noting that **iOS** doesn't have a control that visually resembles "tabs". Instead, Apple calls for you to use a segmented button to navigate between sister views. On **Android**, a "flat design" style tab is used for the same display.

Page: 12

iOS vs. Android Control Design

"Undo" Pattern on iOS and Android

Resources: iOS Undo; Material Design snackbars

On **iOS**, alerts appear in the center of the screen, but you'll also see alerts slide up from the bottom of the screen (technically called "action panels" in iOS lingo). Destructive actions (like deleting something) are red. On **Android**, some alerts appear in the center of the screen. However, for alerts that don't require user input and should disappear after a few seconds, you can use "snackbars". Snackbars are fantastic, because (a) they give you a way to tell the user that their action was a success, and (b) you can add an action or two on them – which makes them the ideal place for "Undo". And when it comes down to it, it is better to give the users the option to undo a mistake then ask them twice every single

time they try to make an important decision.

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iOS vs. Android Typography

Default Font

The iOS system font is called SF. It’s a compact font designed for legibility at small sizes. You can download SF here. The Android system font is called Roboto. While it’s a very similar font to SF overall, it has taller letterforms and a bit more breathing room. You can download Roboto here.

Text styles

> Resources: iOS typography guidelines;

iOS has some big chunky titles, like “Inbox” below – at 34pt, it’s about the biggest text you’ll see on an iPhone. But once you scroll, titles morph to 17pt, the default size for text-based actions as well.

> Resources: iOS typography guidelines

Titles Titles on mobile Material Design apps are 20sp. **Body Text** The body text size in Material Design is 14sp. You should think of this as the normal font size, and basically everything else a variation on it.

Assessments:

Assessment 1: Quiz

- The iOS system font is Roboto
  - True
  - False
- Titles on mobile Material Design apps are 20sp.
  - True
  - False
- To cancel the search, press “Cancel” on Android or “←” on iOS
  - True
  - False

[Skill]: Mobile Interactions

Learning Style: 1

Page: 1

Timed Transitions

A particular type of triggers that you can use in a XD prototype are **Time** triggers. Using these triggers you can create **timed transitions** between artboards based on time delay and duration. Timed triggers are only available when an entire artboard is selected. Here is how you can create one.

1. We'll use this design to exemplify a time trigger for a quick welcome screen. In **Prototype** mode, select the first artboard and wire it with the destination artboard.

2. In the **Property** inspector, select **Time** as the trigger and set the time delay as you wish. Time triggers can be used in combinations with **Auto-Animate, Overlay** or **Speech Playback actions**, but for this example we'll use a simple Transition action. Select a **Push Left** animation and feel free to try different easing settings.

Click the **Play** button to preview your prototype and after 1 seconds your second artboard will push the first one outside of the screen.

Page: 2

Component States & Hover State

Using the **Component** section in the Property inspector you can add states to saved components. You will always start with a Default State and you can add multiple state for one component.

Click the "+" button next to the master component's Default State in the Property Inspector, and select: **New State** to show variations of a Component such as a disabled or clicked version. **Hover State** to change the appearance when you hover over the Component in your Prototype. You can learn more about prototyping in the dedicated page.

Once added, component states can be easily edited. Switch

between states in the Property inspector, select the one that you need to edit and make the changes.

Page: 3

Prototyping Component States

In **Prototype** mode you can animate the **Hover** and **Tap** interactions between components states. Wiring component states interactions is a real time saver as you don't need separate artoards because you're setting a state as a destination instead of an artboard. We'll use this toggle button to exemplify prototyping for component states. Select your component and switch to **Prototype** mode. Select **Hover** as the trigger, set the interaction to **Auto-Animate** and for the Destination select the component state that you want to show up when you hover over the component

You can apply more than one interaction for the same component state. For this example, you can also apply an interaction with a **Tap** trigger that gets you to the Active state of the toggle button.

Once you're done you can click the **Preview** button and check the animation of your component.

Page: 4

Editing Components States

Component states can only be added or removed when you have the **Master Component selected**. To easily get to the master component, right click on one of your component instances and go to **Edit Main Component** or select that component instance and click the **Edit Main Component** button from the Property inspector.

- **To remove** a component state, right click on it and go to **Delete**. To rename a component state, double click the existing name and then type in the new one.
- Remove, add or edit component states of the Master component and the other instances of the component will inherit the changes. Component instances with an active state that you remove from the Master component will switch to the default state.
- All prototyping settings applied to a Master component state are

automatically applied to other instances of the component. When you wire a component to a specific state/artboard, the other instances of of the component from your artboard will inherit the same settings.
- Editing the state in a component instance will not affect the master component or the other component instances. XD marks that change as an **override** and keeps it as it is even if you return to the Master Component and change its appearance. To bring a component instance to the default state, right click on it and go to **Reset to Main State**.

Page: 5

Overlays

In Adobe XD, **overlay** actions allow you to place content from one artboard on top of another artboard making it really easy to simulate effects such as drop-down menus, slide-up keyboards, and more.

1. We'll use this design to exemplify a pretty simple slide-up keyboard animation. In **Prototype** mode, wire the object from the main artboard to the artboard that you want to overlay.

2. In the **Property** inspector, set **Tap** as the trigger for this example. Select **Overlay** for the action and your overlay will show up in the center of the main artboard. You can change the position of the overlay manually using the green round button, or by selecting one of the **Animations** settings. Selecting **Slide Up** will move your Overlay at the bottom of the main artboard.

Click the **Play** button to preview your prototype and the keyboard will slide up from the bottom of the screen when you click that search box. Clicking again, the keyboard will slide down.

Page: 6

Animations

In the **Prototype** mode you can create smooth animations to better present your design. Using the **Auto-Animate** feature along with the **Drag** or the **Time** triggers you can create a wide range of cool animated effects and transitions in just a few clicks.

1. We'll use this horizontal gallery to exemplify a swipe and drag effect. In such a design you want users to drag to the left and get to see the content that lies outside the artboard.

2. First, you need to duplicate your artboard. Hold down the **Option** (Mac) or **Alt** (Win) key, and then click and drag on the name of your artboard to

easily duplicate it.

Focus on the new artboard, select the horizontal gallery and move it to the left. The location that you set for this horizontal gallery will be the end point of your swipe and drag effect.

3. Switch to **Prototype Mode** mode to start creating our animation. Select the horizontal gallery from the first artboard and wire it with the second artboard. In the Property inspector set the trigger to **Drag** and **Auto-Animate** will be automatically selected.

Now, if you hit the **Play** button to preview your animation you will notice that you can swipe and drag to the left, but you can't swipe and drag back to the right.

Select the horizontal gallery from the second artboard and wire it with the first artboard. By default, Adobe XD will apply the last settings used for an animation which means that you don't have to make any changes in the Property inspector. Click that **Play** button and you'll be able to smoothy swipe and drag through your horizontal gallery.

Assessments:

Assessment 1: Quiz

- You can't apply more than one interaction for the same component state
  - True
  - False
- You will always start with a Default State while creating your component
  - True
  - False
- Overlay allow you to simulate effects such as drop-down menus, slide-up keyboards
  - True
  - False

[Skill]: Feedback: Share to get feedback and comments

Learning Style: 1

Page: 1

Multiple Flows

At any point during your design or prototype workflow, you can share your work online with clients, coworkers or stakeholders, and even get feedback from them directly within Adobe XD. **Multiple Flows** Before you share a document it is important to organize your design and prototype it. Sometimes you might want to share different version of the design. With **Multiple Flows** you can easily share different versions of a design in the same document. By default, the first **Home** artboard from your prototype will be assigned as **Flow 1.** To add a new flow, select another artboard that will act as home page for the new flow and click the home icon. The icon will turn blue and the new artboard will be assigned as home page for **Flow 2**. Double click a flow name to easily rename it.

Page: 2

Sharing

To share a document, switch to **Share** mode **(1)** using the button from the upper left corner. Select one of the defined flows and XD will highlight all the artboard that are part of that flow. The title **(2)** of your shared design appears in the **Link Settings** panel. You can type in another name if needed. To share all artboard, make sure that all artboard are wired with the Home artboard and that your prototype has only one flow. To share a single artboard, select it, make sure that it is a Home artboard and that it is not wired with other artboards.

Select one of the built-in **View Settings (3)**:

- **Design Review** – Get feedback on your design or prototype. Users with access to your shared document can comment, hotspot hints and navigate through the design.
- **Development** – Share design specs with developers. Users with access

to your shared document can comment, hotspot hints, navigate through the design and have access to the design specs.
- **Presentation** – Present your design to stakeholders. Users with access to your shared document can hotspot hints, navigate through the design and have access to a fullscreen presentation of the design.
- **User Testing** – Invite users to test your design. Users with access to your shared document have access to a fullscreen presentation of the design and can test the design.
- **Custom** – Share documents and manage the options that users get access to.

Page: 3

Sharing

Select one of the **Link Access (4)** settings:

- **Anyone with the link** – Anyone with access to the link can view the shared design.
- **Only invited people** – Only invited users can access the shared design. You can invite new users using the icon the right side and you can establish if the new user can also invite other user to your shared design.
- **Anyone with password** – Users must enter a password to access the shared design. Once you're done, click the **Create Link (5)** button to generate a sharable link for your flow. The link will appear in the Link Settings pane and you can copy, embed or update it when needed.

To remove generated **links**, open the Link drop-down menu from the Link Settings panel and go to **Manage Links**. This will take you to the XD website where you can manage published links.

Assessments:

Assessment 1: Quiz

- To share a single artboard, it needs to be a Home artboard
  - True
  - False
- You can easily share different versions of a design in the same document
  - True
  - False
- A shared link in Xd can't be updated
  - True
  - False

[SuperSkill]: Conclusion

Learning Style: 1

Page: 1

Recap

The iOS way and the Android way, neither is wrong. it only depends if our users and personas are able to confidently navigate and use the app we are creating, then no one can tell us not to use tabs on iOS or modal views on Android.

[Checkpoint]: Prototype your Mobile App Checkpoint

This checkpoint meeting mustn't exceed 10 minutes

Objectives:

Make the mobile version of your prototype based on your own website version of it.

Instructions :

1. Start by choosing whatever your app will be an android or and ios, choose based on the prior knowledge on your persona
2. Resize your design based on your choice
3. Add the needed elements and icons
4. Add an onboarding and signup, sign in page
5. Link all your pages, add transitions and states and polish the design preview
6. Then take a video shot of these interactions and submit it

[OneToOne]: Mobile Prototyping One to One

This one to one meeting mustn't exceed 11 minutes

- What's responsive resize?

  Responsive Resize feature in XD automatically resizes your design by analyzing the objects from your design, the grouping structure, and the overall layout.

- What are the steps to do before resizing the interface ?

  Before you resize your work, it is important to group objects that are part of the same section (menus, buttons, carousels) to establish a relationship between them and give XD the information that it needs to establish a hierarchy throughout your design.

- Are the result from the responsive resize editable ?

  Results of a responsive resize action can be easily edited., you select the object from your artboard that needs to be adjusted, change the Responsive Resize to Manual in the Property inspector and use one of the six buttons to make the changes that you need.

- What's Real time mobile preview ?

  With Adobe XD, you can also preview your designs and prototypes on a mobile device via the Adobe XD iOS and Android app.

- When do we use it ? or when it is helpful ?

  This feature is extremely important when you design mobile interfaces, as it allows you to check exactly how your designs will look on a real mobile device.

- What are the most important differences between an iOS app and Android one in terms of navigation ?

  Primary Navigation Destinations/ Secondary Navigation Destinations and “Back” Pattern on iOS vs. Android

- What are the most important differences between an iOS app and Android one in terms of Control Design?

  Primary call-to-action buttons positions /Search / Action Menus /Date pickers /Tabs /“Undo” Pattern

- What are the most important differences between an iOS app and Android one in terms of Typography?

  Font and Text styles

- What’s the ios system font called ?

  The iOS system font is called SF

- What’s the Android system font called ?

  The Android system font is called Roboto.

- What’s the difference between the two system font ?

  Roboto it’s a very similar font to SF overall, it has taller letterforms and a bit more breathing room.

[Workshop]: Mobile Prototyping Workshop

This workshop meeting mustn't exceed 10 minutes

Master the creation of mobile prototype on XD

https://docs.google.com/presentation/d/1PHZm92FnDyBqeRgheBmM1RxYizpJwLJszvzWH4fJ5qY/edit?usp=sharing

Super Skill: Testing

[Skill]: Why User Testing is it so important ?

Learning Style: 1

Page: 1

Testing Introduction

After designing the app and the website user testing is the key to validate all the hypothesis that we have established . For that now we will get to know the importance of user testing , the tools that we can use and the delivrables that we need to present to showcase the testing

Page: 2

Why User Testing is it so important?

Money vs time

User testing is a ux design method to get quick early feedback from users. User tests are useful in any UX design process. By the way, user testing can help you save money, save time, and help you understand how user interact naturally with your product.

- **Save Money** Editing the code, rethinking the user journey or your design is not for free, especially when you do not understand the source of the problems. you have to pay more resources to fix everything .. without knowing when it will be fixed! Finding a problem before the end of a product is always cheaper than solving it later.
- **Save Time** User testing can help you avoid making costly mistakes during an early phase of your design process rather than later. The more you go into the design and development of your product, the longer it will take you to resolve these problems afterwards: The more complex the product is, the more difficult it becomes to resolve it!

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Best Practices

User testing needs preparation to succeed in this phase. Here are some best practices:

- **Find your tester.** The very first step is to identify your user-testers. You can contact them by e-mail or direct message on social networks and invite them to participate in your product tests.
- **Prepare your test environment.** You can do your test online using special tools or in your office. Find a quiet room to keep your user comfortable.
- **Explain the context and be objectif.** It is important to distance yourself from your product. Comments received should never be viewed as criticism of yourself. The user must understand what the product is and its mission during this session. Good time management is highly demanded. Do not influence the choice of your user and never show any face expressions to your user.

Assessments:

Assessment 1: Quiz

- Why do we use user testing in our design process?
  - To be sure that the product launch will respect the dead-line.
  - to quickly get the first feedbacks from users.
  - To understand the profiles of users of our product.
- User tests are recommended for a good design process. It helps you:
  - Save time and avoid costly mistakes in the first phase of your design process.
  - Communicate your intention and goal to the user.
  - Find a problem before the end of a product and save money.
- What is the first step to take before running your user test session?
  - Find a quiet room and prepare everything you need for a good session.
  - Identify your test users and invite them from social networks or by email.
  - You must explain your product and the mission to your user.
- What is the essential factor to take into account when moderating a user test session?
  - Prepare a list of additional questions to ask after the user has finished everything before the time.
  - Make sure the product works properly before you start the session.
  - To distance yourself from your product and not influence user choices.

[Skill]: How to handle an One2one User testing Session

Learning Style: 1

Page: 1

One2one User testing Session

After setting up the test environment and introducing your product to the user-tester, you must follow a series of questions that will serve your goal.

To get the most out of user tests, you need to get the right answers with the right questions. Here are some examples that will help you better position yourself:

- How are you doing now for ....?
- Can you think of a better way to do this?
- Would you like to perform this task in a way ....?
- Would you like to pay money (for transaction apps) / share content for this solution?
- During this last period, how often did you ... (eg order a taxi)?
- After making the ..... (ex payment process), to what extent do you trust online payment?

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One2one User testing Session

Here's a good video to explain how important and useful user testing is in product design.

Embedded Video

Page: 3

One2one User testing Session

According to **NN/g**, during a One2One user test session, we need at least 5 participating to uncover 85% of the issues within the tested UI. For best results, this should be performed

with 4 design iterations for a total of 20 participants.

Embedded Video

Page: 4

One2one User testing Session

This amazing video show how really a One2One user testing session can be done !

Embedded Video

Assessments:

Assessment 1: Quiz

- How to manage a One2one user test session?
  - Let the user test your app, then get feedback.
  - Ask the right questions to get useful answers and conduct the test flow.
  - Prepare detailed documentation and share it with the tester.
- Why should you perform a user test session?
  - You are not the user.
  - User testing is professionally prestigious with regard to the image of your company and your client.
  - You know more about the technology and the different aspects of your product.
- Can you do a user test session with people from your company?
  - Yes
  - No
- To get the most feedback from the user testing, you should:
  - Invite them for realistic tasks and well-defined missions.
  - Extend the time allocated to the test and be patient with your users.
  - Let your users speak freely during the test and hear them well.
  - Describe all the steps your users must go through and explain the flow and what to do to finish their mission.

[Skill]: Best tools for Remote Testing

Learning Style: 1

Page: 1

Datas

For online test sessions, at least 20 participants are required and often more. More insertions increase the chances of collecting more precise dates concerning the experience of your users in your product.

How can we collect datas online?

- **Heat map**

It’s a presentation of what your users are doing on your interface. A heat map traces the movements and clicks of the mouse and translates them into different colors.

- **User flow screen / video tracking**

Online testing tools can provide information about your user’s navigation and the interfaces they’ve traveled to reach a defined goal. The more the number of interfaces increases, the more complicated the experience becomes and needs to be improved.

- **Surveys**

Since surveys can be relatively inexpensive, run quickly and collect a large amount of information, they are used to collect information on a wide range of topics.

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Remote testing tool

1. Lookback

You can record a user’s computer or mobile device in-house or remotely, without any additional equipment. What makes Lookback unique is that you can join the live testing session and speak to the user while they’re exploring your design, to ask questions or conduct an interview.

2. UsabilityHub

A wide selection of Usability Tests are offered for your product. You can, for example, use their “Five Second Test” to see what your audience recalls after looking at your website for just five sections. Using their Pro Plan (99/month), you also have access to advanced features such as demographic targeting and A/B Testing.

3. OPTIMIZELY

Allowing its users to track visits as well as conversions, this tool offers a plethora of features including cross-browser testing, mobile website testing, geotargeting, visitor segmentation, and multivariate testing. It is free for users to use the basic plan, but some extra features are only available on the enterprise plan, which is paid for.

4. UserTesting - Customer experience & UX research platform

With a large audience of remote users from various demographics to choose from, UserTesting provides videos of real people speaking their thoughts as they use websites, mobile apps and prototypes. The service works for landing pages, emails, ads, prototypes, live sites, and apps.

Assessments:

Assessment 1: Quiz

- Can we manage a user test session remotely?
  - Yes, thanks to large dedicated online tools.
  - No, face to face meeting is essential for natural communication.
- To measure the first impact of the user with your product, UsabilityHub have implemented a testing method. which one from this list?
  - Five second test
  - Quick test program
  - Five moments test
- For the online test sessions, what is the ideal number of testers to invite?
  - 15 testers
  - From 15 to 20 people
  - 20 or more testers
- How do we collect online data that will help us evaluate our product during a user testing session?
  - Heat Map
  - User story
  - Video tracking
  - Persona
  - User Flow

- User Surveys

[Skill]: Tools for Testing

Learning Style: 1

Page: 1

Useberry.com

Useberry helps UI/UX Designers (teams & freelancers) and Product Managers to swiftly build better digital experiences by integrating easy user testing in design unlike guessing users behavior and wasting time & resources.

Embedded Video

Page: 2

Hotjar.com

Hotjar is a behavior analytics company that analyses website use, providing feedback through tools such as heatmaps, session recordings, and surveys.

Embedded Video

Page: 3

Smartlook.com

Smartlook records users on websites and in mobile apps. With features that allow you to find useful information even in thousands of recordings in no time.

Embedded Video

Assessments:

Assessment 1: Quiz

- Among the following list, there are some tools that are useful for online user testing.
  - Invision
  - Webflow
  - Useberry
  - mind meister
  - hotjar
  - FlowMapp
  - smartlook
  - Milanote
  - Marvel
- How important are online testing tools?
  - They allow to understand the behavior of the real user with the product.
  - Identify the strengths and weaknesses of the products to deal with during the next iterative cycle of the design process.
  - Increase the confidence of the product owner in the product team and its performance.
  - Collect useful data to confirm or not the hypotheses created and improve the final product.
  - Understand how the competition can react after the product is launched on the market.

[SuperSkill]: Conclusion

Learning Style: 1

Page: 1

Recap

The evolution of technology and the advent of online collaboration tools have made the work of a designer easier and more wonderful at the same time. All the methods of designing a ux process are now possible to do it digitally: from ideation to prototyping and even to tests. Thanks to many online tools, the meeting room or the mural board have been migrated to the cloud and their management has become increasingly user-friendly and more productive. Take advantage of these opportunities and organize your toolbox because once in a professional position, you will certainly need it.

[Checkpoint]: Test Your Prototypes Checkpoint

This checkpoint meeting mustn't exceed 10 minutes

Objectives:

After designing an MVP for your application, Organize a user test session and use what you have required in this chapter.

Instructions :

You have already designed your prototypes. You have the choice to do a test session of your design online using one of the tools offered (the free plan is available). You can do a user survey with relevant questions.

Film the session on video or print screens of the test results that online platforms provide you (like useberry).
After collecting the data, try to find out how you should improve the prototype.

The interfaces to be delivered are presented in the skill ***What types of data should I collect?***

[OneToOne]: Testing One to One

This one to one meeting mustn't exceed 16 minutes

- Why we must do user test sessions before launching the product on the market.

  User test sessions are important before launching the product on the market because they allow rapid feedback from users. Testing the product before launch also helps to understand the added value of each feature and the user's behavior with them.

- Can you explain why we cannot do user test sessions with people from our company?

  It is recommended not to test the product with a team that has already worked on it. The rate of attachment and tolerance to the product is higher in a tester who knows the product in detail than in another stranger who sees it for the first time.

- What are the best practices for making a user test session successful?

  Find your tester.

  The very first step is to identify your user-testers. You can contact them by e-mail or direct message on social networks and invite them to participate in your product tests.

Prepare your test environment.

You can do your test online using special tools or in your office. Find a quiet room to keep your user comfortable.

Explain the context and be objective.

It is important to distance yourself from your product. Comments received should never be viewed as a criticism of yourself.

The user must understand what the product is and its mission during this session.

Good time management is highly demanded.

Do not influence the choice of your user and never show any facial expressions to your user.

- Can you explain how and why we should manage 4 user test sessions with 5 people each time?

  The feedback from the first tester is not necessarily interesting and does not allow us to understand how the user interacts with the product. Things will not get better with the second tester. Test n ° 3 will confirm or not the behavior of the 1st and 2nd testers. By observing the 4th and 5th testers, the new behaviors will be more easily identifiable. After this first round, make a new iteration of the product and repeat the cycle of 5 testers, four more times.

- What is the main reason for conducting a user test session?

  User testing can help you save money, save time, and help you understand how users interact naturally with your product.

- Is it important to establish a natural conversation about the real life of the tester? Why?

  It is important to establish a natural conversation about the tester's real-life to help them feel more comfortable and at ease. The test session is not an investigation session!

- To get the most out of user tests, you need to get the right answers with the right questions. Can you tell us some relevant questions to ask?

  - How are you doing now for ....?
  - Can you think of a better way to do this?
  - Would you like to perform this task in a way ....?
  - Would you like to pay money (for transaction apps) / share content for this solution?
  - During this last period, how often did you ... (eg order a taxi)?
  - After making the ..... (ex payment process), to what extent do you trust online payment?

- We have introduced some useful online tools for user testing. Which one did you enjoy the most and why?

  The student will respond with a choice of a tool and explain why (personal opinion).

- What is the purpose of the heat map technique in a user test session?

  A heat map traces the movements and clicks of the mouse and translates them into different colors. This color range gives an idea of the most clicked areas and those least used in the interfaces. This can help to better place the call to action buttons or the important messages to communicate to the user.

- Is it possible to record the user's screen remotely? What purpose behind this?

  Yes, we can record the user screen remotely. Heatmaps allow you to record his behavior and the places he visited on the interface. They can provide you with an indication as to the content your users find most interesting. They can also point out bad things, like the areas they get stuck on or find confusing, such as navigation menus or forms.

- Can you explain this sentence more: "Finding a problem before the end of a product is always cheaper than solving it later"?

  User testing saves money by finding solutions to bad experiences in a proactive way. If you decide to launch the product without testing, you will have to pay more resources later to fix everything .. without knowing when it will be repaired!

- How important time is in a design process and how testing helps us to get it right.

  User testing can help you avoid making costly mistakes during an early phase of your design process rather than later.

  The more you go into the design and development of your product, the longer it will take you to resolve these problems afterwards: The more complex the product is, the more difficult it becomes to resolve it!

- In your opinion, is it useful for the stakeholder to test his product?

  An open question to students to find out their personal views.

- Why should the tester have an idea about the mission granted to him?

  The user must understand what the product is and its mission during this session. This is important so that he is emotionally and psychologically prepared for the mission and helps to better provide useful insights.

- According to Jacobs Nielson from NN / Group, user testing is convincing. Explain this point of view.

  The product team will be more convincing in the next iterations if they attend a test session of their design. this will motivate them and give more creative ideas to improve the next version of product.

- Will your user need a full explanation of what to do and the journey they should take on the product? Why?

No, we should not influence the tester while he is doing his job. We will need natural behaviors and instant feedback to test for a future iteration of the product.

[Workshop]: Testing Workshop

This workshop meeting mustn't exceed 10 minutes

- Know how to maintain a user test session and observe the behavior of the tester.
- Use the data collected during the test session to improve wireframing or the prototype.
- Detach yourself from your design and have the capacity to receive criticism: do not personalize the case and be tolerant.
- Master the data flow detection and analyze it to improve your product.

https://docs.google.com/presentation/d/1-0cMVpGwB84j8MPCtvi5b2PM4YxKBP78sLCOZNQGwNg/edit?usp=sharing

Super Skill: Working With Developers

[Skill]: Export Images and Assets for Developers

Learning Style: 1

Page: 1

Working with Developers Introduction

We will learn how to export production-ready assets from Adobe XD to PNG, SVG, JPG, and PDF formats, we can export assets such as bitmap images, icons and background patterns, text, and artboards from XD to PNG, SVG, JPG, and PDF. These exported assets are optimized for deployment on iOS, Android, or the web apps.

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Export assets and artboards

To export assets or artboards, select any of these options:

Mac

Select an object or an artboard, navigate to File > Export or press Cmd + E.

Windows

Select an object or an artboard and navigate to File > Export.

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Export assets and artboards

- **Batch:** You can batch export assets that are marked using Mark for Export option in the Property Inspector. To export multiple objects as a single asset, group the objects before export.
- **Selected:** You can select and export specific assets.
- **All artboards:** You can select all the artboards for export in a design project.
- **After Effects:** You can select the asset to export to After Effects.

Mac shortcuts

Windows shortcuts

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Export assets to different file formats

Assets are design files required by the developers to re-create what you designed, using HTML/CSS/JS in a website, or native languages like Swift or Java in iOS and Android apps. In general, the most common assets are bitmap images, icons, and background patterns that you can export in the following formats:

Export as PDF

Single PDF file: You can select multiple artboards or assets, and export them as a single PDF file. Individual PDF files: You can select multiple artboards or assets, and export them as individual PDF files. Separate PDF files are created for each of the selected assets or artboards.

Export as JPG

When you export assets as JPG, you can set the quality level of the exported JPG accordingly. Choose any of the percentage options in the Quality drop-down list, and against Export for, choose Design or Web. JPGs are not converted to PDFs; raster images are imported as images and hence they seem to turn into PDFs.

Export as SVG

When you export objects or artboards as SVG, you can set the visual styling to Presentation Attributes or Internal CSS.

- Presentation Attributes: Uses separate XML attributes for each individual style property on each SVG tag. This format is required to use SVG assets with Android Studio.
- Internal CSS: Uses a single style tag with CSS classes and shares the

styling settings between objects with same styles leading to smaller file sizes. You can save them as embedded or linked images.
- Embed: The bitmap image is encoded into the SVG file.
- Link: The bitmap image is stored separately with a reference to the SVG file.

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Export assets to different file formats

Export as PNG

When you select PNG, you can choose to export the assets on the following platforms:

- **Design** - The default option where your asset is exported to PNG at 1x resolution.
- **Web** - Assets are exported at 1x and 2x resolutions.
- **iOS** - Assets are exported at 1x, 2x, and 3x resolutions.

The default artboard sizes for various iOS devices assume that you are designing at 1x, so if you've used the defaults, leave your export at 1x. However, you can opt to design at 2x too by doubling the width and height of your artboard.

Android - Design assets are optimized and exported for the following Android screen densities:

- ldpi - Low density (75%)
- mdpi - Medium density (100%)
- hdpi - High density (150%)
- xhdpi - Extra high density (200%)
- xxhdpi - Extra extra high density (300%)
- xxxhdpi - Extra extra extra high density (400%)

Assessments:

Assessment 1: Quiz

- To export assets or artboards in XD
  - File > Import
  - Share> Export
  - File > Export or press Cmd + E.
- Xhdpi stands for :
  - Extra high density (200%)
  - Extra extra high density (300%)

    - Extra extra extra high density (400%)
- With XD, we can export as :
    - PNG
    - PDF
    - SVG
    - TXT

[Skill]: Export Code for Engineers Using Design Specs.

Learning Style: 1

Page: 1

the ‘Share’ function in Adobe XD

The first method for better collaboration is by using the ‘Share’ function in Adobe XD. ‘Share’ can be found next to the ‘Design’ and ‘Prototype’ tabs in the top left of the application. There are four available preset share types, and one custom one as follows:

- Design Review
- Development
- Presentation
- User Testing
- Custom

Each type serves a purpose and has different features based on the audience that you’re sharing to. Depending on the stage you’re at in your design process, you may want to use the presentation or design review links to solicit feedback on technical feasibility with engineering teams.

When it comes time to prepare your design work for development, the ‘Development’ share type is an excellent choice for communicating interactions and specs. To create one, simply select ‘Development’ from the ‘View Setting’ dropdown. You can choose to lock it behind a password or leave it open to anyone with the link.

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the ‘Share’ function in Adobe XD

You will also notice an ‘Export for Web’ option under ‘Development’. When you have assets marked for export in your design file, you can enable ‘Downloadable Assets’ from this panel to allow your development teams to save the assets you have marked for export. This becomes a big time saver later; rather than sending assets back and forth over Slack or a cloud storage solution, you can point your development

teams to this link as the source of truth.

Clicking ‘Create Link’ will generate a link in the top input “Link will appear here”. Click the link icon to copy it, and share with developers. If you make changes in the future, just click on ‘Update Link’ to make your changes available.

When the project link is opened, viewers will see the home screen of your prototype, with a panel to the right showing a feed of comments made. Viewers can make comments, and add markers to the screen to ask questions about particular elements. This is a good way for development to ask clarifying questions around behaviors, styles, and more.

By clicking on the </> Spec Mode tab, viewers can see all the styles associated with your design, from the component library. This includes colors, and fonts that you have added to your design. You’ll also see the ‘Assets’ section showing all available assets for that view. Simply select the assets, and click ‘Download’. Colors and Character Styles can be copied to the clipboard with a click. Inspecting an element on the screen is as simple as selecting it. Once selected, pink lines will appear showing alignment, as well as dimensions of the selected object. In the panel to the right you will find specifications on the object, it’s appearance, any assets available for download, and CSS snippets to copy. Hovering around while an element is selected will provide measurements between objects, which is helpful when setting padding and margins.

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Zeplin

Also by using XD, we can also bring our designs into third-party integrations such as Zeplin, Avocode, Sympli, Kite Compositor, and Protopie

Here is a sample workflow of XD on Mac with Zeplin. Select an artboard or layer in the XD file, and click **File > Export > Zeplin**.

Ps : If we have multiple applications integrated with XD, the keyboard shortcut (⌥⌘E) launches the last integration that we have used. Also , click Import. to replace existing screens in Zeplin with the same name, select Replace screens with the same name. Zeplin adds it as a new version of that same screen, without losing your notes.

Global Style Guides in Zeplin let us organize and update our design system colors, text styles and components all in a centralized location — ensuring our designs are brand-consistent throughout all the apps. Engineers can now clearly see the component names from within a design, promoting reusability. **Zeplin exports image assets from layers in Adobe XD** that are marked for export. To mark a layer for export in Adobe XD, open the Layers panel, hover over the layer, and click the mark for export icon.

You don’t even need to think about which sizes you should export the layers at, Zeplin will grab **all the necessary images with different scales and formats** automatically, tailored to the platform you’re designing for — Web, iOS, Android or macOS. Simply clicking the layer inside Zeplin will list all these assets to developers.

Exporting colors and text styles Just like exporting designs, exporting colors, text styles and components from Adobe XD into a Zeplin styleguide is incredibly easy. Zeplin automatically fetches colors of an Adobe XD document when you export any artboard or component in it.

Exporting components Components are reusable elements used throughout our designs, promoting reusability and ultimately, efficiency. You now can export your Adobe XD components directly into Zeplin and they will be listed under the Components tab of your styleguide. Exporting components is very similar to exporting artboards from Adobe XD.

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Handoff tools

The conversion of design into code, also known as handoff occurs when a design has reached a stage where the developers are to implement the design ,there is some awesome tool such as :

Anima ; via the Anima plugin and export fully responsive and interactive websites from your high fidelity prototypes.It also makes it possible to add real input fields, videos, hovers state effects, links, and custom code into your prototypes

Modulz

Avocode enables you to share design files, make changes that will update automatically, and generate all assets and code styles for your design projects.

For more tools check this out :

- 14 Awesome Design Tools that let you Export Code (geekflare.com)
- Introducing Inspect: Where the file is the design spec (abstract.com)

Assessments:

Assessment 1: Quiz

- The conversion of design into code can be done with
  - After Effects
  - Adobe XD
  - Zeplin
- With zeplin , we can export :
  - Image assets
  - Components
  - Colors and text styles
- There are four available preset share types :
  - Design Review
  - Development
  - User Testing
  - Prototype

[Skill]: Coediting and collaboration

Learning Style: 1

Page: 1

Coediting

With Adobe XD you can edit documents in real-time with fellow designers or you can get live feedback from developers. Keep in mind that only Cloud Documents can be shared to be coedited. Save your design as a **Cloud Document** and click the **Invite to Document** icon from the upper right corner. Click the **Enable Coediting** button to turn on the coediting features. Enter the email address associated with the AdobeID of your fellow designer and click **Invite**. Collaborators can then invite other users to edit your design. You can view in real-time the changes made by a collaborator. Each collaborator is assigned a color. You will notice the little avatars next to the **Invite to Document** icon and the color assigned for each collaborator. When you select an object edited by a collaborator the color of the bounding box will match the color of that co editor. Co Editors can be easily removed from the Invite to Document pop-up window.

Assessments:

Assessment 1: Quiz

- Collaborators can then invite other users to edit your design.
  - False
  - True
- The coediting features in by default enabled
  - False
  - True
- A Co Editors can be easily removed from the file
  - False
  - True

[Skill]: Design Specs

Learning Style: 1

Page: 1

Design specs

With the Adobe XD **design specs** feature, you can share the exact specifications of your design files with front-end developers. Developers will be able to easily learn detailed information about your design elements like: object height, width, size, alignment, spacing, colors, and typography specs. To share design specs make sure that you select **Development** from the View Settings menu in the Link Settings panel. Choose the desired output (Web, iOS, or Android) and click **Create Link** to create the sharable link. Opening the generated link in any browser will give access to your shared design and all the design specs.

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Navigate Design Specs

To better understand the overall architecture of a shared design you can choose between **Grid** and **Flow** views. To navigate to the default **Grid** view, click the icon in the upper left corner.

In **Grid** view you can view thumbnails for all the screens that make up the design, the number of comments **(1)** and linked screens **(2)** for each artboard, or you can search **(3)** for a particular artboard.

To switch to **Flow** view click the button in the upper-right corner. In **Flow** view the artboard layout is preserved and you can hover over an artboard and view its linked artboards.

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Checking Design Specs

Open a shared link in your browser and click the **View Specs** button to be able to view and inspect attributes such as colors, text, measurements, and interaction highlights of different objects in an artboard. Use the left and right arrow keys at the bottom of the screen to navigate to the previous and next artboard, or the home icon to go to the Home artboard.

Inspecting Measurements

Select an object on the artboard to inspect the measurements. With the object selected, hover over another object to find out the spacing between the two objects.

Inspect Colors, Character Styles and Assets

Select an artboard to inspect all the used **colors** in the Colors section **(1)**. Use the drop-down menu **(2)** to select a different color format and the change will apply to the entire document. Choose from **HEX**, **RGBA** and **HSLA**. Select an object on the artboard and the colors used for that object are shown in the Appearance section. Similarly, you can inspect **character styles** of an artboard in the Character Styles section **(3)**. If you **Mark for Export** and object from your design and then share it, you can view those objects in the **Assets** section **(4)**.

Inspect Hidden Layers

To view and inspect elements hidden below an overlapping element, right-click on it on the artboard to display the list of layers hidden below. Alternatively, you can use the **CMD + Click** (Mac) or **CTRL + Click** (Win) keyboard shortcut to go through the elements from the available list and view the properties.

Inspect Text Properties

Select a piece of text from the active artboard to inspect the text properties. Use the drop-down menu to select a different unit of measurement and the change will apply to the entire document. Choose from **px, pt and dp**.

When you select a text element with multiple styles, hover over the text element to highlight the sections of the text that use different styles. Click on any of these sections to inspect the text properties.

Inspecting Design Specs

Inspect and Copy CSS Snippets

Change the target platform to **Web** when you set the settings of a shared document and **CSS** code is automatically generated. You can inspect and copy **CSS** code of your design from the **CSS** section. To copy code snippets simply click and drag across the code that you want to copy.

Inspect Layout Grid

When you are using a **Layout Grid** for a particular artboard, make sure that you enable it before you share the document and the **Layout Grid** settings will also be available in the Design Specs. In the Layout Grid section, use the toggle button to turn on or off the visibility of the layout grid. Use the **Opacity** slider to adjust the transparency of the layout grid. Hover over the settings of your Layout Grid to highlight them in the displayed artboard.

Inspect Interactions

Hold down the **Shift** key to highlight all the wired elements from the active artboard. Select a wired element and in the **Interactions** section you can inspect the properties of that interaction. Click it to go to the wired element. Alternatively, you can hold down the **Shift** key and click on a wired element directly on the artboard.

Inspect Overlays

To inspect overlays from a shared document, go to the **Interactions** section and click the displayed elements. Alternatively, you can hold down the **Shift** and click the element wired with the overlay on the artboard. Once selected, you can inspect the design specs of that element. Click the **Close Overlay** button or anywhere outside your artboard, or press the **Esc** key to disable the selected overlay and return to the main artboard.

Inspect Fixed Objects

Fixed elements are objects that maintain their position on a scrolling design. In design specs, your fixed elements are marked by a pin icon in the upper-left corner whenever you select them.

Reviewing Design Specs

Switch to **View Comments** using the button in the upper-right corner and you can comment or reply to comments on design specs.

You can pin a specific location to highlight the focus of a comment. Click the **Place a pin** button **(1)**, and then click the location on the artboard. Pinned comments are marked by a yellow circle and are assigned a number. To highlight the location of a pinned comment, hover over it and that yellow circle will turn blue.

You can also turn a regular comment into a pinned comment using the **Place a pin** button that's available when you hover over a comment. The notification email that you receive whenever you get a pinned comment comes with a direct link to that particular artboard.

Use @ while commenting **(2)** to mention a specific collaborator and notify him via e-mail. In some cases you might need to filter the comments. Using the button in the bottom-right corner **(3)** you can filter the comment by: reviewer, time or status.

Download Assets from Design Specs

Elements from your design that are marked for export are included as assets in design specs and can be easily downloaded. Several techniques can be used to mark and element for export. Make sure that you are in **Design** mode, select the element that you want to mark and:

- check the **Mark for Export** box in the Property inspector
- right click that element and go to **Mark for Export**
- use the **CMD + CTRL + E** (Mac) and **SHIFT + E** (Win) keyboard shortcut.
- open the Layers panel and click the button next to name

- Before you share with developers a document that contains downloadable assets remember to select the **Downloadable Assets checkbox**.
- Create the link and open the shared design in your browser. Switch to View Specs and you can inspect the downloadable assets inside the **Assets** section.
- Select one or more assets, pick a format from the bottom of the Specs panel and click the Download button to download those assets on your device. Vector assets are available in **SVG**, **PNG**, and **PDF** format while bitmap assets are available in **PNG** and **PDF** format.

Assessments:

Assessment 1: Quiz

- You can download one or more assets in any format
  - False
  - True
- While reviewing you can pin a specific location to highlight the focus of a comment
  - False
  - True
- You can’t inspect fixed object in XD
  - False
  - True

[SuperSkill]: Conclusion

Learning Style: 1

Page: 1

Recap

‘Share for Development’ is fantastic for sharing specs and ‘ready-for-development’ designs to development teams, and helpful in asynchronous collaboration scenarios where you’re not working in real time. When you are working in real time, and at earlier stages of design iteration, sometimes you need a way to work alongside others synchronously. Also to export a layer or artboard from Adobe XD to Zeplin:1.Select any Layer/Artboard in your XD.2.Select “File > Export > Zeplin”.

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Final Conclusion

Steps you need to follow in order to create the perfect UI Design Everything starts with knowing your users and ensuring that the elements in the interface you created are easy to understand, to access and they have a clear purpose, in order to help users achieve their goals.

Keep it simple. The best interfaces are those with a minimum number of elements. Less is more. Also, be clear in the language you use in labels or messaging. Common words are easier to understand and the user will have a clear idea about what are you trying to communicate.

Take advantage of commonly used UI elements. No need to reinvent the wheel. A brand new user that navigates through your website needs to learn immediately to use your product, a sense of familiarity can actually help.

Help Options, such as tooltips and message boxes, are very useful as a last resort, in case the user gets completely lost during the navigation process. If that happens, you need to simplify his journey using little messages along the way and let him know what he is looking at or in what section he landed. Help buttons are also useful because it provides information about anything your product is designed to do.

Create a pattern in design. It is also important to be consistent with your style design, language, and layout. Not only within your app or software but also across all properties of your business.

Use color, texture, and typography to your advantage. Colors and textures help you drag attention to elements or information you consider important. Use that in your benefit and attract your visitors using color, light, contrast and different textures. Also, be careful about how you arrange the text you are using. It must be eligible, readable and concise, so people can be curious and interested in what you are trying to share with them. Different sizes, fonts, and arrangement of the text help create hierarchy and increase readability.

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Congrats!

You have finished your track! Let’s start the Lab Phase :)

This Lab phase is composed of different checkpoints that contains recommendations and directives to develop your final project.

This Step is the perfect opportunity to learn by making and apply what you’ve learned through out this track.

The main idea of this lab phase is to learn how to present and sell your design service .

The checkpoints that make up this lab phase are:

1. Establish your research
2. Make your mood board and sketching
3. Draw your wireframes
4. Create your design system
5. Build your prototype
6. Test your prototype
7. Present your project

And to do that these are the UI Design deliverables needed :

- Research + Benchmark + empathy phase with its Persona or an empathy map / User Journey
- Mood board + sketching
- Wireframe
- Prototype
- User test sessions

The First step is to **Establish your research**.

Thank you for learning along our UI Design track!

[Checkpoint]: Handoff your Work Checkpoint

This checkpoint meeting mustn't exceed 10 minutes

Objectives:

In this checkpoint, you will be able to export your assets for the Event agency website and app to the developers in the team

Instructions :

Export your assets in three different ways :

1. Export your assets from Adobe XD to PNG, SVG, JPG, and PDF formats,
2. Use the ‘Share’ function in Adobe XD. ‘ generate a link for the development team
3. Use Zeplin (or any other handoff tool) and export your components, colors and text styles, and images

include all these into a google slide and share in the submit link area.

[OneToOne]: Working with Developers One to One

This one to one meeting mustn't exceed 11 minutes

- What can we export from XD

  We can export assets such as bitmap images, icons and background patterns, text, and artboards from XD to PNG, SVG, JPG, and PDF.

- These exports are optimized for deployment where ?

  These exported assets are optimized for deployment on iOS, Android, or web apps.

- How to establish the exportation in a mac and in a windows ?

  In a mac : Select an object or an artboard, navigate to File > Export or press Cmd + E. / in a window; Select an object or an artboard and navigate to File > Export.

- In Android - Design assets are optimized and exported into different Android screen densities can you name some ?

  ldpi - Low density (75%) / mdpi - Medium density (100%)/hdpi - High density (150%)/xhdpi - Extra high density (200%)/xxhdpi - Extra extra high density (300%) /xxxhdpi - Extra extra extra high density (400%)

- The terms xhdpi and ldpi stands for what

  xhdpi - Extra high density / ldpi - Low density

- What are the available preset share types in adobe XD ?

  There are four available preset share types, and one custom one as follows: Design Review/ Development/Presentation/User Testing/Custom

- When do we use the design review or presentation ?

  We use the presentation or design review links to solicit feedback on technical feasibility with engineering teams.

- When do we use the development share type ?

  It is an excellent choice for communicating interactions and specs.

- How can we save time with our development team thanks to development preset share ?

  We can enable ‘Downloadable Assets’ from this panel to allow your development teams to save the assets the design team have marked for export and each time the design team established some changes, they can ‘Update Link’ to make all the changes available to the dev team

- How can you export your artboard to zeplin ?

  Select an artboard or layer in the XD file, and click File > Export > Zeplin

- What can we export with zeplin ?

  Zeplin export image assets, colors, text styles, and components from layers in Adobe XD

[Workshop]: Working with Developers Workshop

This workshop meeting mustn't exceed 10 minutes

- Master the following exporting methods:

Export your assets in three different ways :

1. Export your assets from Adobe XD to PNG, SVG, JPG, and PDF formats,
2. Use the ‘Share’ function in Adobe XD. ‘ generate a link for the development team
3. Use Zeplin (or any other handoff tool) and export your components, colors and text styles, and images

https://docs.google.com/presentation/d/11pbDxip-_quFd68NIFSnvvuJE54Pb-1m4OE_nFdkq_k/edit?usp=sharing

Super Skill: Lab Phase: Build Your UI project

[Skill]: Establish your research

Learning Style: 1

Page: 1

Lab Phase

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This Step is the perfect opportunity to learn by making and apply what you've learned through out this track.

The main idea of this lab phase is to learn how to present and sell your design service .

The checkpoints that make up this lab phase are:

1. **Establish your research**
2. Make your mood board and sketching
3. Draw your wireframes
4. Create your design system
5. Build your prototype
6. Test your prototype
7. Present your project

The next step is to **Make your mood board and sketching**.

[Checkpoint]: Establish your research Checkpoint

This checkpoint meeting mustn't exceed 10 minutes

Objectives:

To start any project we need to start by doing our research, for that you need to present your context and your persona and its journey without your product.

You can choose the topic of your project, Allow yourself to get creative.

Instructions :

you need to establish a Research and present a Benchmark (with the strengths and weaknesses of your competitors)

you will also create your empathy phase with its Persona or an empathy map / User Journey

[Skill]: Make your mood board and sketching

Learning Style: 1

Page: 1

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The next step is to **Draw your wireframes**.

[Checkpoint]: Make your mood board and sketching Checkpoint

This checkpoint meeting mustn't exceed 10 minutes

Objectives:

Let’s start the execution of the project, start by surfing on the dribble and on the internet to help you structure and guide your alignment for this project

Instructions :

With you, persona and Brand in mind, create a mood board for style, font, colour & layout ideas after it Adds the mood board to your artboard or niiice.io.

Start sketching the structure of your website, either with a pen and paper or any digital tool that you like

[Skill]: Draw your wireframes

Learning Style: 1

Page: 1

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The next step is to **Create your design system**.

[Checkpoint]: Draw your wireframes Checkpoint

This checkpoint meeting mustn't exceed 10 minutes

Objectives:

Now the fun part begins, let’s create those sketches on XD, and give them some structure.

Instructions :

you need to establish your :

1. Homepage

a. wireframe the homepage and include

i. Logo

ii. Nav

iii. Shopping Basket (or profile or something similar and adequate to your project)

iv. Contact

v. Search Box

vi. Hero Slider

vii. Footer

2. Contact Us page

a. Create a second artboard named ‘contact us’.

b. Either using examples from the ‘wires’ XD template or creating your own version. Build a simple contact us form.

Ps: Look to other sites and your mood board for examples

1. Clear your assets panel from any unintentional assets.

2. Make your navigation & footer a named symbol in your assets panel. include a repeat grid in your work

[Skill]: Create your design system

Learning Style: 1

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4. **Create your design system**
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The next step is to **Build your prototype**.

[Checkpoint]: Create your design system Checkpoint

This checkpoint meeting mustn't exceed 10 minutes

Objectives:

Create your design system: type: with heading, colors, and buttons

Instructions :

1. Create your text stack.

- Heading 1, Heading 2 etc.

1. Add to your Character Styles.
2. Add all the Colours used and their references
3. Add all the buttons and their different states

[Skill]: Build your prototype

Learning Style: 1

Page: 1

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4. Create your design system
5. **Build your prototype**
6. Test your prototype
7. Present your project

The next step is to **Test your prototype**.

[Checkpoint]: Build your prototype Checkpoint

This checkpoint meeting mustn't exceed 10 minutes

Objectives:

Now you need to make your wireframes into a prototype

Instructions :

Connect your homepage to all your artboards.

Ps : Your contact us page can be either a page or a popup modal.

Prototype all the pages and Connect them all up into a working mockup.

1. Create a public prototype.

a. Give it a name: Prototype V1.0

2. Share the link with your users and ask them to leave a comment.

3. Record yourself doing a basic demo explaining to them

After that Create mobile versions of the 3 pages you've created for the desktop view of the website , don't forget to create

a login & signup page.

[Skill]: Test your prototype

Learning Style: 1

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5. Build your prototype
6. **Test your prototype**
7. Present your project

The final step is to **Present your project**.

[Checkpoint]: Test your prototype Checkpoint

This checkpoint meeting mustn't exceed 10 minutes

Objectives:

You should establish a User test sessions: Survey or Screen recording (minimum 5 users)

Instructions :

- Prepare your questionnaire and generate a link and send it to the tester either on useberry or maze
- Present your findings: heatmap; user flow and all the quantitative data and your notes
- Then present the changes that need to be done based on the users' feedback.

[Skill]: Present your project

Learning Style: 1

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3. Draw your wireframes
4. Create your design system
5. Build your prototype
6. Test your prototype
7. **Present your project**

[Checkpoint]: Present your project Checkpoint

This checkpoint meeting mustn't exceed 10 minutes

Objectives:

You need to prepare a presentation and a speech to convince me (the client) to buy your UI Design services

Instructions :

The presentation should contain :

1. Detail of the case study of your design process
2. All the deliverables of your UI design process.

[SuperSkill]: Conclusion

Learning Style: 1

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Congrats!

You have finished your track and your Lab Phase :) You finally know how to present and sell your design service and you have a project to add to your portfolio as well! Thank you for learning along our UI Design Track! We hope to see you in future Tracks.