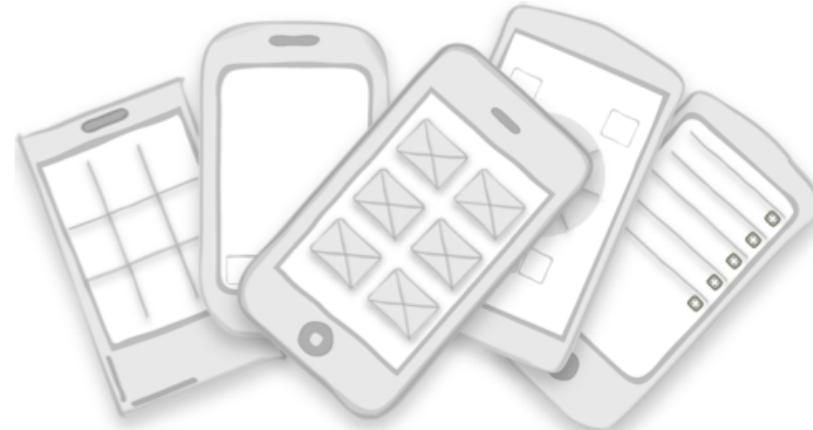
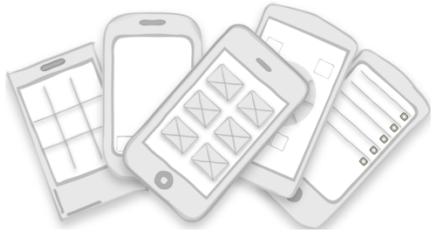

Seminario 5 – Diseño de App. en Android



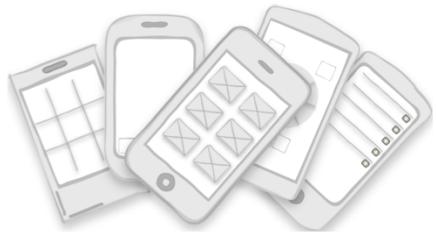


CONTENIDO

- ✗ Diseño para móviles.
- ✗ Tipos de aplicaciones.
- ✗ Estructura básica de una Aplicación.
- ✗ **Guías de estilo (Android) y Material Design.**
- ✗ Elementos de Estructura y Navegación.

<https://material.io/design/>

The image displays two screenshots of the Material Design website. The left screenshot shows the 'Design' section, which features a purple-themed interface with cards for typography, colors, and text fields. The right screenshot shows the 'Components' section, which provides a detailed overview of various UI elements such as App bars, Bottom sheets, and Buttons, each with its own description and visual examples.



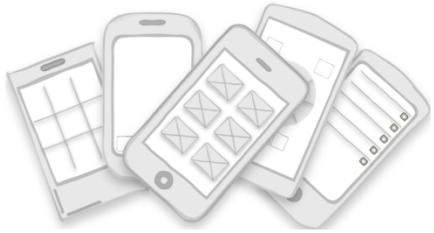
Diseño para móviles

Características de los móviles:

- Áreas de visualización propias, limitadas y variadas.
- Estilos de interacción y navegación específicos.
- Poca atención del usuario durante su uso.
- Optimización de aplicaciones y tareas.
- Usuario muy pendiente del esfuerzo y el tiempo.

Propiedades:

Especificas, Concisas, Efectivas y Atractivas



“Principios de Diseño” para Android

- ✗ Cautívame.
- ✗ Simplifica mi vida.
- ✗ Permíteme ser asombroso.

The screenshot shows a web browser displaying the "Principios de diseño para Android" page from the Android Developers website. The page has a header with the Android logo and navigation links for Plataforma, Android Studio, Google Play, and Android Jetpack. A search bar is also present. The main content area features a title "Principios de diseño para Android" with a five-star rating. Below the title is a sidebar with links: Contenido, Cautívame, Simplifica mi vida, and Permiteme ser asombroso. The main content block contains text about the principles being created for user experience and includes a section titled "Cautívame" with a sub-section "Deléítame de formas sorprendentes" and a small image of a colorful abstract shape.

<https://developer.android.com/design/get-started/principles.html>



“Principios de Diseño” para Android

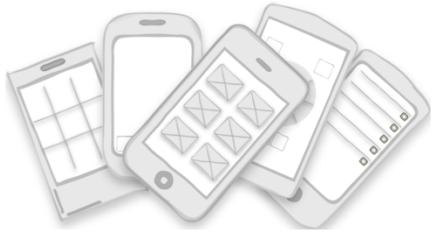
✗ Cautívame.

- Deléitame de formas sorprendentes.
- Los objetos reales son más divertidos que los botones y los menús.
- Permíteme darle un toque personal.
- Conóceme.

✗ Simplifica mi vida.

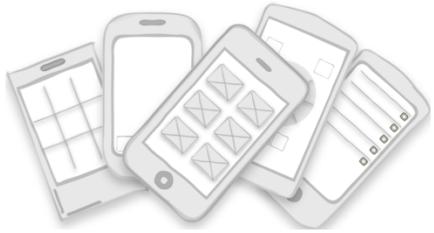
✗ Permíteme ser asombroso.

<https://developer.android.com/design/get-started/principles.html>



“Principios de Diseño” para Android

- ✖ Cautívame.
- ✖ Simplifica mi vida.
 - Sé breve.
 - Las imágenes son más prácticas que las palabras.
 - Decide por mí, pero permíteme tener la última palabra.
 - Solo muéstrame lo que necesito, cuando lo necesito.
 - Siempre debo saber dónde me encuentro.
 - Nunca pierdas lo que es mío.
 - Si se ve igual, debe funcionar de la misma manera.
 - Solo interrúmpeme si es importante.
- ✖ Permíteme ser asombroso.



“Principios de Diseño” para Android

- ✖ Cautívame.
- ✖ Simplifica mi vida.
- ✖ Permíteme ser asombroso.
 - Ofrézcarme trucos que funcionen en todos lados.
 - No es mi culpa.
 - Fomenta lo simple.
 - Haz el trabajo pesado por mí.
 - Haz que lo importante sea rápido.



Lectura recomendada



Principios para el diseño de aplicaciones móviles:

Atraer a los usuarios y generar conversiones

think with Google

13 Haz que resulte fácil añadir y gestionar formas de pago

Simplifica el almacenamiento de pagos y reduce el número de pasos necesarios para satisfacer a los usuarios. Crea una página de introducción de datos de tarjeta de crédito sencilla con distintas opciones como teclado numérico y escaneo de tarjetas de crédito. Asegúrate de incluir la posibilidad de añadir varias tarjetas y una función para alternar entre las mismas.



thinkwithgoogle.com 16

Capítulo 4: Registro

El registro es una manera de conectar con el usuario, acelerar futuras oportunidades de conversión y enriquecer la continuidad de la relación. Sin embargo, a menudo puede suponer un obstáculo y dificultar las conversiones. A continuación, te mostramos cómo desarrollar un proceso de registro que conducirá a los usuarios a donde desean con mayor rapidez.

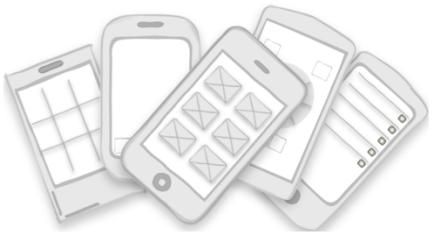
14 Ofrece algo útil antes de pedir a los usuarios que se registren

A menudo, los usuarios abandonan una aplicación que les pide información personal de inicio, a menos que haya algún tipo de recompensa inmediata (por ejemplo, pedir un servicio de transporte en coche o comida a domicilio). En especial, las aplicaciones con poco reconocimiento de marca (o cuya propuesta de valor es poco clara) tienen más dificultades para conseguir que los usuarios se registren al principio de la experiencia. Pide a los usuarios que se registran solo si es imprescindible. Una forma habitual de aplicar este consejo es ofrecer la opción de formalizar la compra como invitado en el momento de la conversión.



thinkwithgoogle.com 17

SWAD/PrincipiosDiseñoMoviles.pdf



Lista de principios para el diseño de aplicaciones móviles



Navegación y exploración en la aplicación

- Muestra el valor de la aplicación de inicio
- Organiza y etiqueta las categorías del menú para que sea fácil de usar
- Permite a los usuarios “volver” con facilidad en un solo paso
- Haz que resulte sencillo cambiar la ubicación de forma manual
- Crea transiciones sin obstáculos entre las aplicaciones móviles y la web móvil



Búsquedas en la aplicación

- Destaca el campo de búsqueda
- Utiliza una indexación de búsqueda eficaz
- Incluye opciones para filtrar y ordenar



Comercio y conversiones

- Proporciona información sobre búsquedas y compras anteriores
- Permite ver y filtrar las reseñas de los usuarios
- Habilita las funciones de comparación de compras
- Proporciona varias opciones de pago de terceros
- Haz que resulte fácil añadir y gestionar formas de pago



Registro

- Ofrece algo útil antes de pedir a los usuarios que se registren
- Distingue entre “iniciar sesión” y “registrarse”
- Haz que la autenticación mediante contraseña sea una experiencia fluida



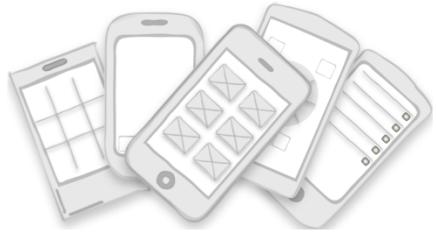
Formulario

- Crea formularios que resulten sencillos para los usuarios
- Comunica los errores del formulario en tiempo real
- Proporciona un teclado adecuado para el texto que debe introducirse
- Proporciona información útil y oportuna en los formularios



Facilidad de uso y comprensión

- Usa el mismo lenguaje que los usuarios
- Incluye etiquetas de texto y leyendas de imagen para aclarar la información visual
- Tras cada acción significativa del usuario, muestra una confirmación visual
- Permite que el usuario controle el zoom
- Pide permisos en el momento oportuno



Lectura recomendada

“Guías de Diseño APP móviles”

THE ULTIMATE GUIDE TO

MOBILE APP DESIGN FOR ECOMMERCE

A hand interacting with a smartphone screen.

SimiCart

SWAD/EcommerceGuia.pdf

21/11/2019 A Comprehensive Guide To Mobile App Design — Smashing Magazine

ABOUT THE AUTHOR

Nick Babich is a developer, tech enthusiast, and UX lover. He has spent the last 10 years working in the software industry with a specialized focus on ... [More about Nick Babich ...](#)

[\(→ /author/nickbabich\)](#)

A Comprehensive Guide To Mobile App Design

This article is kindly sponsored by Adobe.) There are many things to consider when designing for mobile. We're sure that this detailed guide will help you get rid of that headache when building apps.

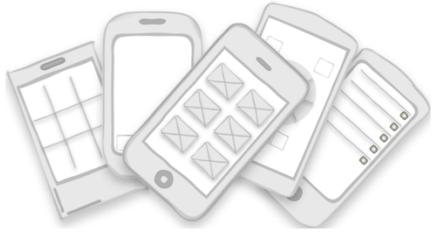
This is a sponsored article.) More than ever, people are engaging with their phones in crucial moments. The average US user spends [5 hours per day on mobile](#) ([→ http://flurrymobile.tumblr.com/post/157021590345/us-consumers-time-spent-on-mobile-crosses-5](#)). The vast majority of that time is spent in apps and on websites.

The difference between a good app and a bad app is usually the quality of its user experience (UX). A good UX is what separates successful apps from unsuccessful ones. Today, mobile users expect a lot from an app: fast loading time, ease of use and delight during interaction. If you want your app to be successful, you have to consider UX to be not just a minor aspect of design, but an essential component of product strategy.

There are many things to consider when designing for mobile. In this article, I've summarized a lot of practical recommendations that you can apply to your design.

<https://www.smashingmagazine.com/2018/02/comprehensive-guide-to-mobile-app-design/>

SWAD/MobileAppDesign.pdf



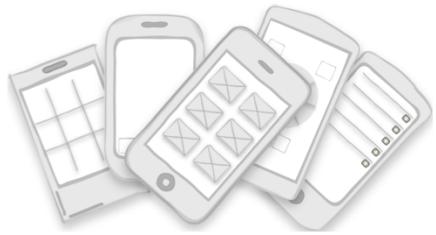
1 - Estructuras de Aplicaciones Móviles





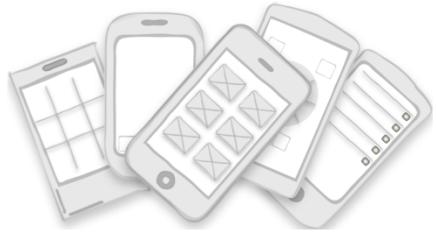
Estructuras de aplicaciones móviles

1. Alrededor de una sola actividad que se maneja en una sola pantalla (calculadora)
 2. Intercambiar entre varias funciones pero con una navegación lineal (no profunda) (teléfono, contactos, ...)
 3. Aplicaciones con una jerarquía de navegación más o menos compleja y una estructura de datos también compleja (Gmail, ...)
-

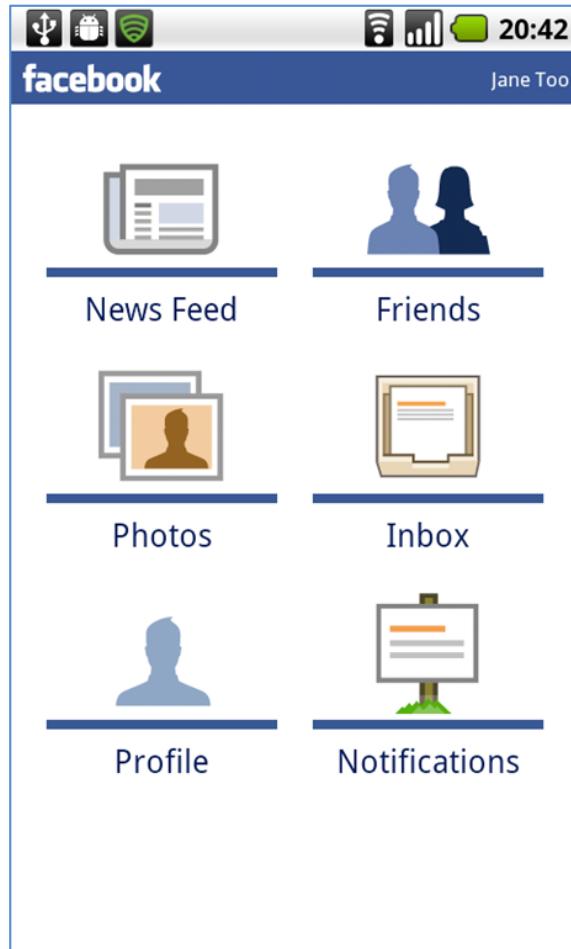


Tipos de Aplicaciones

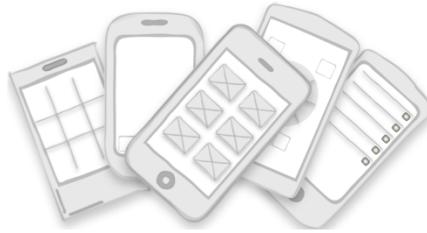
- × App. dirigidas por la navegacion. Navegar por una o más estructuras de navegación que nos llevan a los datos o a las funciones que queremos realizar.
- × App. dirigida por datos. Navegar por un conjunto de categorias de datos hacia el detalle de la informacion donde los datos pueden verse y manejarse (consultarse, editarse, borrarse, ...)



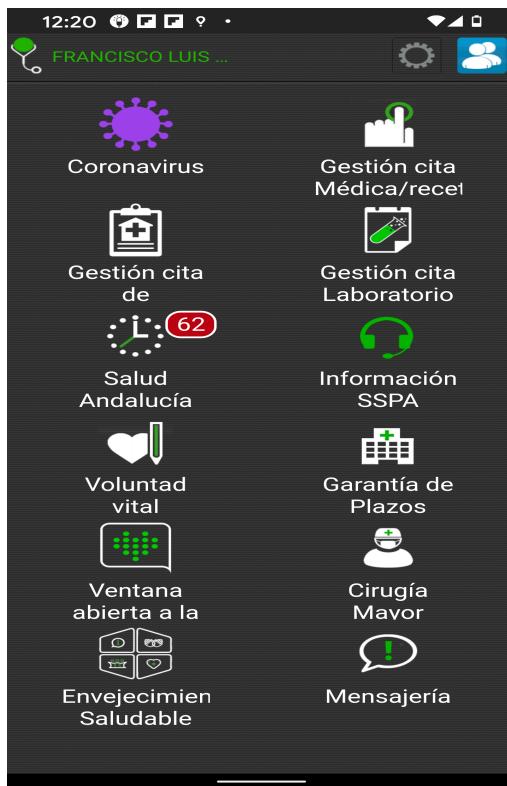
App dirigidas por la navegación. Menú inicial - (Springboard)



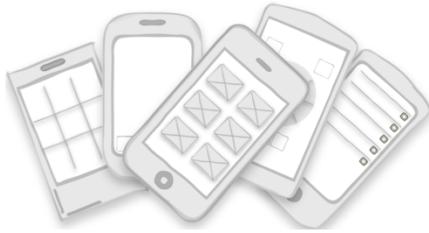
- Potente y simple.
- Visible en todo momento.
- Añadimos esfuerzo de navegación.
- No tenemos información de los datos.
- Cuando un usuario aprende la estructura de la App, **el proceso de navegar se vuelve pesado e innecesario.**
- No es accesible para los niveles mas bajos.



Ejemplos. App dirigidas por la navegación

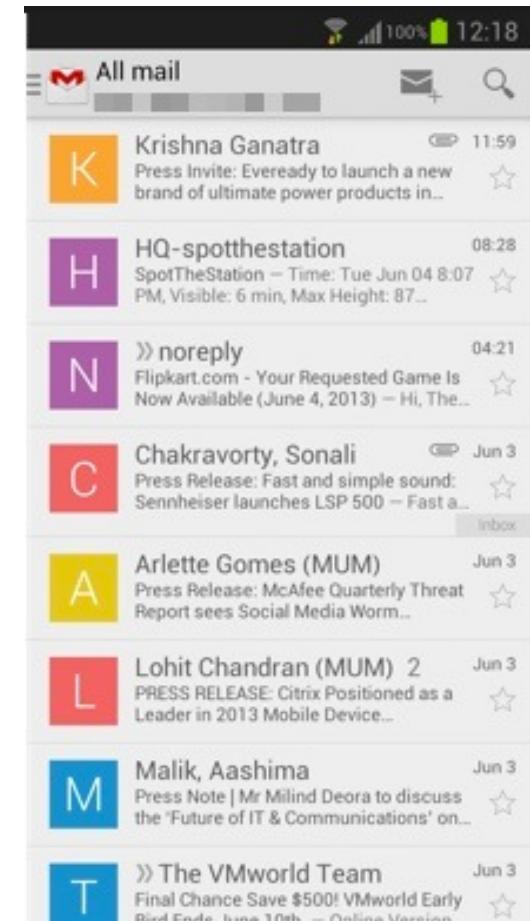


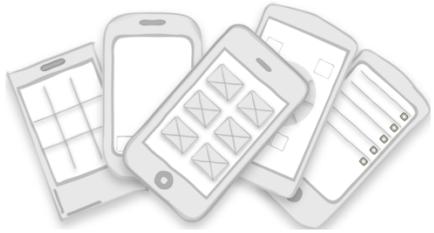
Tab Bar, Bottom Navegation Bar



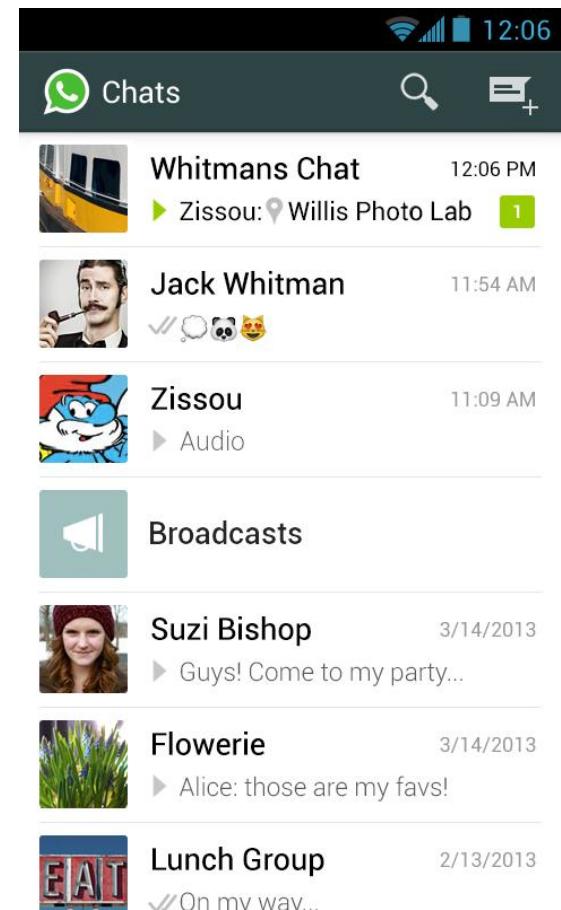
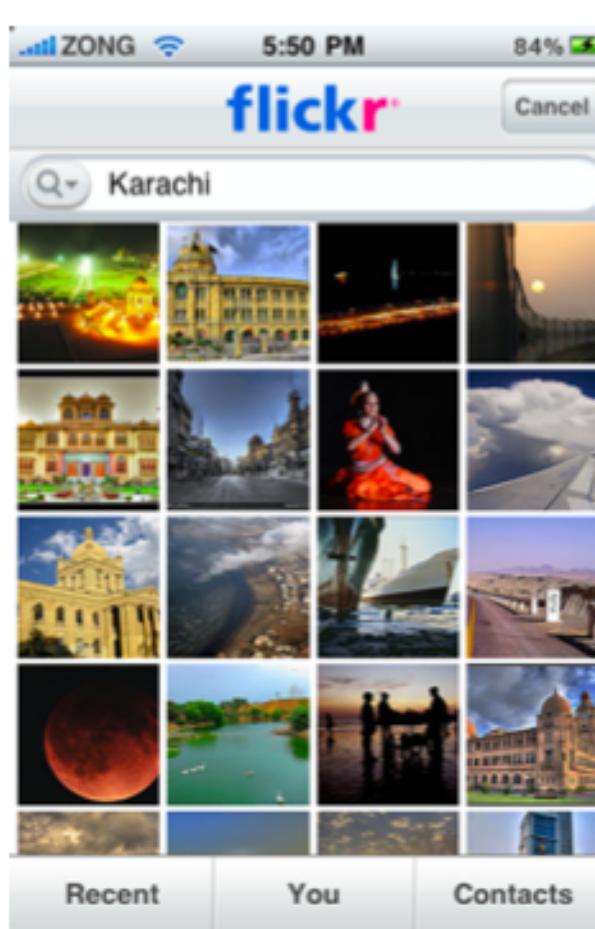
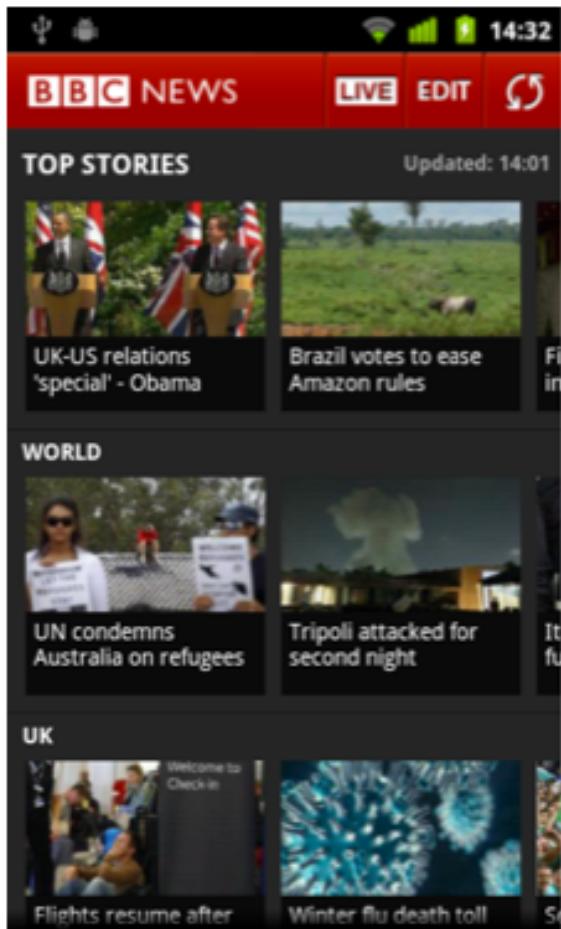
App dirigidas por los datos.

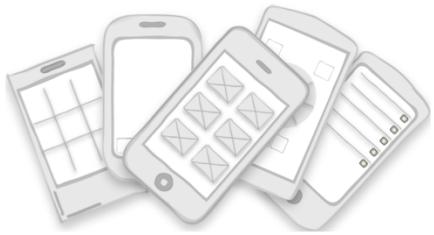
- Mostramos parte de los datos en la pantalla de inicio y las operaciones que se pueden realizar sobre ellos.
- Navegamos por la propia estructura de los datos.
- Realizamos tareas en contexto y sobre sus datos.
- Mas difícil de diseñar pero mas rápida/directa una vez se conoce la estructura.





App dirigidas por los datos.





Evolución ...

The image shows three separate screenshots of the HDFC Bank mobile application. Each screenshot has a blue header bar with the bank's logo and a power button icon. Below the header are several menu items with icons and text:

- Accounts**:
 - Account Summary
 - View Account Statement
 - Funds Transfer
 - Fixed Deposits Summary
 - Recurring Deposits Summary
- Third Party Transfer**:
 - Third Party Funds Transfer
 - NEFT Fund Transfer
 - View RTGS Funds Transfer
 - View List of Beneficiaries
- Credit Card**:
 - Account Summary
 - Account Information
 - Credit Card Payment
 - View Unbilled Transactions

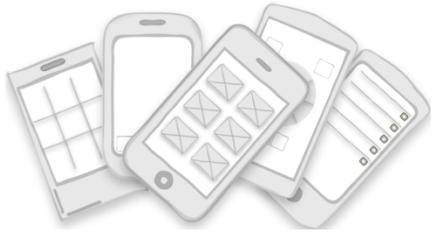
At the bottom of each screen are five navigation icons: Accounts, Fund Transfer, BillPay, Credit Card, and More.

This screenshot shows a mobile banking application interface with a green header bar. The header includes a signal strength icon, a battery icon, and the time "14:19". Below the header is a yellow navigation bar with the text "Posición Global" and a bell icon. The main content area is titled "Productos" and displays account information:

CUENTA CORRIENTE	14.174,13 €
*7463	Disponible
0,00 €	Disponible
	Ganancia
	Históico
CUENTA FACIL	0,00 €
*6048	Disponible
CUENTAS 10	0,00 €
*3858	Disponible
Tarjetas	528,85 €
PREPAGO VISA *3027	528,85 €
DEBITO PARTIC... *6574	0,00 €

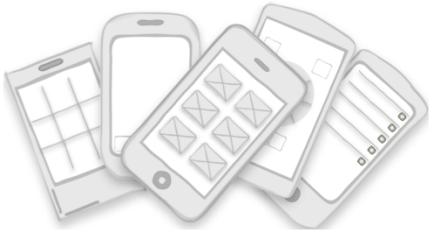
At the bottom of the screen are three navigation icons: back, home, and recent apps.

Aplicaciones de Banco



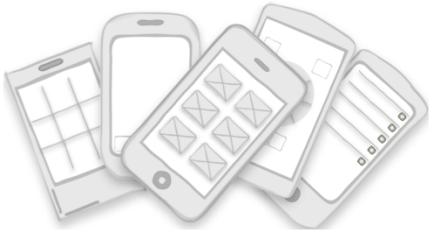
2 - Estructuras de Aplicaciones en Android



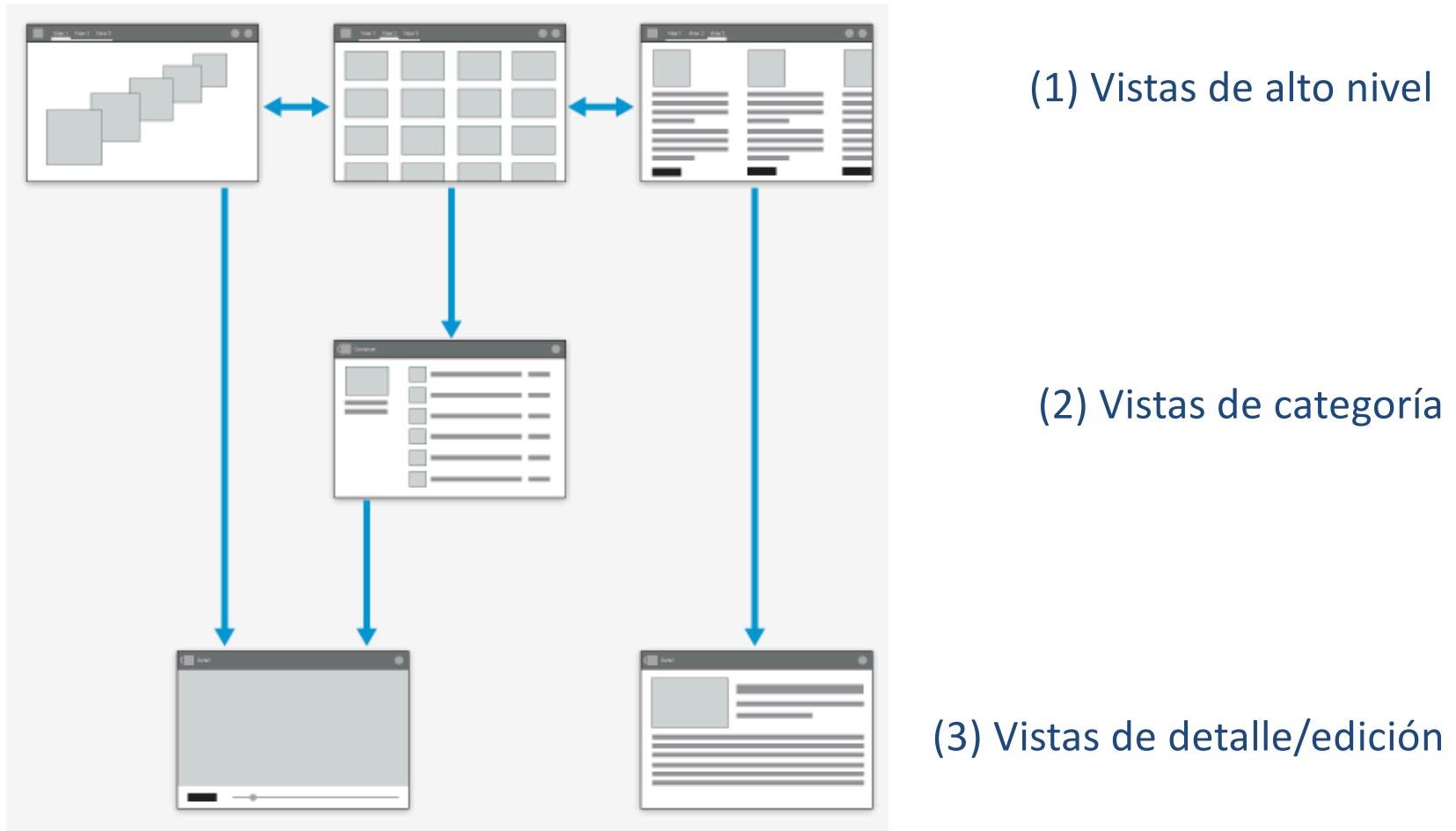


App. en Android

- × Aplicación (App): es un Conjunto de actividades.
- × Actividad (Activity): componente de una aplicación que define una **pantalla de información y un conjunto de acciones** que el usuario puede realizar con ellos. Presentación visual.
- × Vista (View): Componentes de la IU. Forman el aspecto visual de la actividad y la interacción. (**Widgets**)
- × Tarea: Secuencia de actividades que el usuario puede seguir para alcanzar un objetivo.
- × Intent: Mecanismo para hacer que una App indique que necesita la ayuda de otra App para hacer una tarea (ejemplo ... mensajería entre App)



Estructura general de una APP dirigida por datos





Vista Alto Nivel

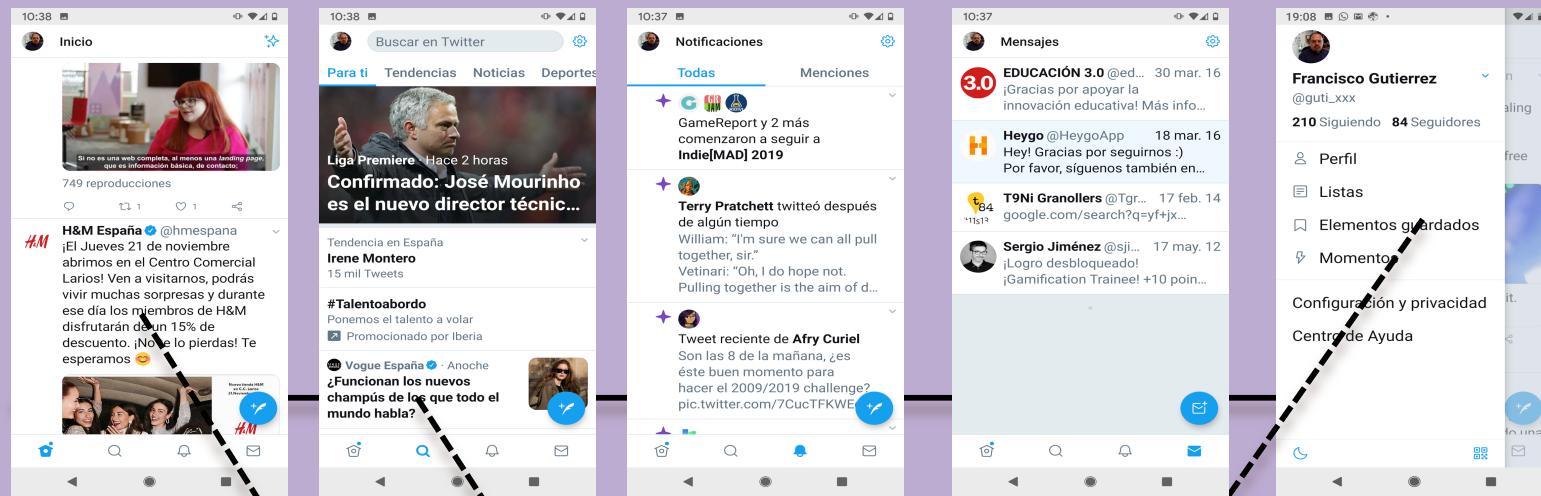
Vistas Categorías

Vista Detalle



Ejemplo de estructura de
Una App. dirigida por datos

Vista Alto Nivel

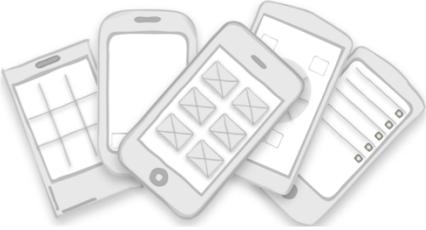


Vistas Categorías



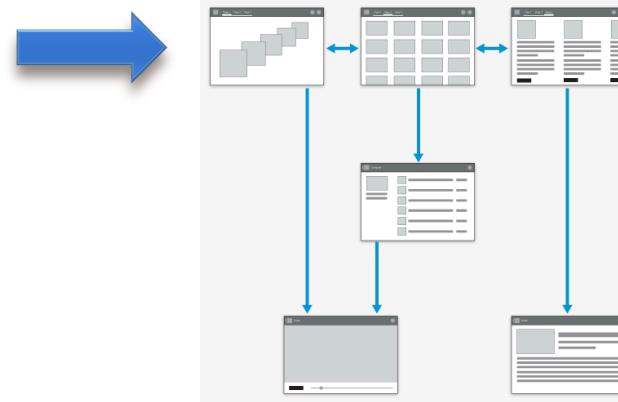
Ejemplo de estructura de
Una App. dirigida por datos

Vista Detalle



Estructura de una App en Android

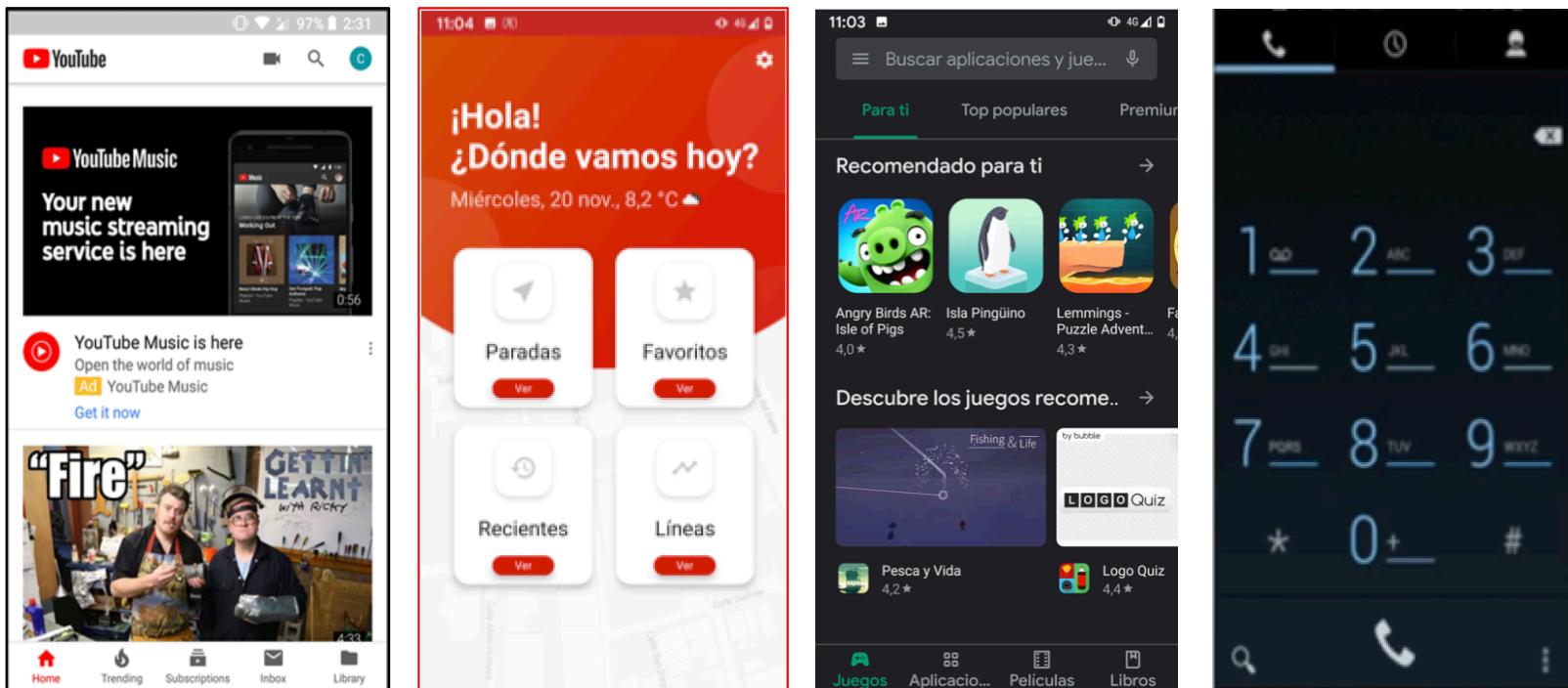
2.1 - Vistas de alto nivel

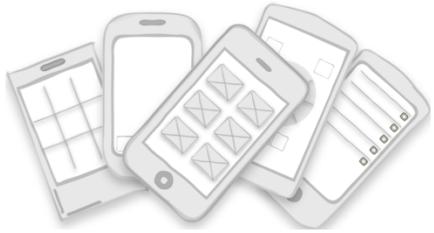




(2.1) Vistas de alto nivel

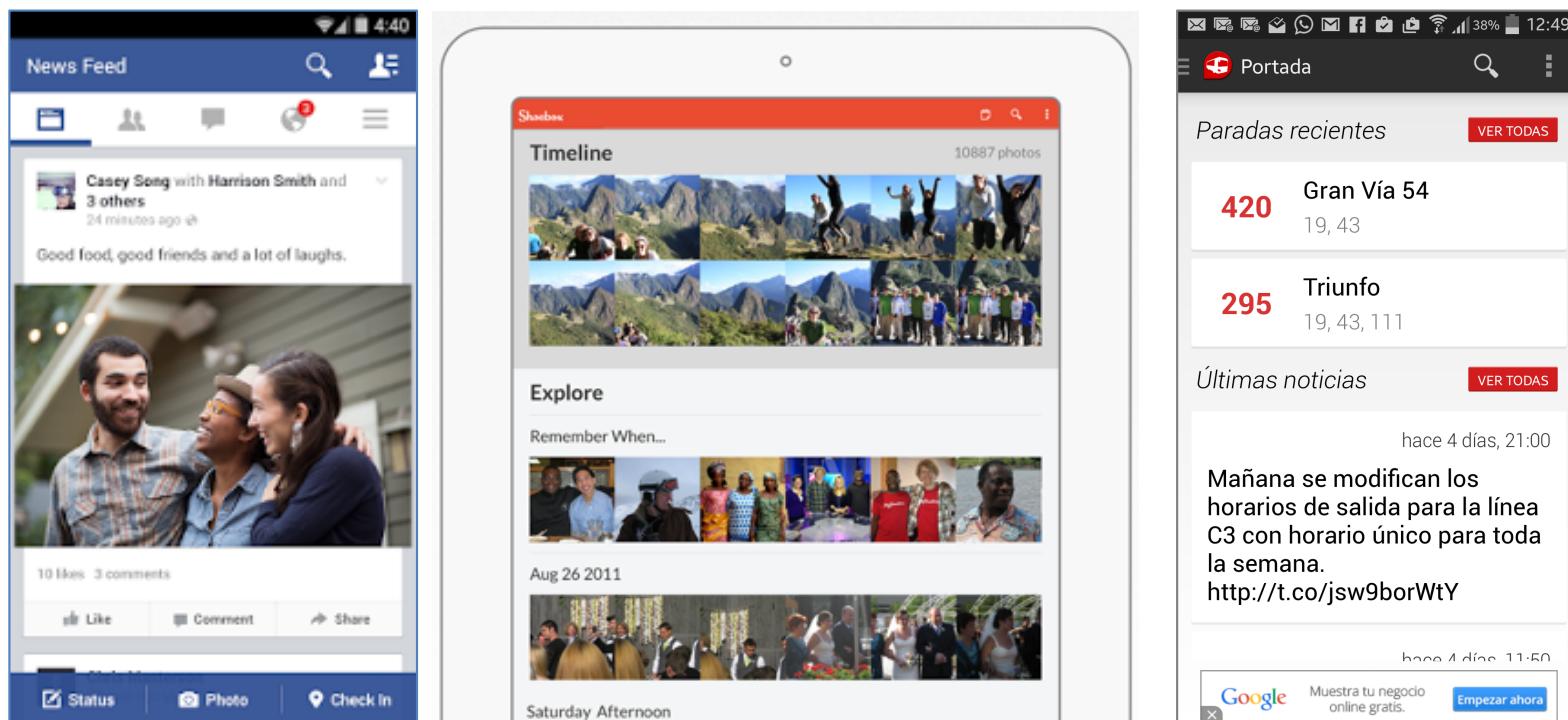
- Mostrar al usuario las áreas principales de nuestra App y estructuras para navegar por ellas.
- Funcionalidad principal e identidad de la aplicación.





(2.1) Vistas de alto nivel

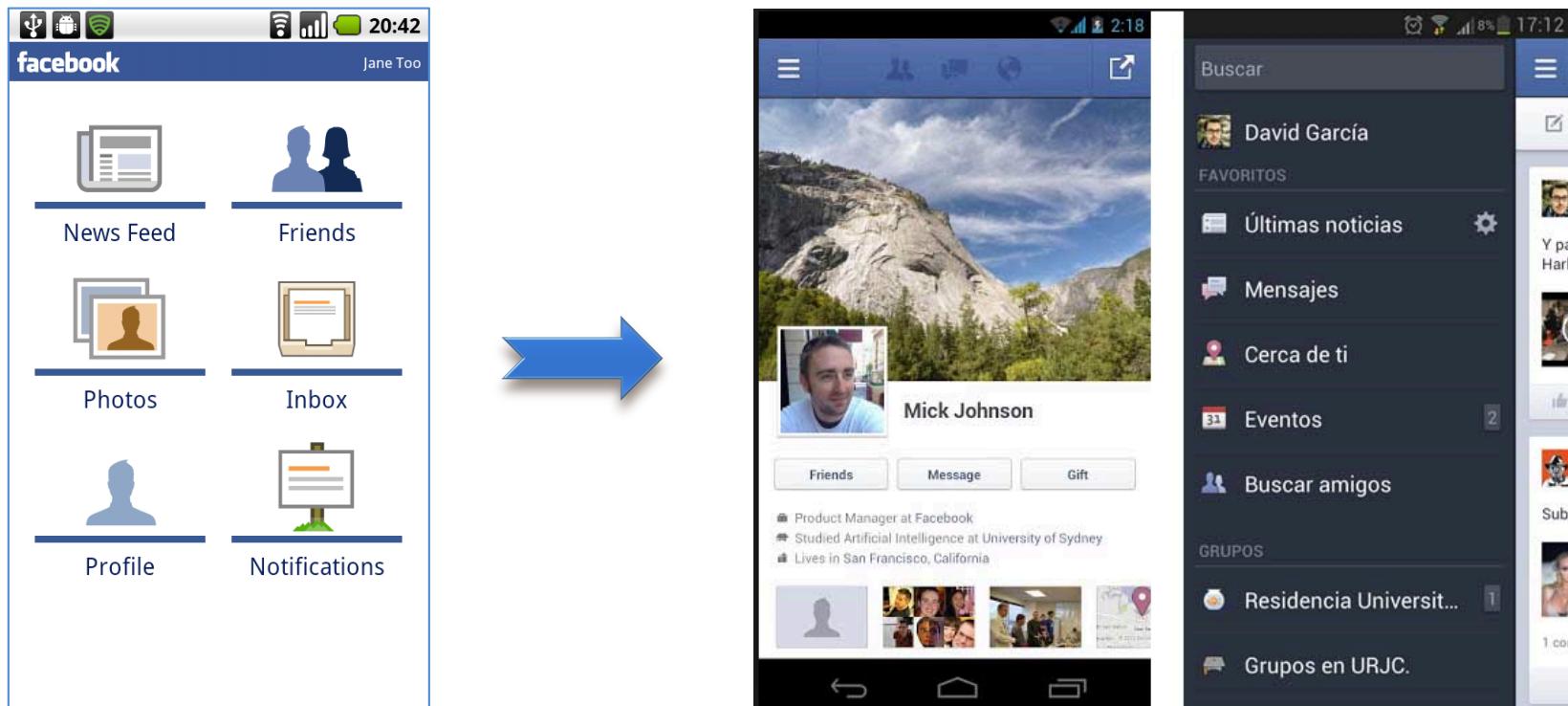
- ✗ Mostar la información más “relevante” de la jerarquía de información.

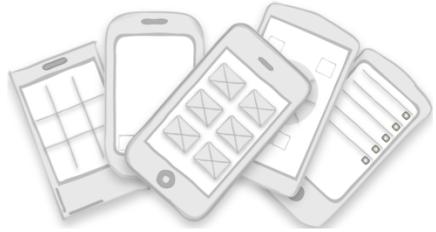




Navigation Drawer (Navigation View)

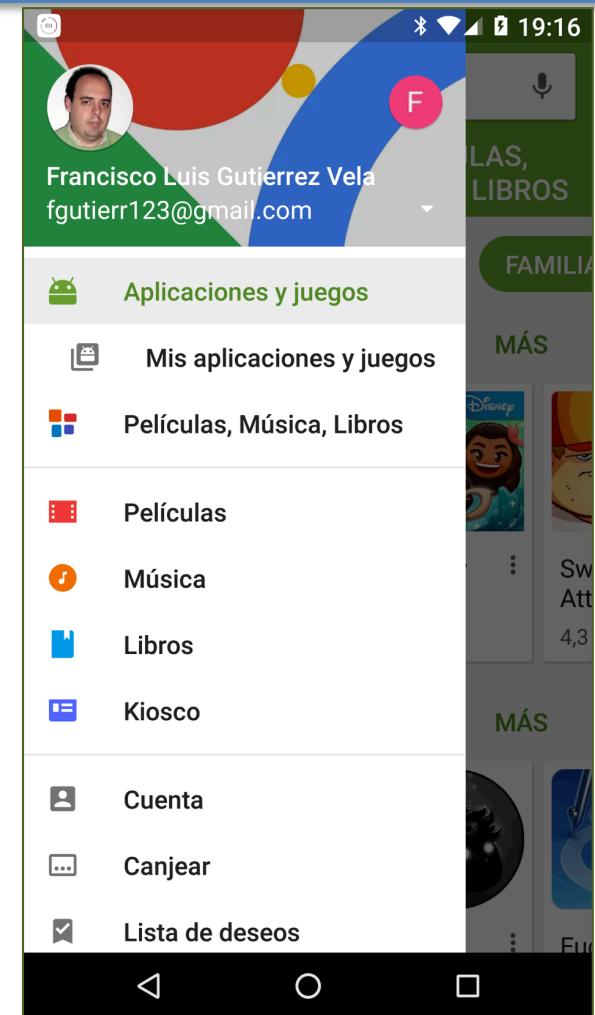
- Menú de navegación vertical “ocultable”.

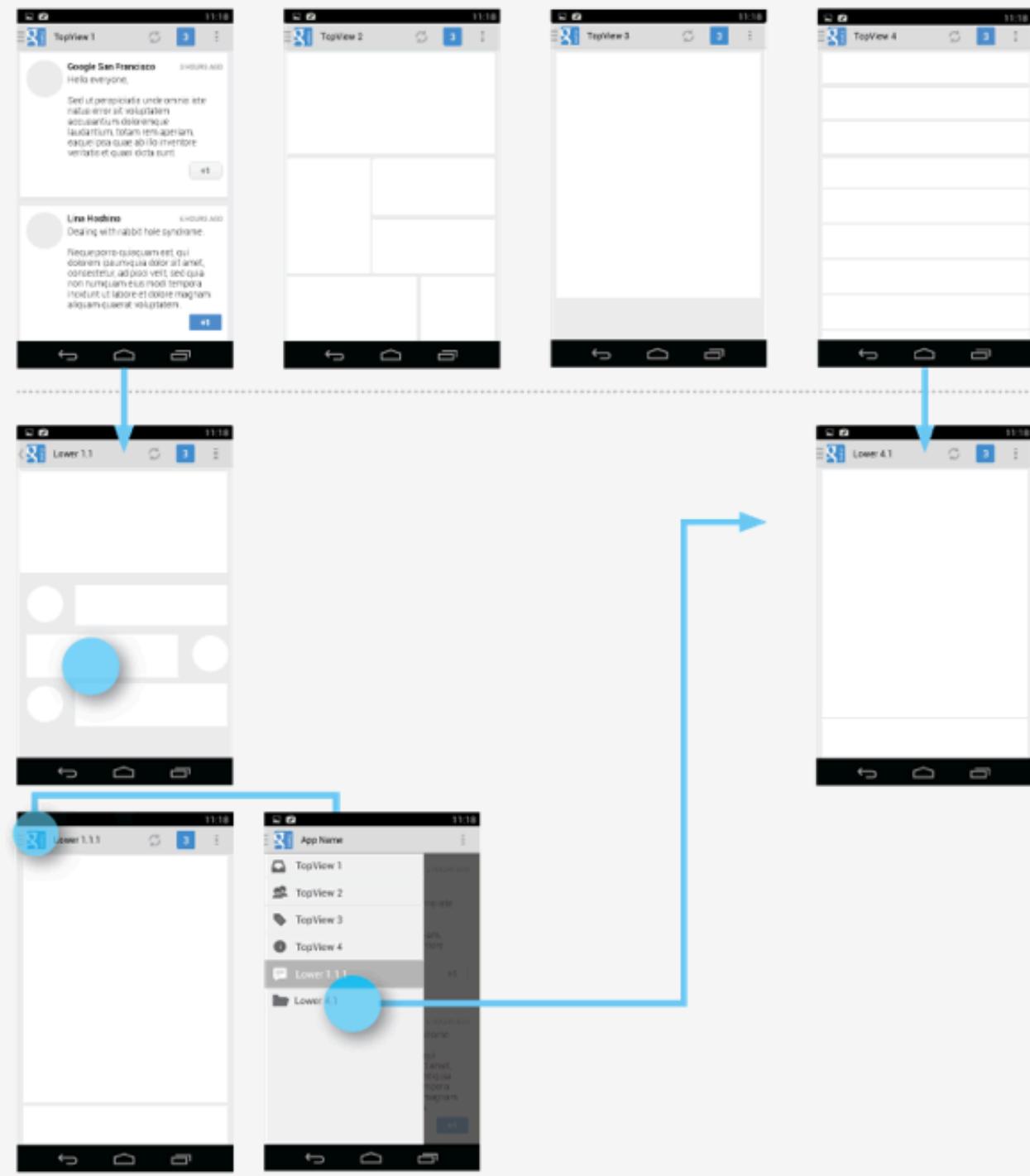




Navigation Drawer

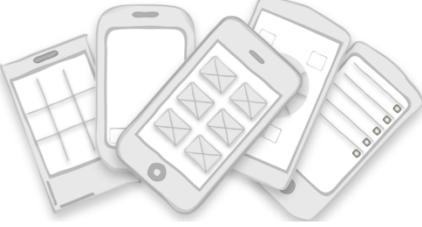
- ✗ No ocupa espacio en pantalla.
- ✗ Tenemos una gran número de vistas de alto nivel.
- ✗ Proporcionar acceso directo a vistas de bajo nivel.
- ✗ Acceso rápido a **vistas sin relación entre si**.
- ✗ Tenemos una jerarquía de navegación profunda.





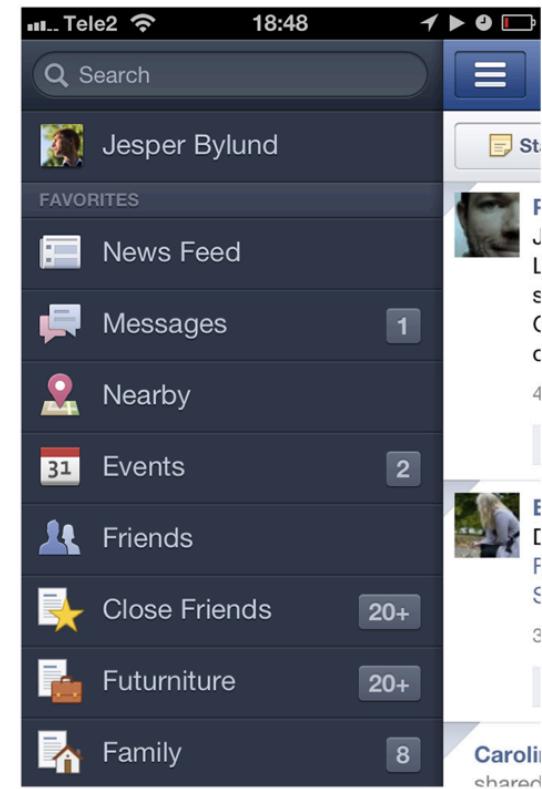
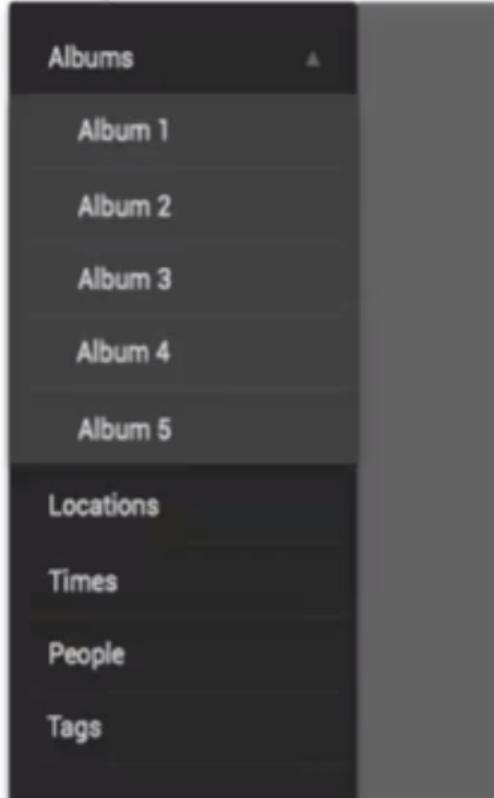
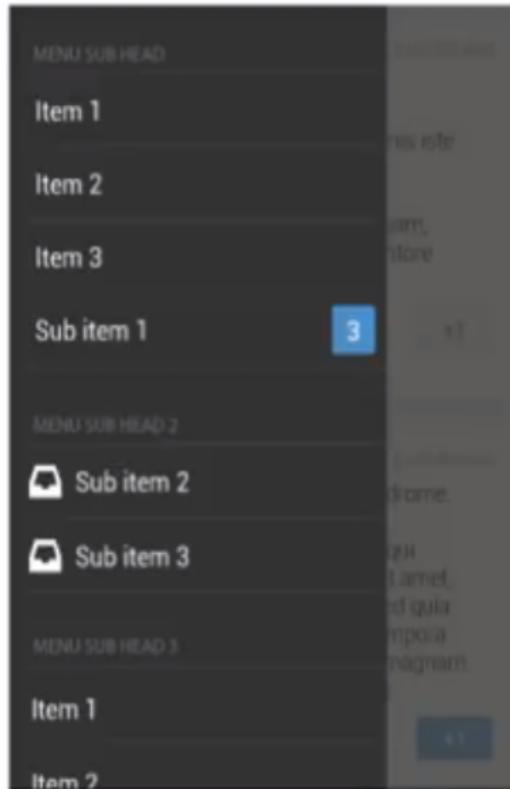
TOP LEVEL VIEWS

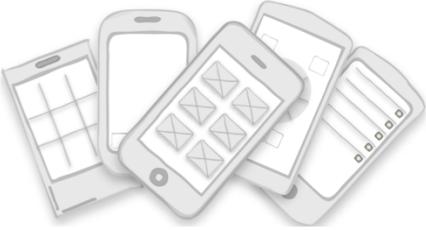
LOWER LEVEL VIEWS



Navigation Drawer Menú de Navegación

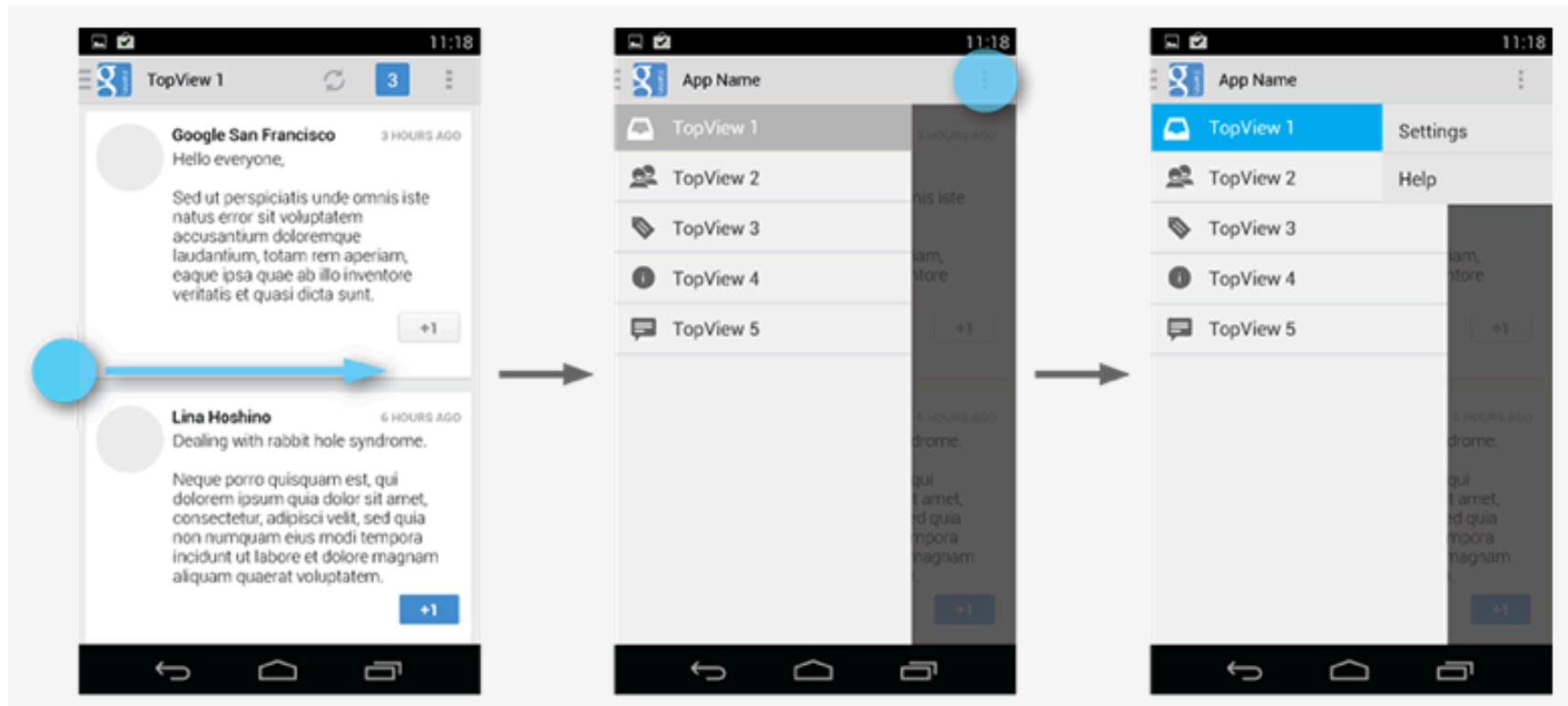
- Podemos añadir iconos, divisores, contadores, elementos desplegables, ...

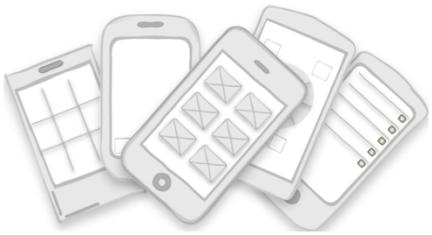




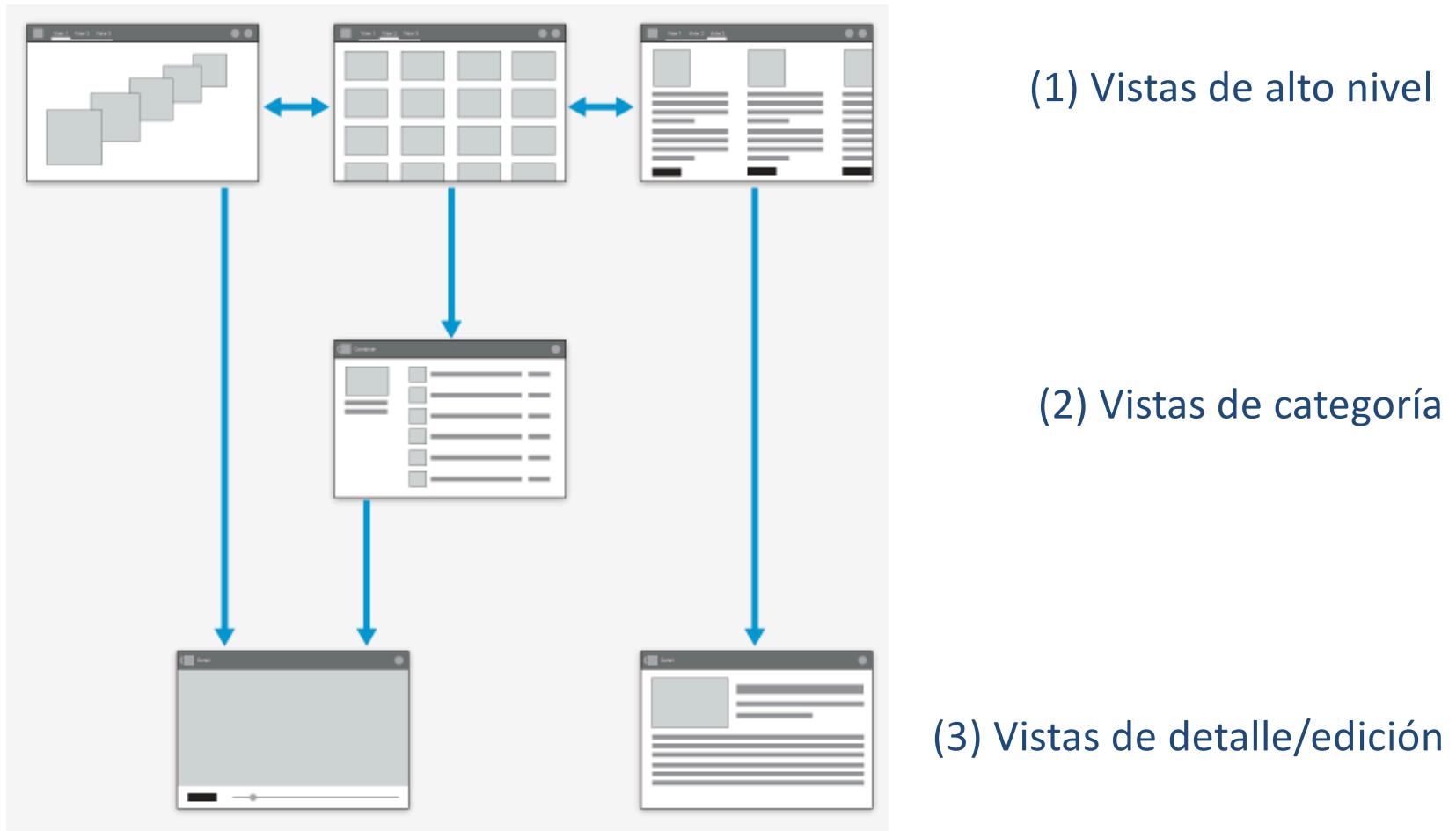
Navigation Drawer Menú de Navegación

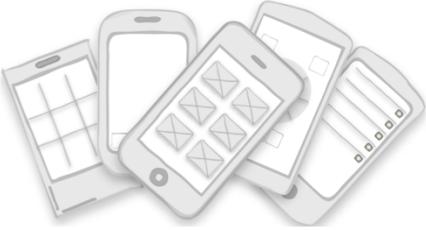
- ✗ Cambios en la barra de acción al desplegar el menú.



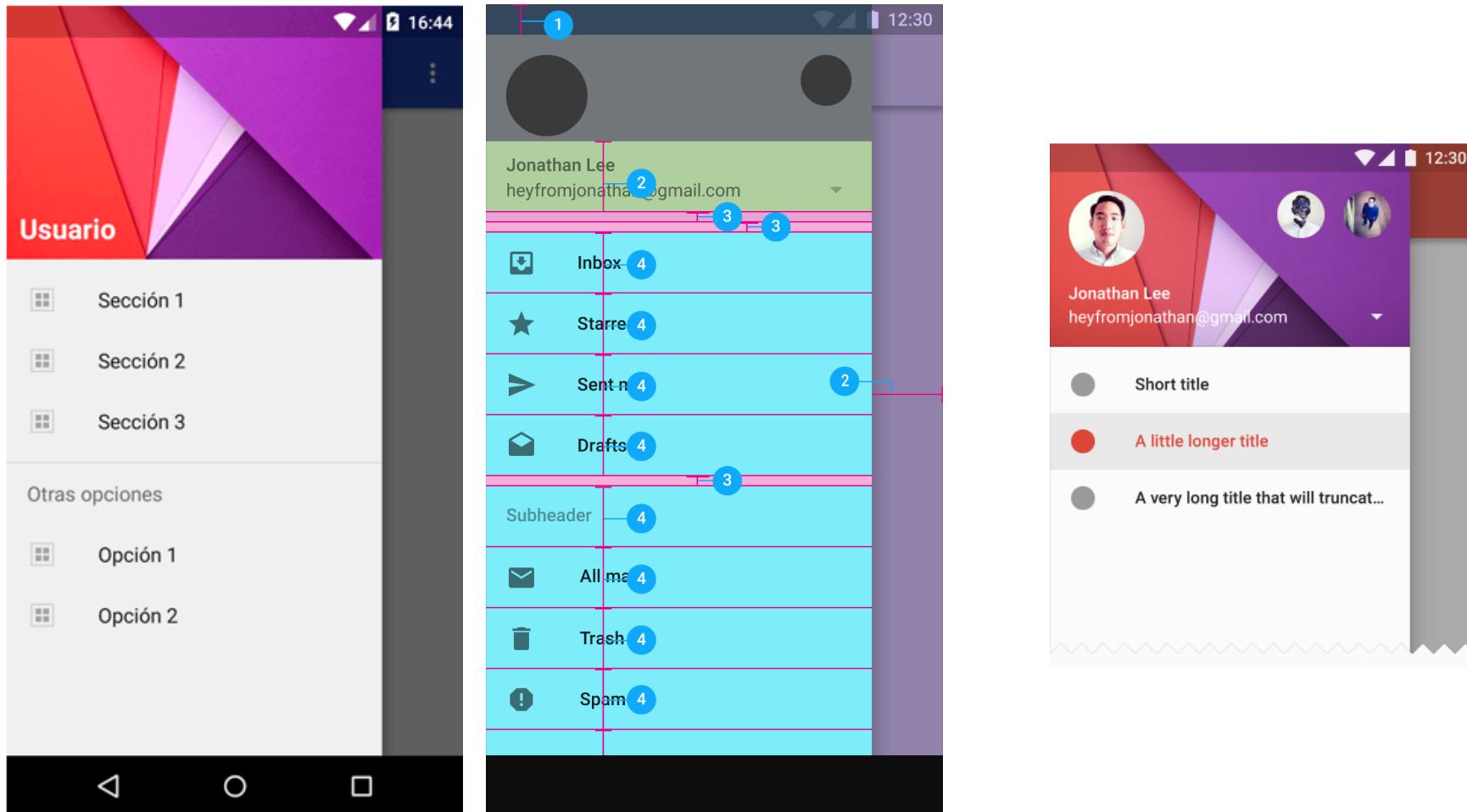


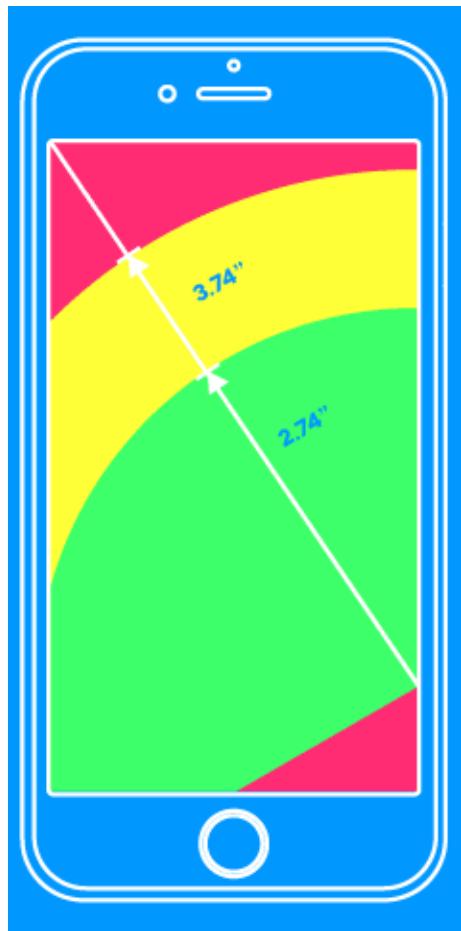
Estructura general de una APP dirigida por datos



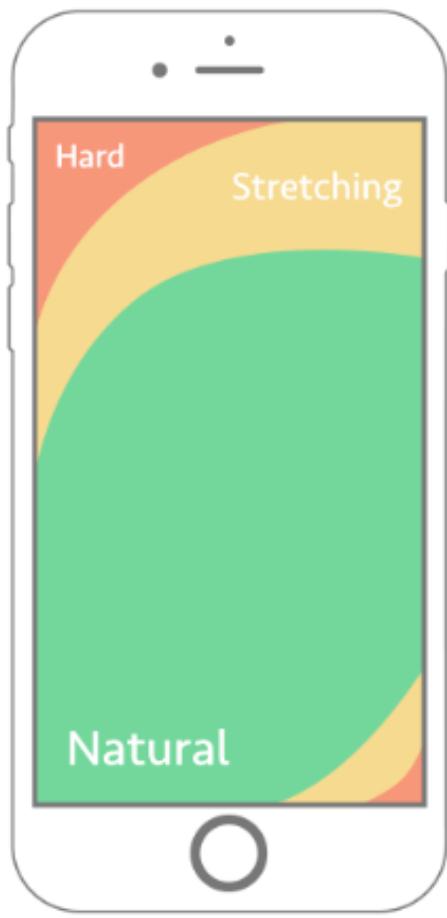


Navigation Drawer Navigation View – (MD)

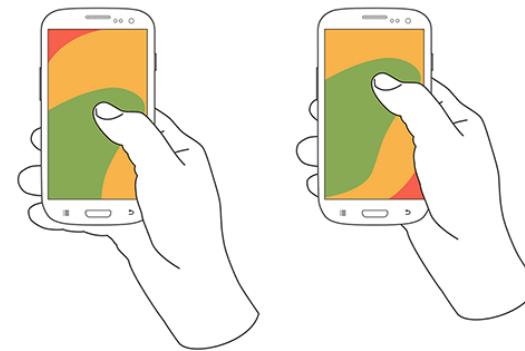




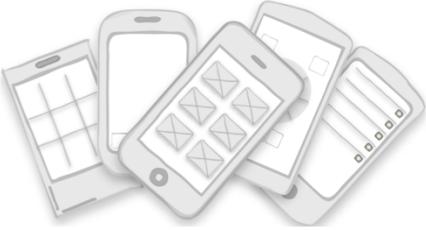
Iphone 6 plus



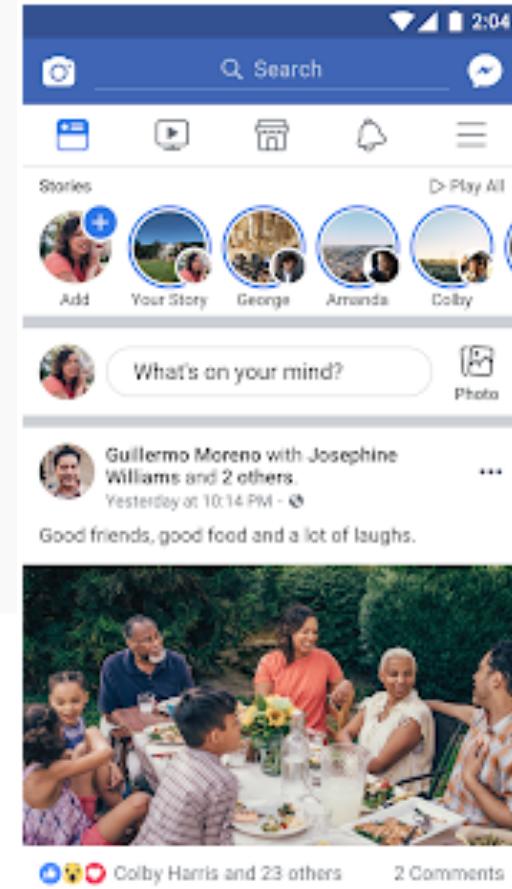
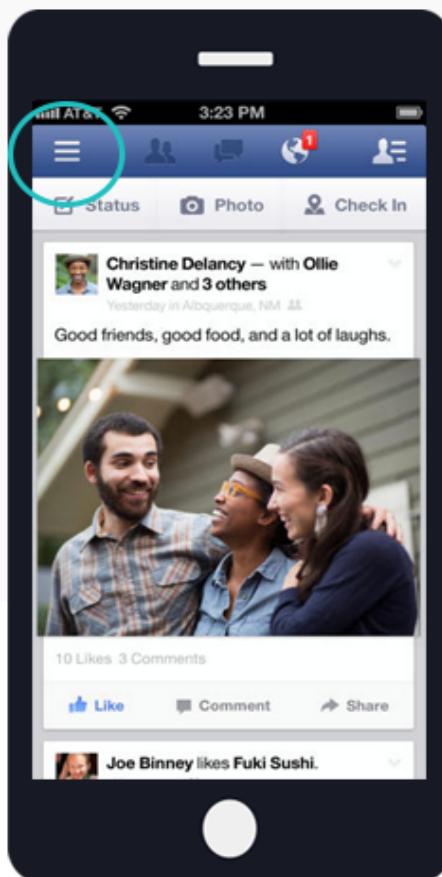
Right Hand



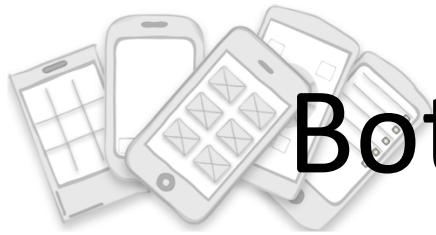
SWAD/TheThumbZone.pdf



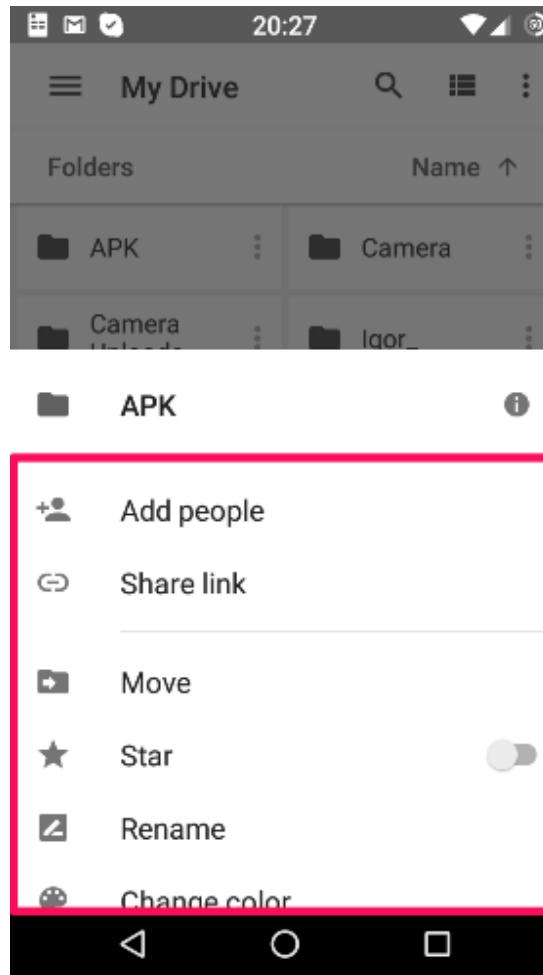
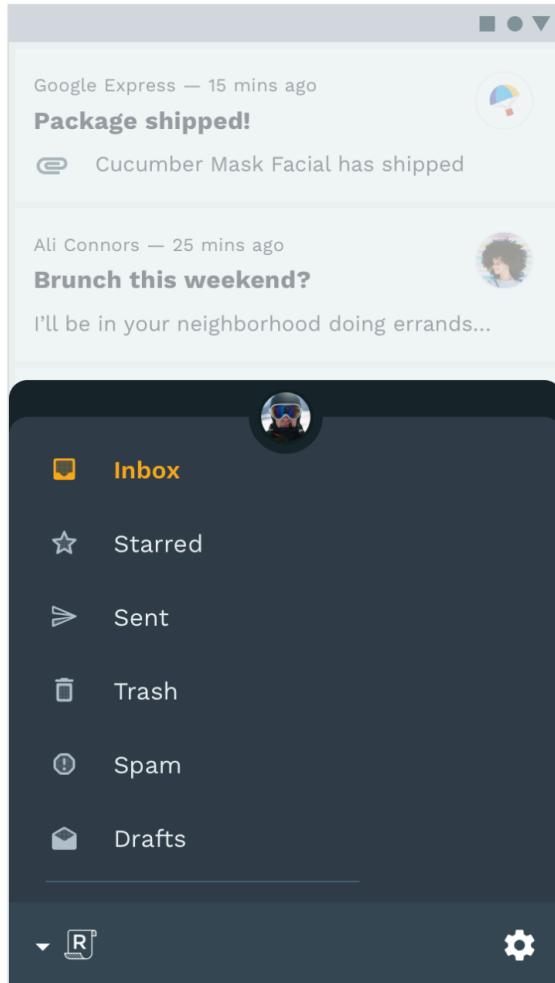
iOS

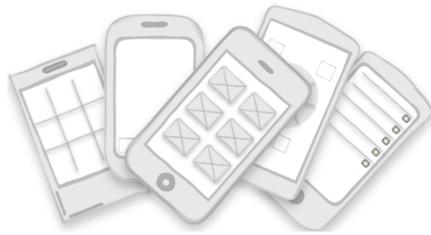


TabBar (iOS)



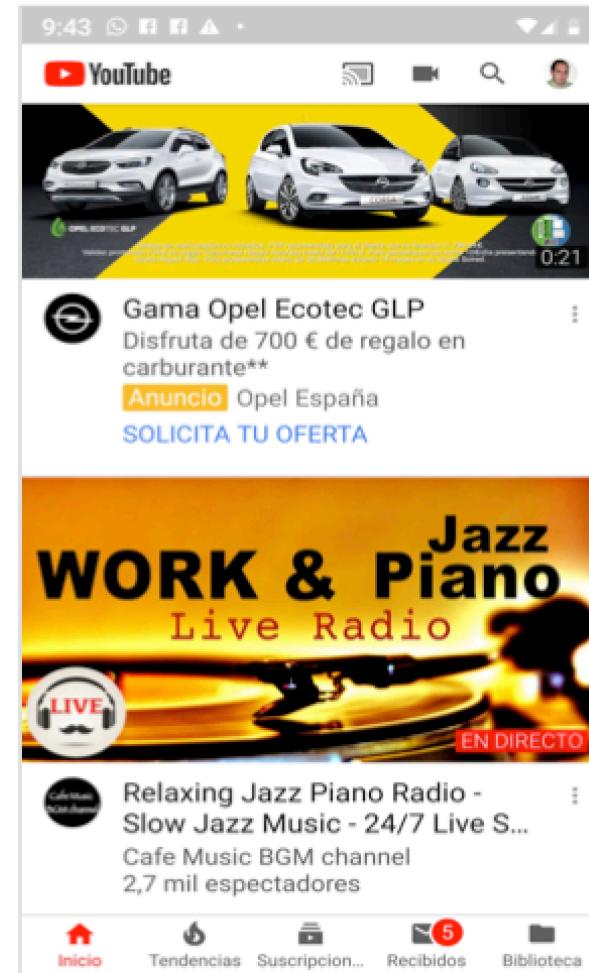
Bottom Navigation Drawer (MD)





Bottom Navigation Bar (MD)

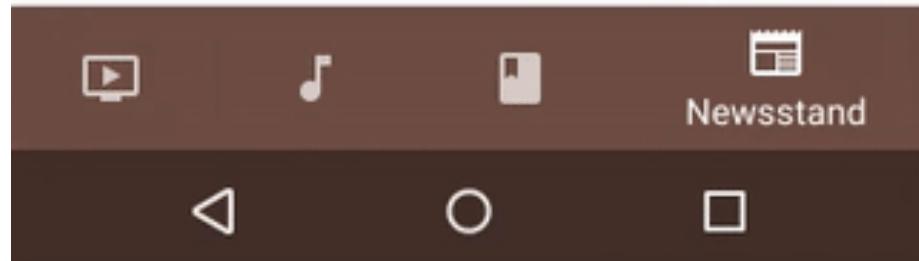
- ✖ Moverse rápido entre un número pequeño de vistas de alto nivel.
- ✖ De 3 a 5 destinos de alto nivel **accesible todo el tiempo**.
- ✖ Cuidado al mezclarlo con tabs.
- ✖ No usar navegación gestual.

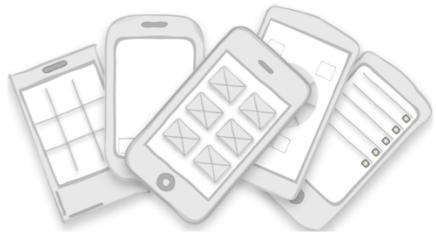




Bottom Navigation Bar (MD)

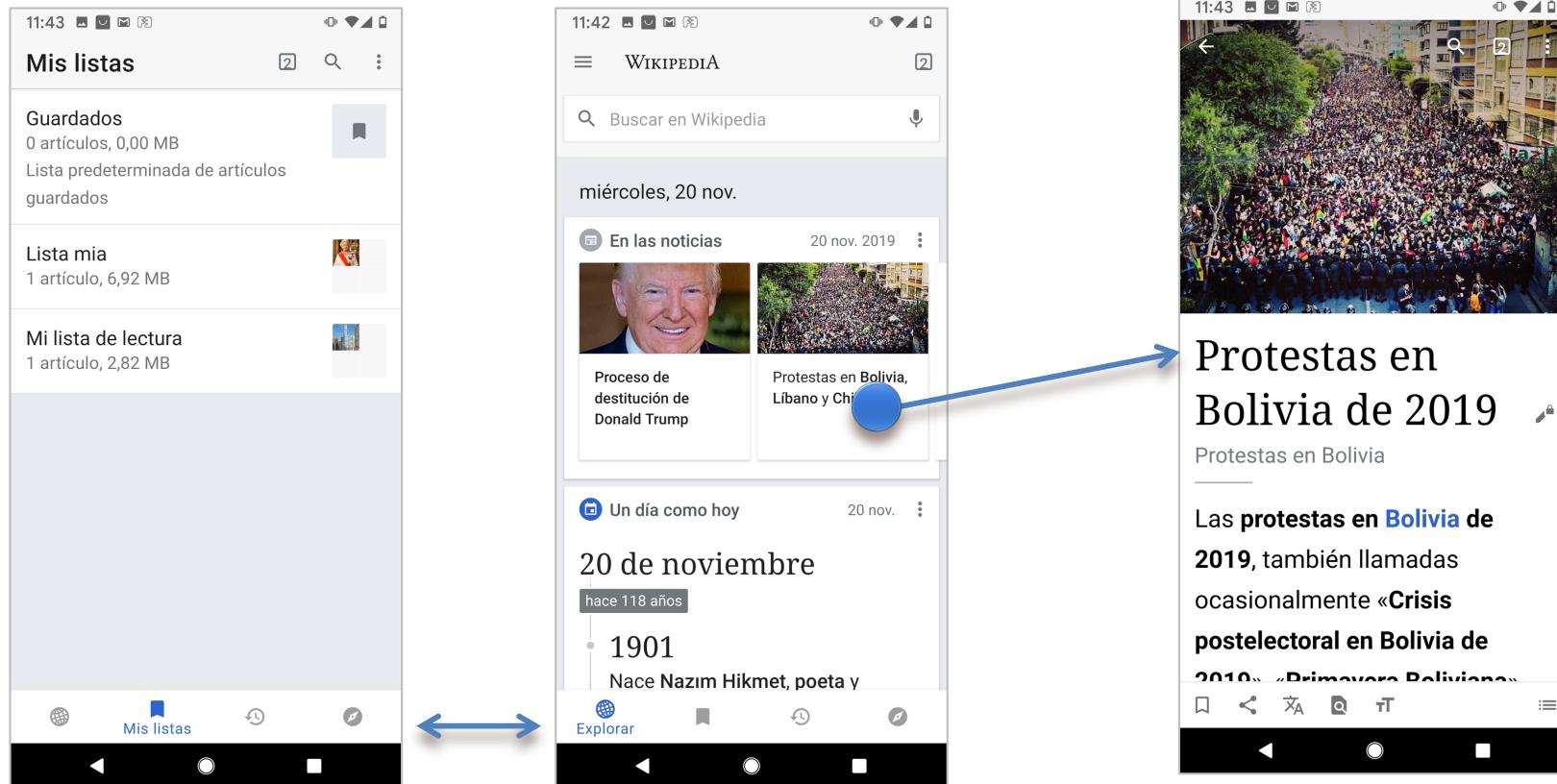
- ✗ Animación y cambio de vista.
- ✗ **Inicialización del estado**
de la tarea realizada.

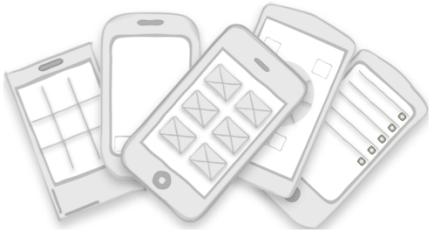




Bottom Navigation Bar (MD)

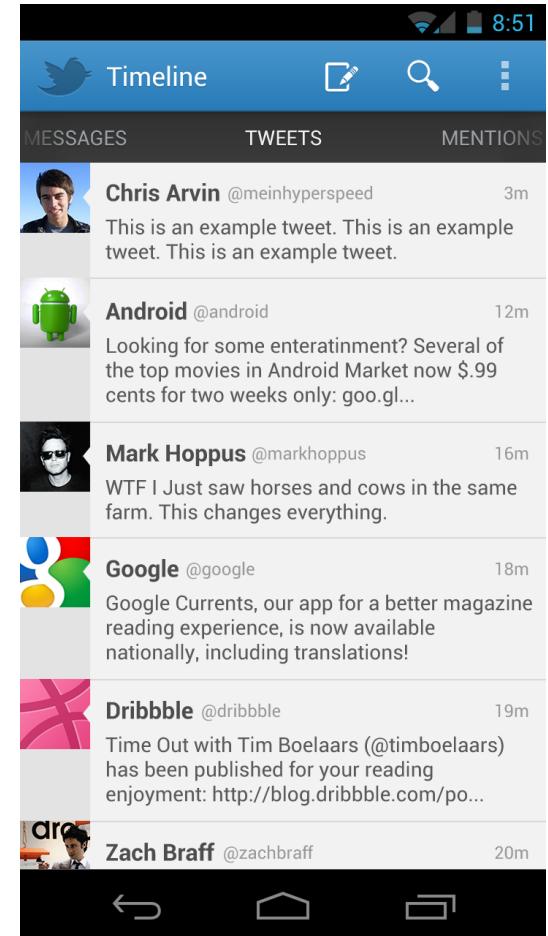
✗ Cambio de Bottom Bar entre vistas

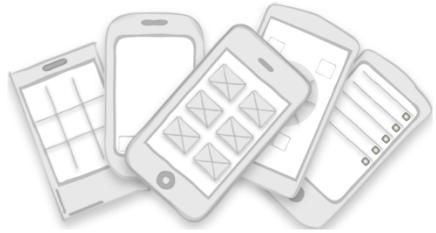




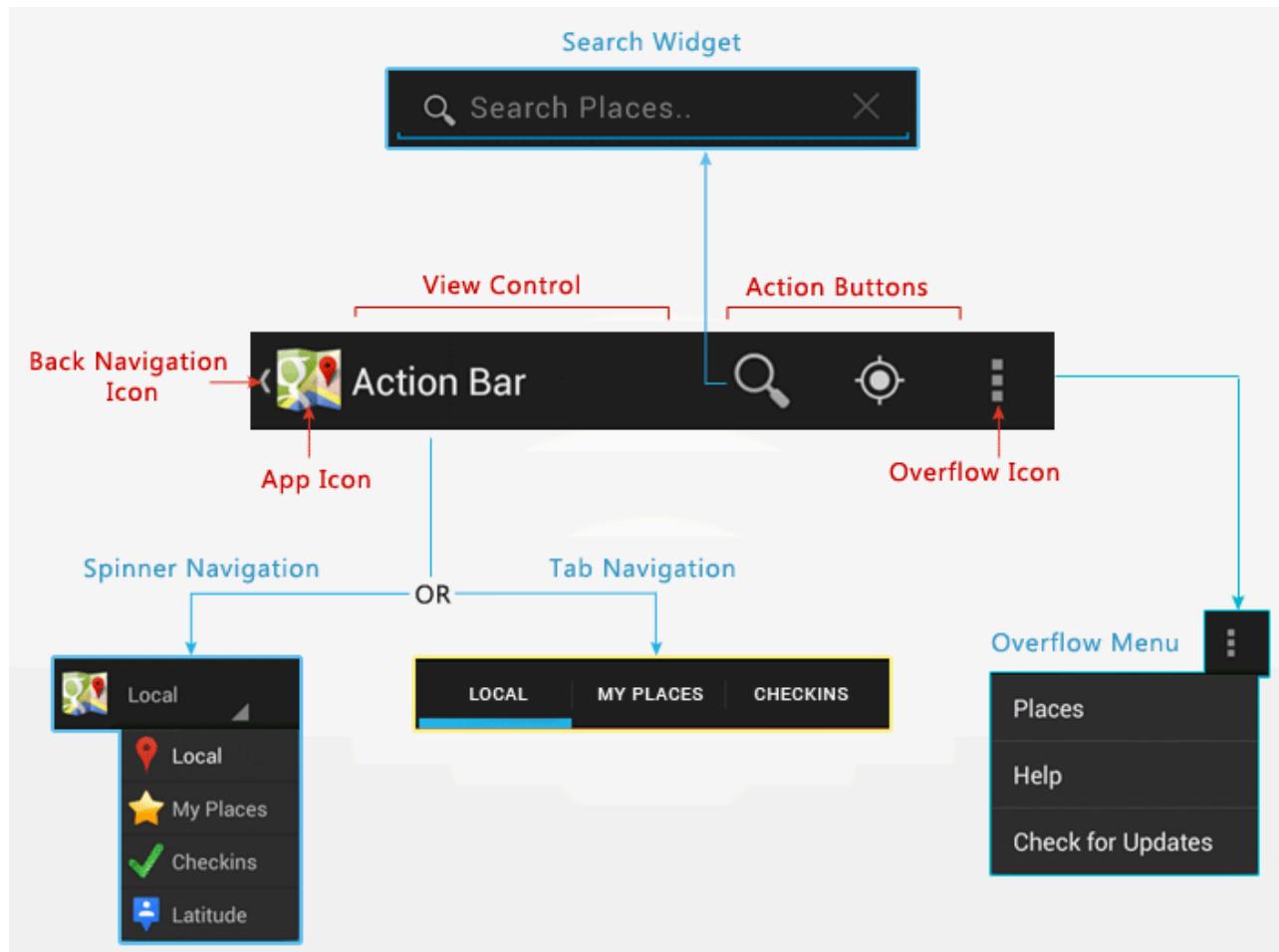
La Barra de Acción (ActionBar)

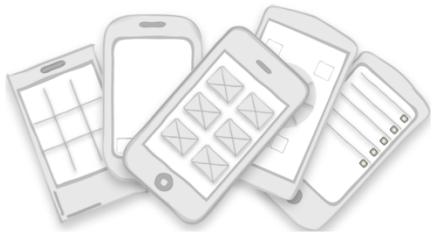
- ✗ Información y acciones sobre la pantalla actual.
- ✗ Crear una **navegación** consistente y acceso a las **funciones importantes**.
- ✗ **Persiste** en la App. entre pantallas.
- ✗ Mostrar **información** de (nombre de la app, icono, lugar de la jerarquía de menús, ...). Dar **identidad a la App**.
- ✗ Poseen **controles de navegación** para movernos entre diferentes vistas (múltiples vistas)
- ✗ Enlaces a **acciones importantes** como (buscar información, añadir nueva, configuracion ...)



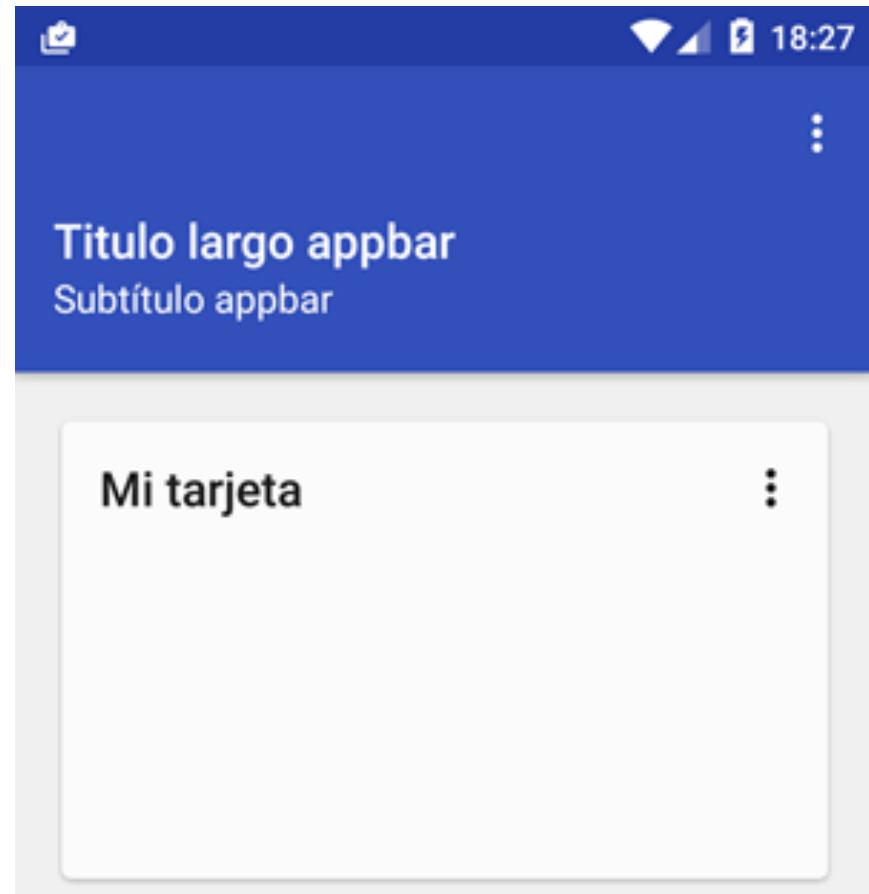
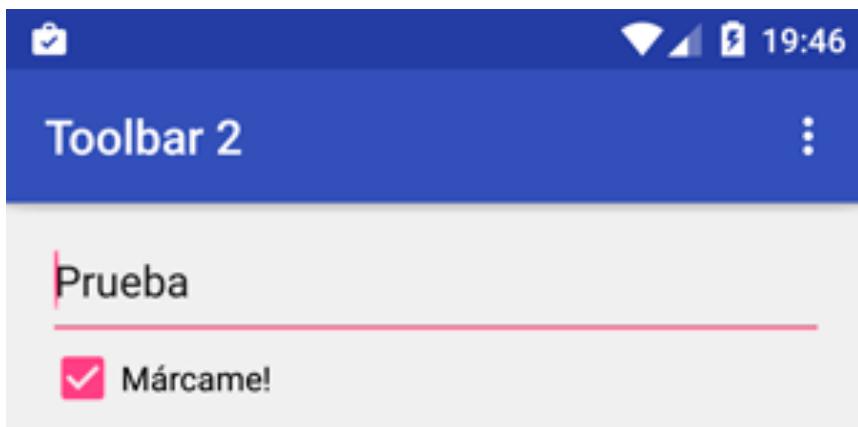
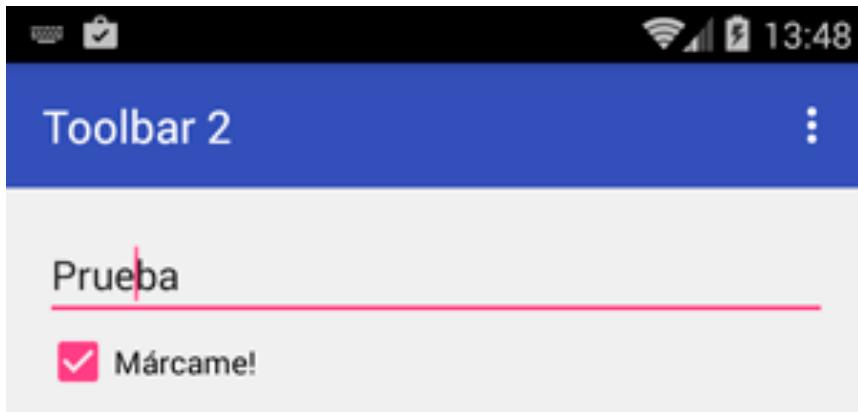


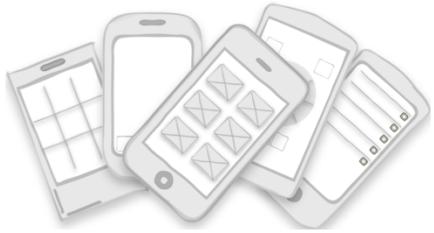
La Barra de Acción (ActionBar)





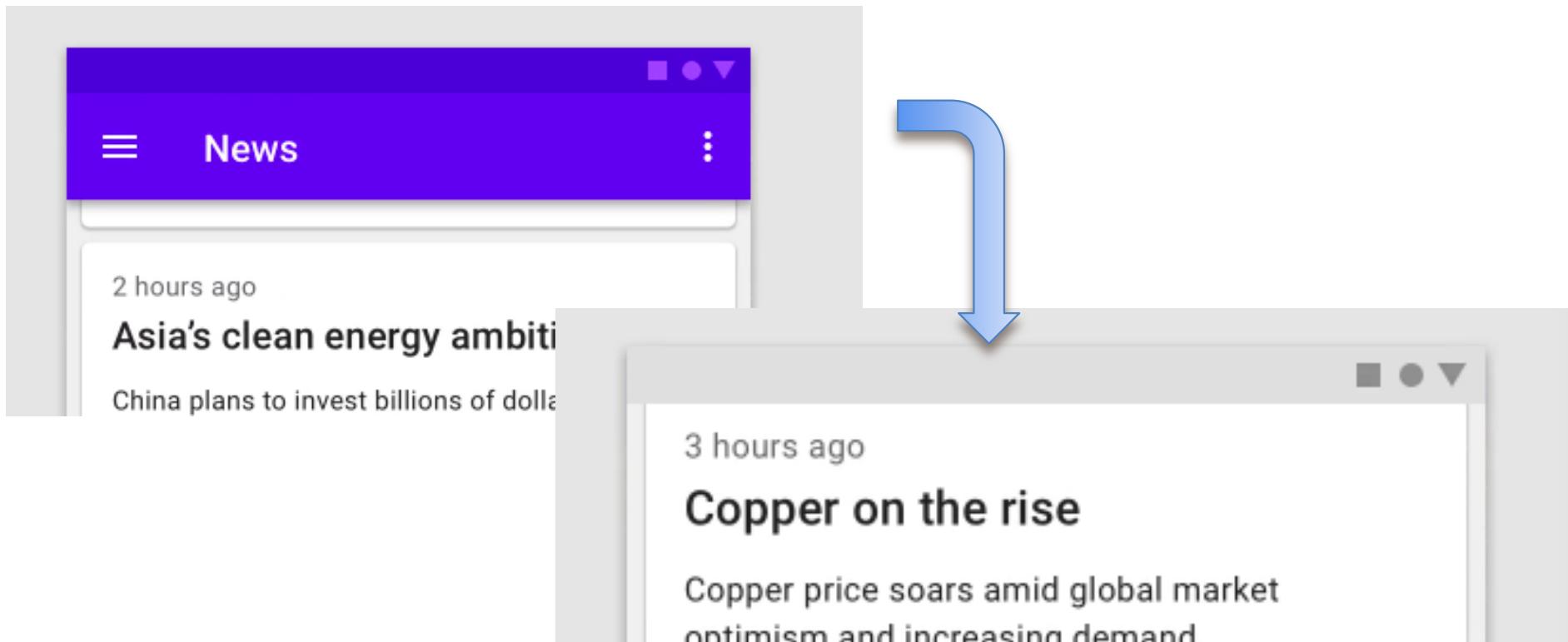
La Barra de Acción ActionBar – App Bar (MD)

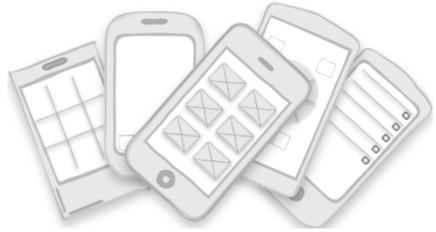




Action Bar – App Bar (MD) Scrolling

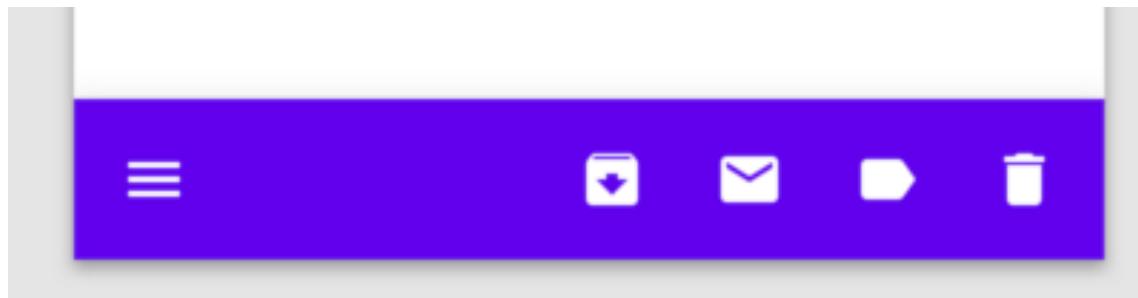
Scrolling

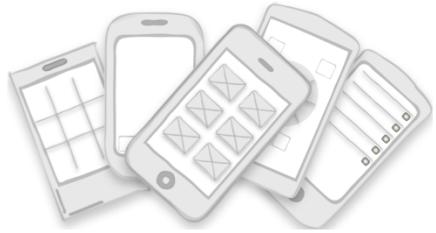




La barra de acción App Bar - Bottom (MD)

× Acciones principales de la vista actual en la parte baja de la pantalla.

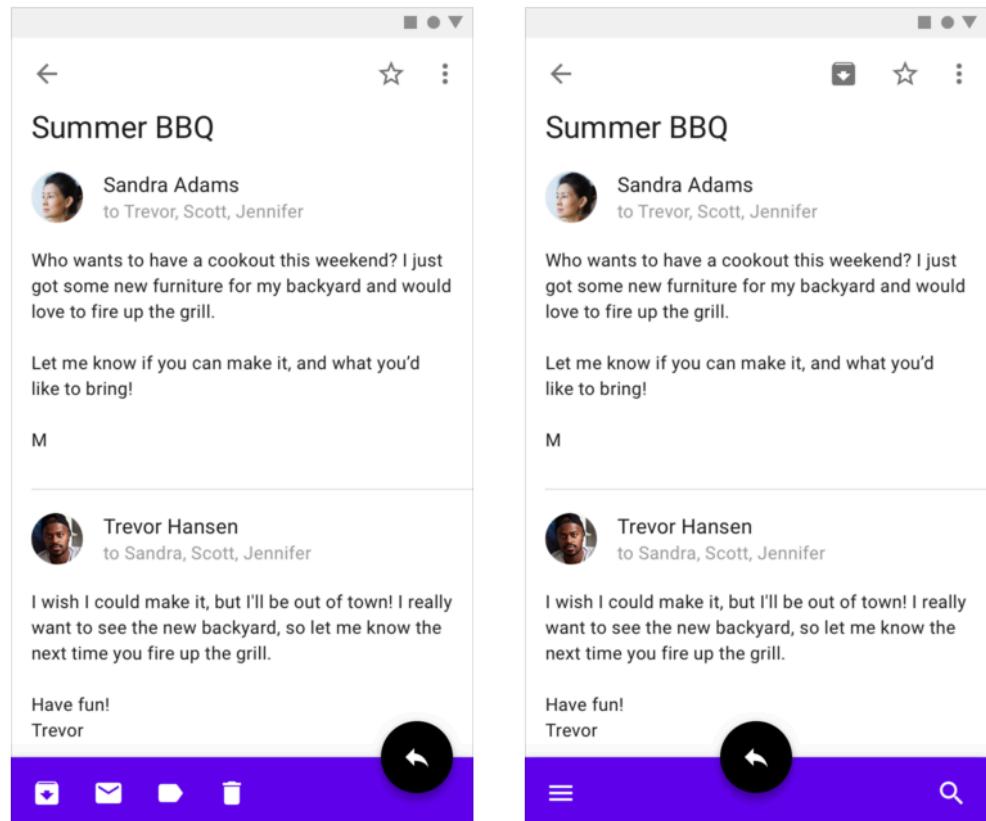


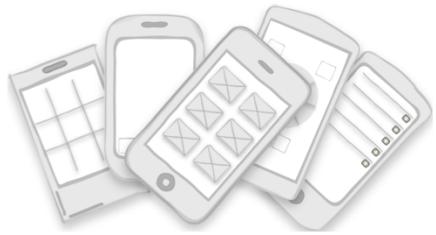


La barra de acción App Bar - Bottom (MD)

¿Como mezclarla con una App Bar - Top?

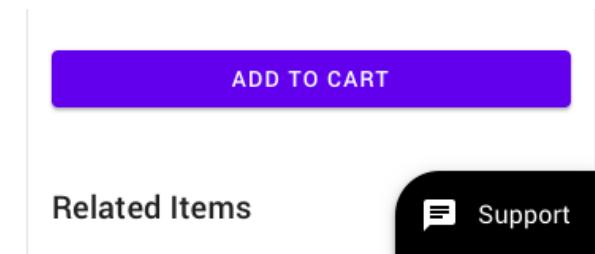
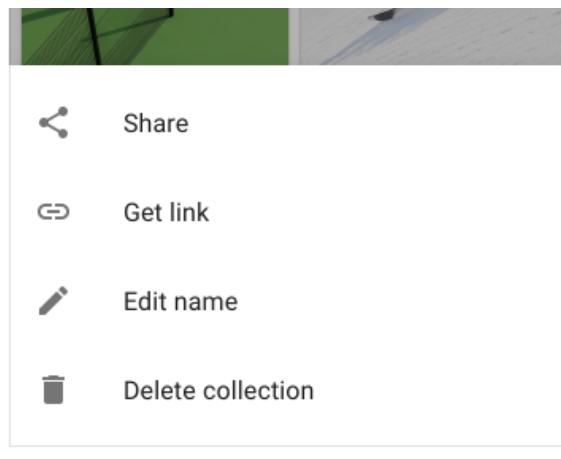
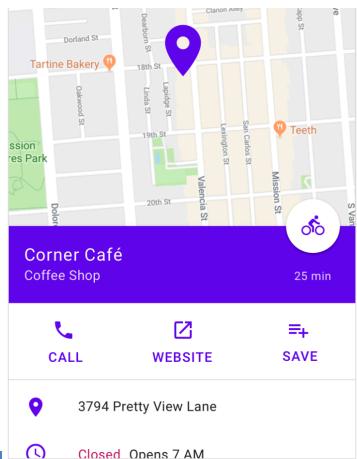
- ✗ Subir navegación arriba.
- ✗ Subir acciones peligrosas.
- ✗ Subir acciones contextuales

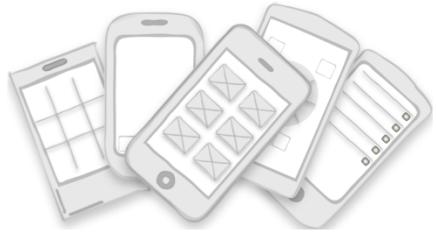




App Bar - Bottom (MD) Bottom Sheets

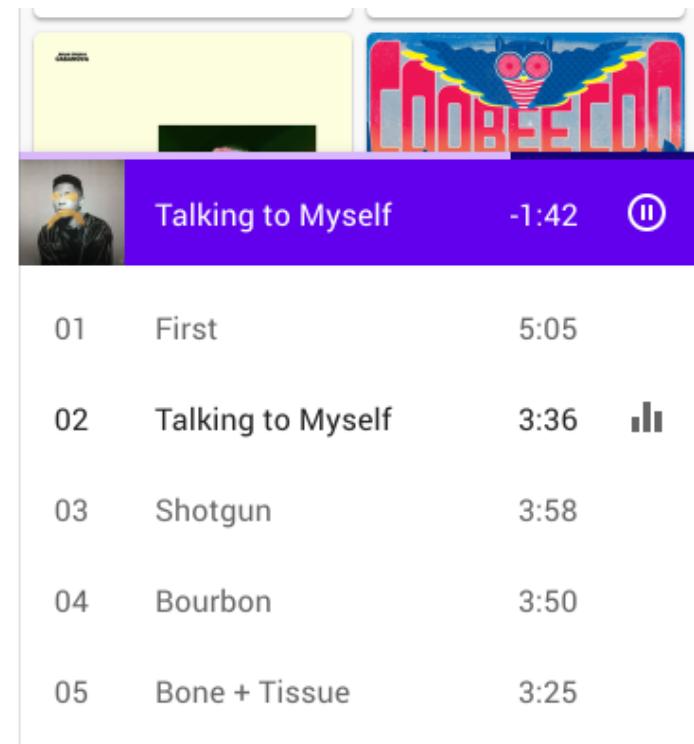
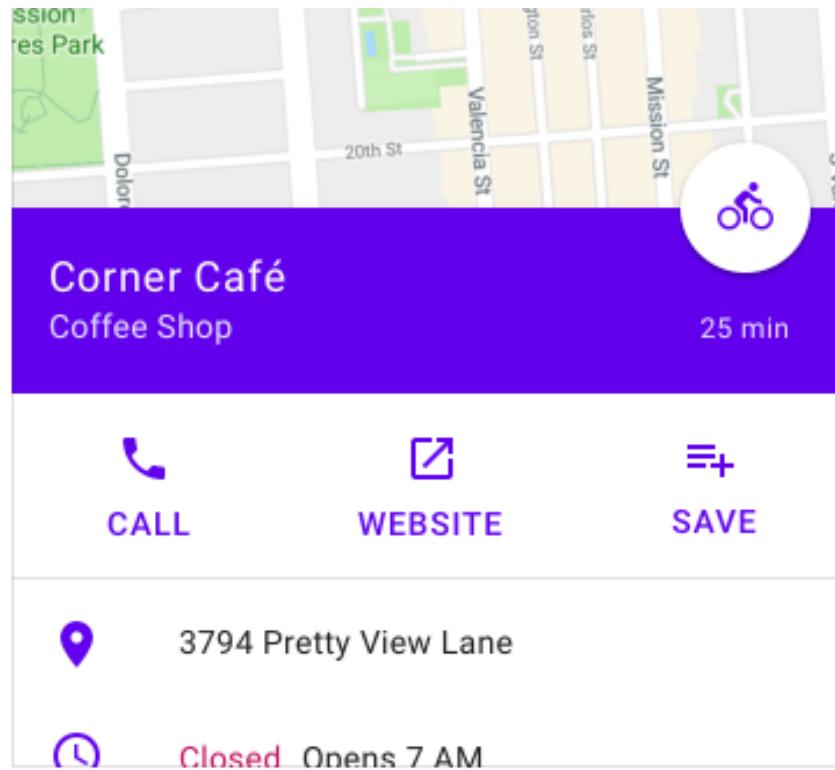
- ✖ Vistas desplegadas desde abajo. Contienen información complementaria de la vista.
 - **Estándar.** Complementar el contenido de la vista primaria. Se mantiene visible a la vez.
 - **Modal.** No se puede interactuar con la vista principal, hay que cerrarla primero.
 - **Expandible.** Puede ser expandida por el usuario.

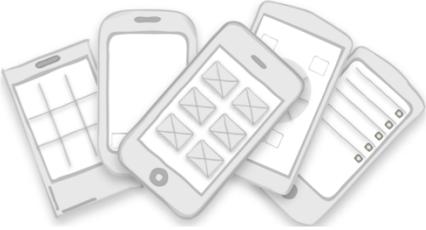




App Bar - Bottom (MD) Bottom Sheets

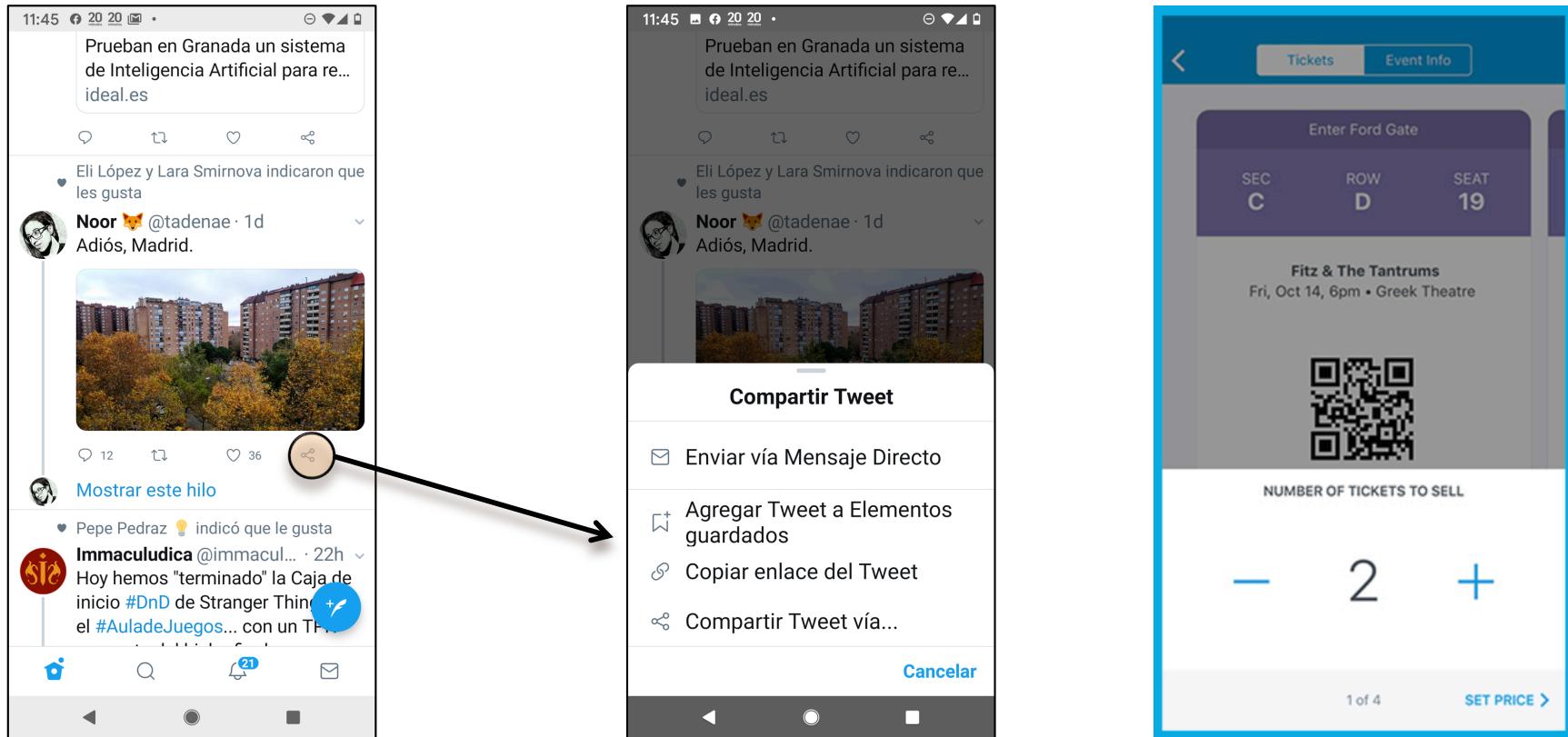
- ✗ Ejemplos de uso (Estandar)

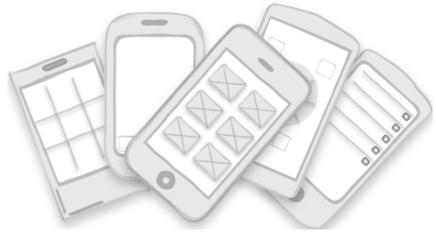




App Bar - Bottom (MD) Bottom Sheets

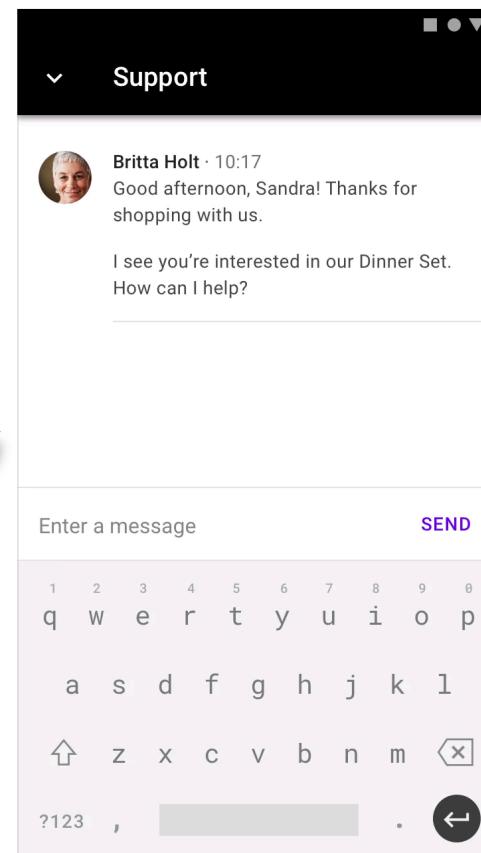
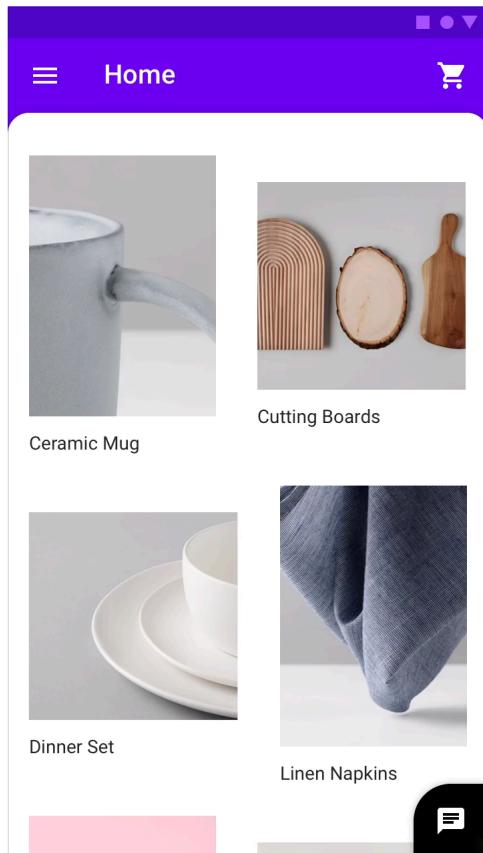
✗ Ejemplos de uso (Modal Bottom Sheets)

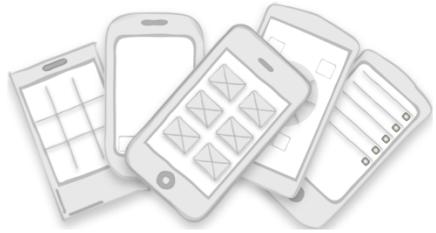




App Bar - Bottom (MD) Bottom Sheets

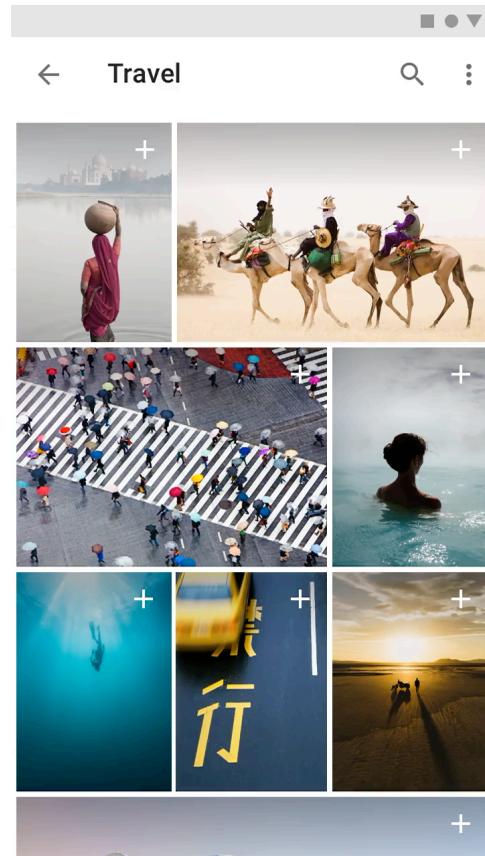
✗ Ejemplos de uso (Expandible)

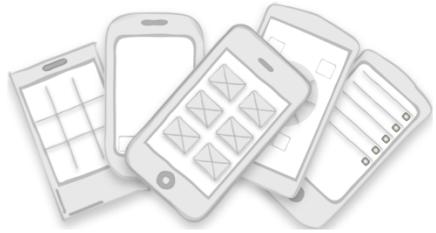




App Bar - Bottom (MD) Bottom Sheets

- ✖ Ejemplos de uso (Expandible)





App Bar - Bottom (MD) Bottom Sheets

- ✗ Ejemplos de uso (pantalla completa)

The image shows two screenshots of a mobile application demonstrating the use of Bottom Sheets.

Screenshot 1: Map View

This screenshot shows a map of a neighborhood with several streets labeled. A purple location pin is placed near a coffee shop. A callout bubble from the app bar contains the following information:

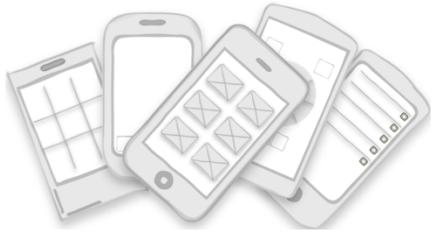
- Corner Café Coffee Shop**
- CALL WEBSITE SAVE**
- 3794 Pretty View Lane**
- Closed Opens 7 AM**
- 25 min**

Screenshot 2: Details Sheet

This screenshot shows a detailed view of the Corner Café. It includes:

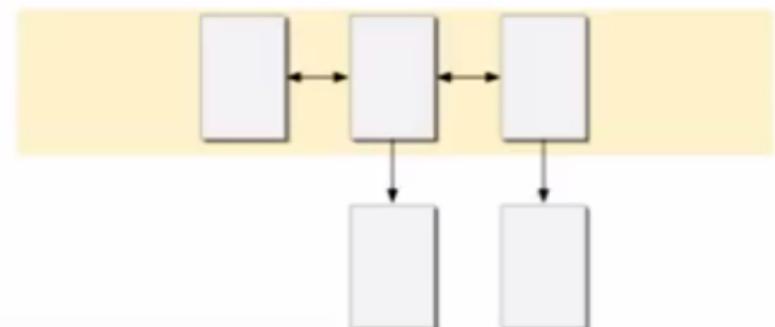
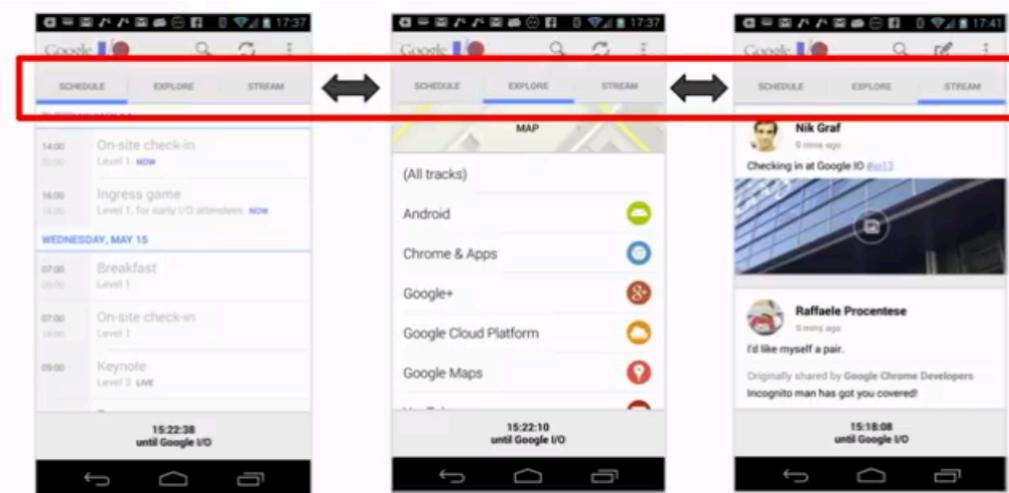
- Corner Café**
- CALL WEBSITE SAVE**
- 3794 Pretty View Lane**
- Closed Opens 7 AM**
- thecornercafe.biz**
- (555) 555-1212**
- Menu**
- Add a label**

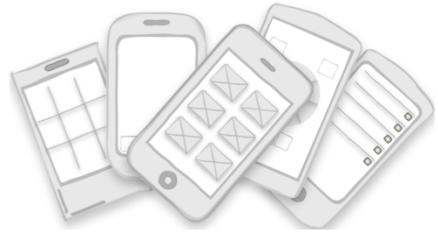
Below this, there is a section titled "FROM THE MENU" with three small images showing coffee-related scenes.



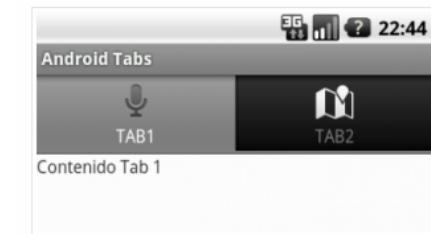
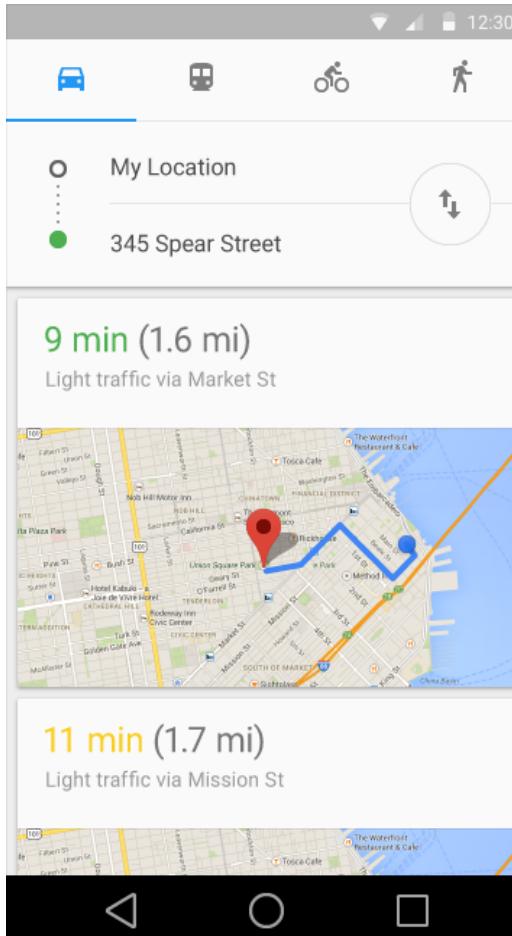
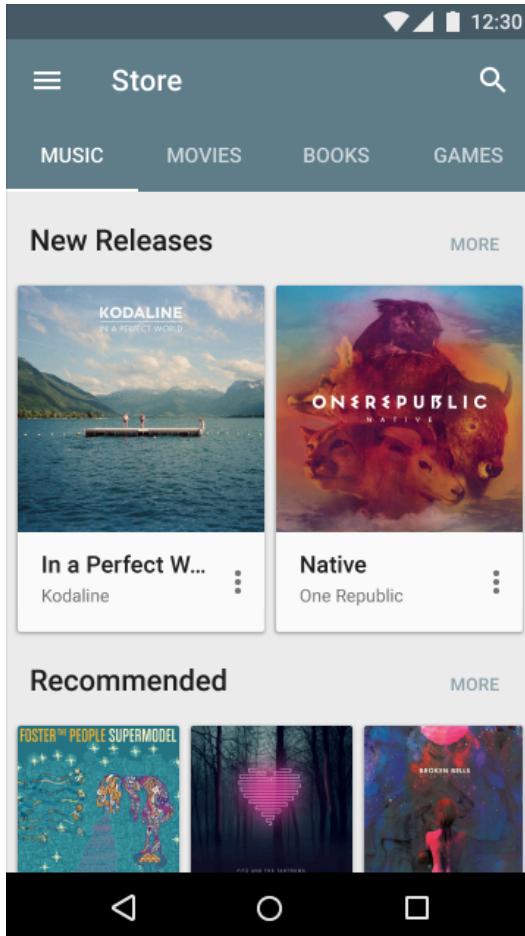
Navegación por pestañas. “Tabs”

- Movernos por un número pequeño de vistas de igual importancia y de una forma rápida (side-swipe). Agrupar contenido similar.

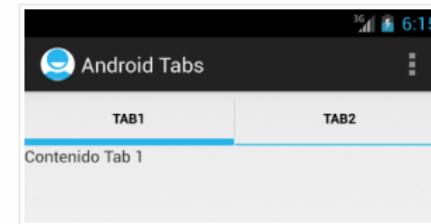




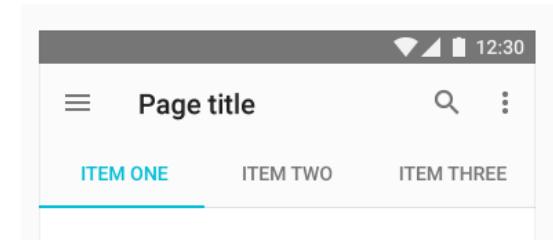
Ejemplo. Fixed Tabs



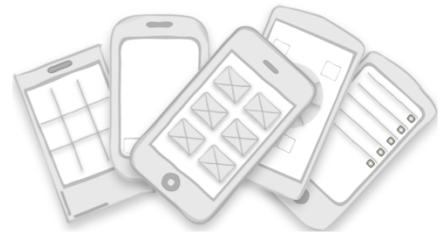
Android 2.x



Android 4.x

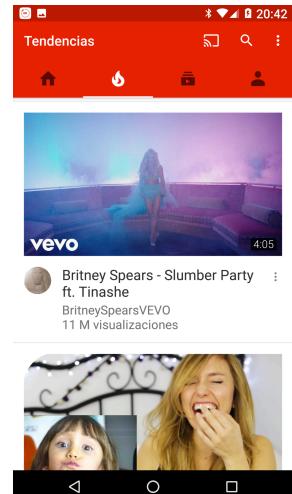
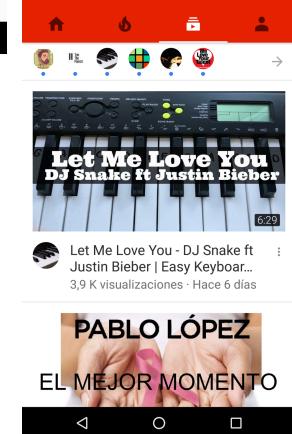
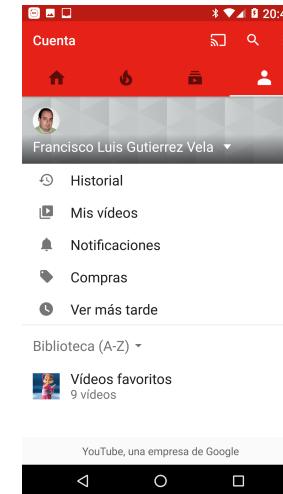
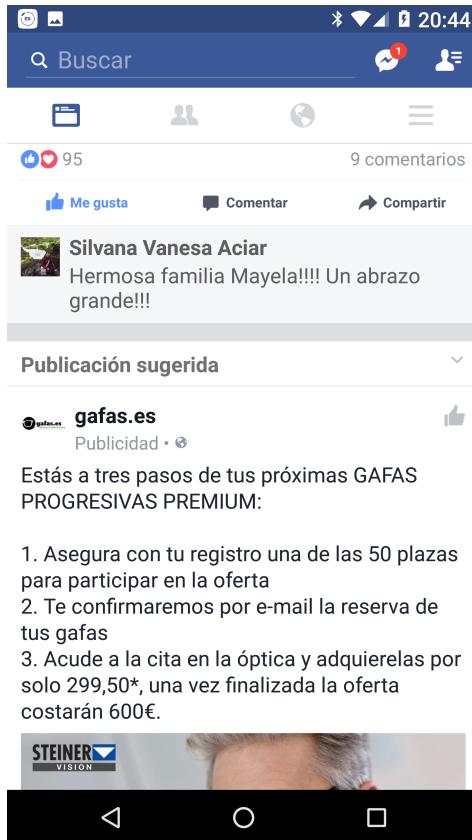


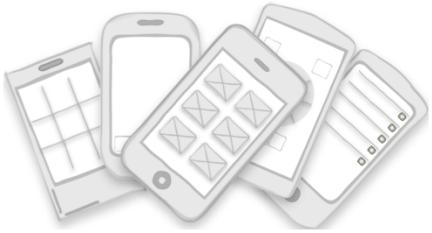
Android 5.0 - MD



Ejemplo. Fixed Tabs

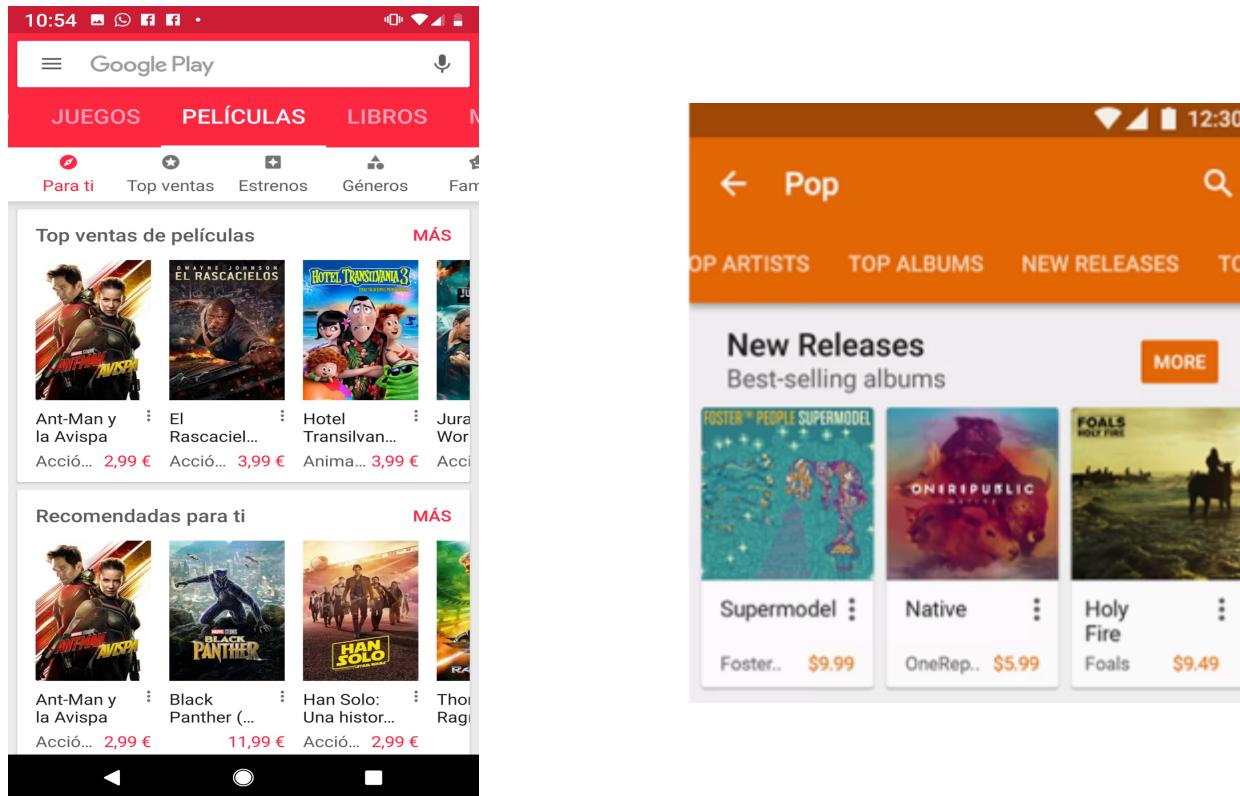
✗ Usado como una barra de herramientas.

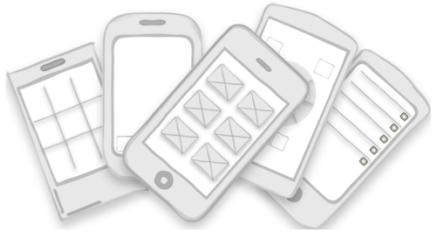




Scrollable Tabs

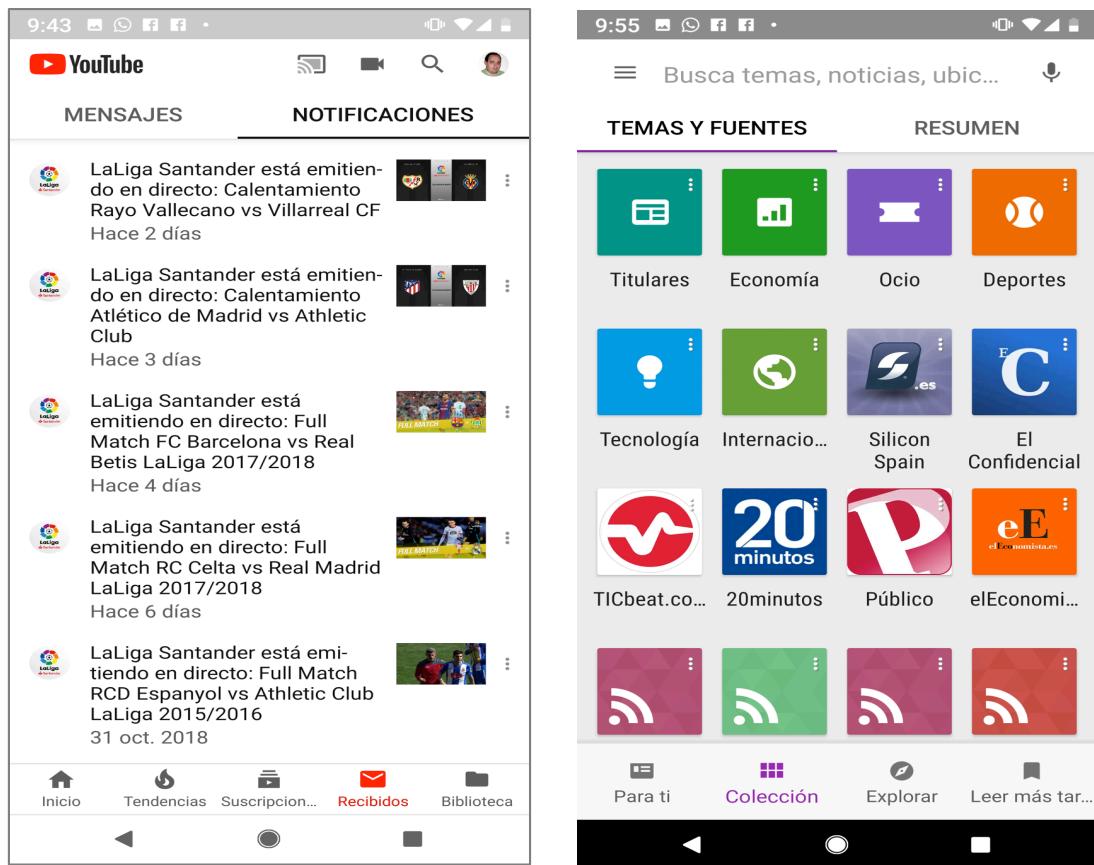
- ✗ Número de pestañas **mayor** que el que cabe en pantalla. Movimiento por deslizamiento.

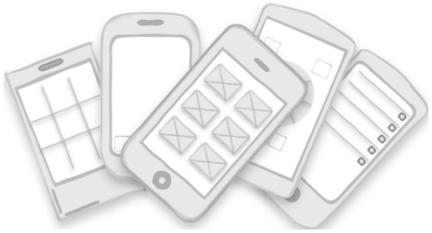




Tabs + Bottom Navigation

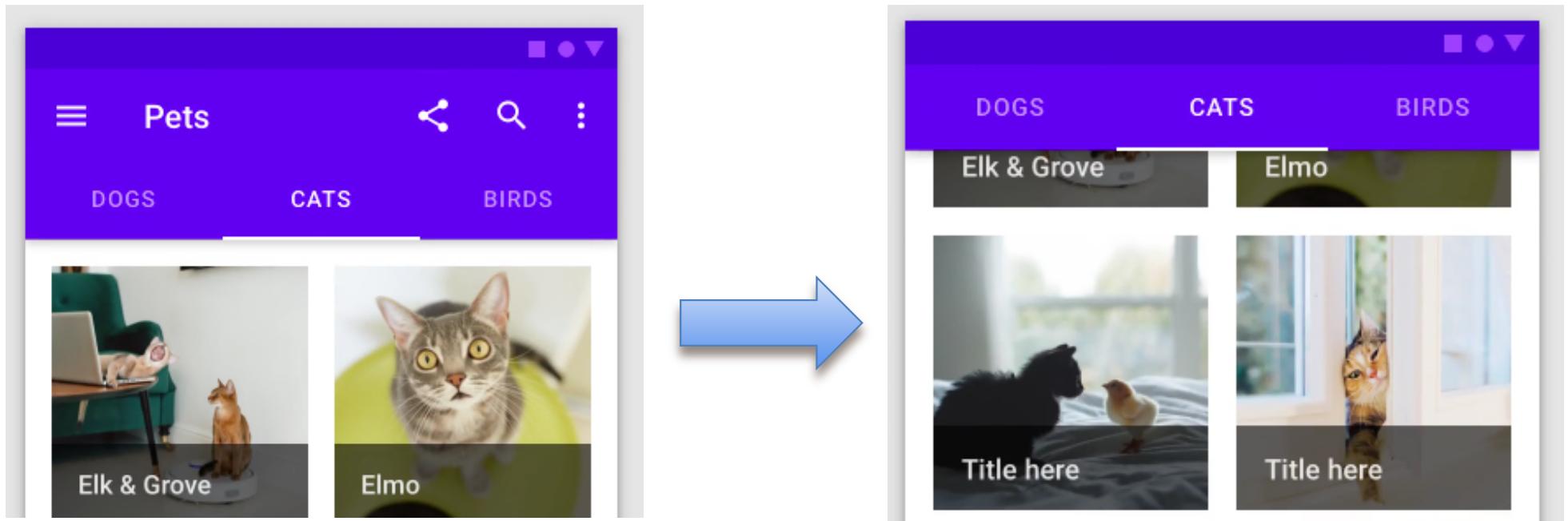
- ✗ Cuidado al mezclar los dos sistemas de navegación

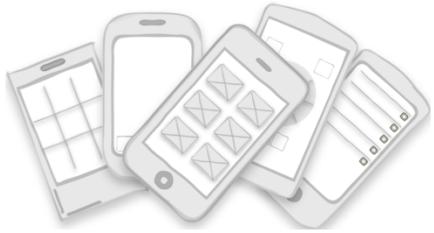




Tabs + App Bars Scrolling

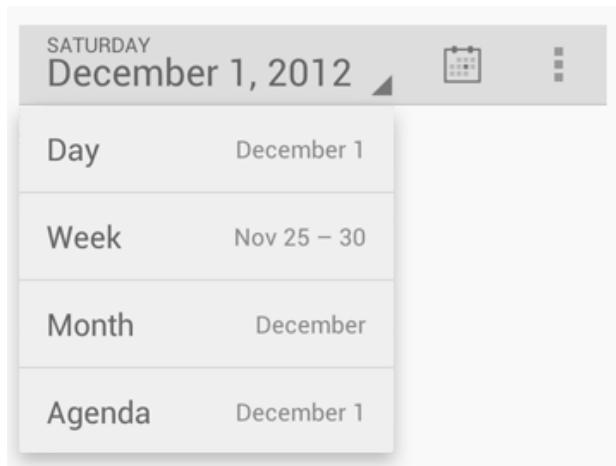
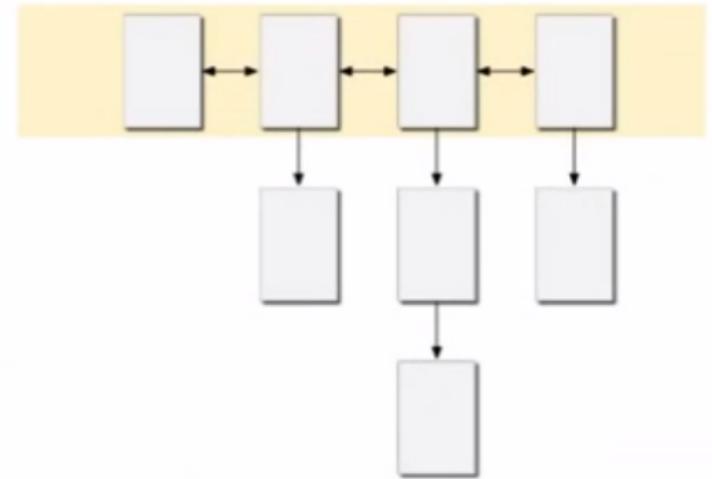
- ✗ Scroll de la vista dentro de la pestaña

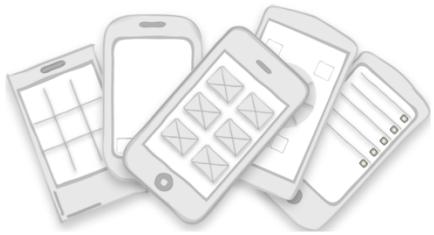




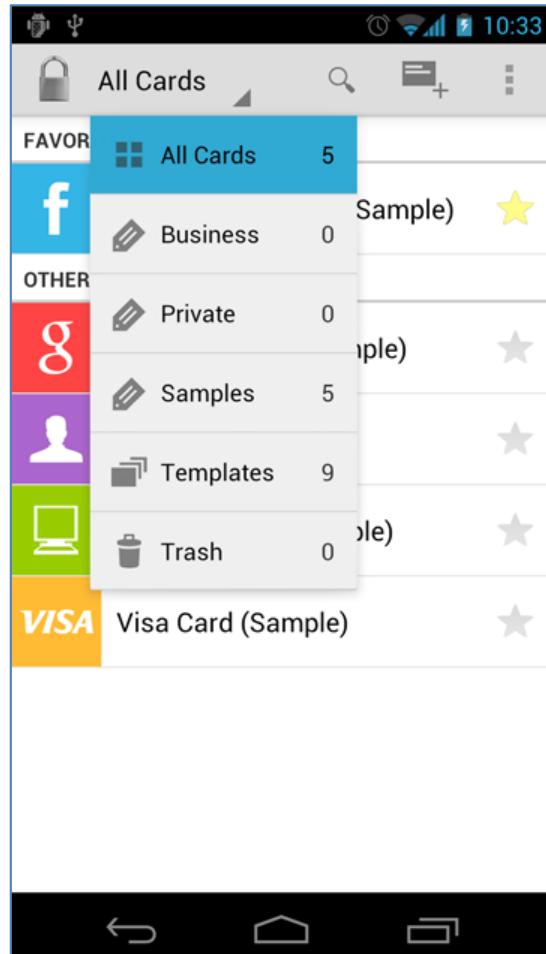
Navegación por Menú desplegable (Spinners)

- ✗ Menú desplegable para cambiar entre vistas de la misma información (“Page Filter”)
- ✗ Cambiamos entre vistas del mismo conjunto de datos o diferentes formas de estructurar los datos.
- ✗ Ocupa menos espacio.

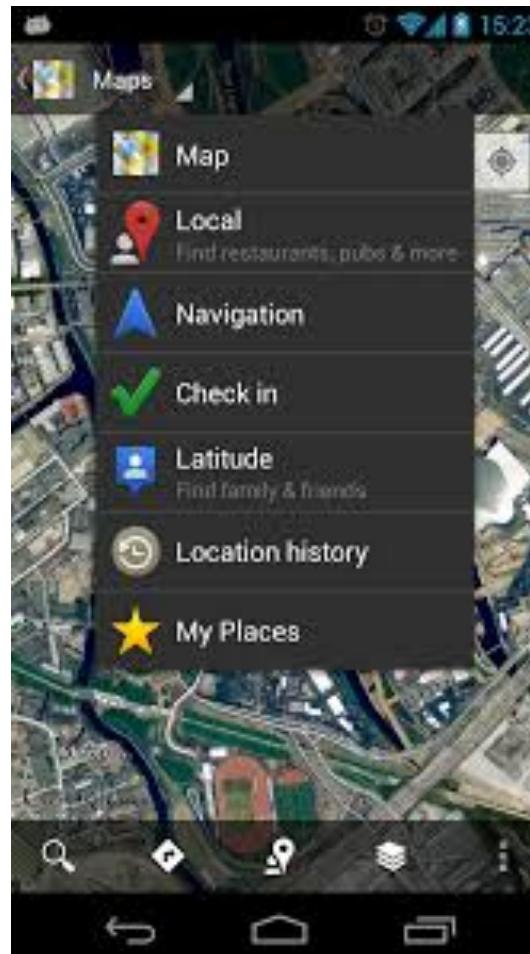




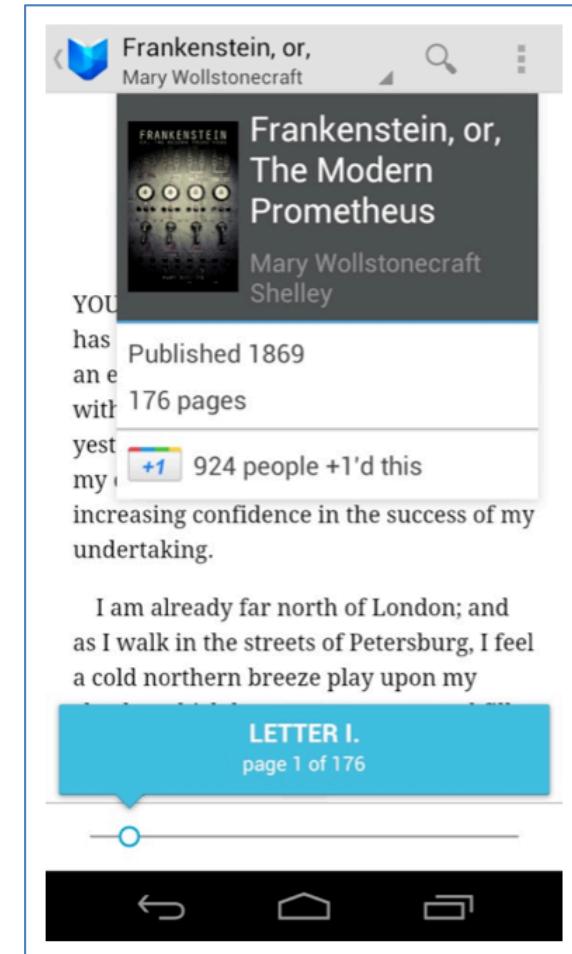
Uso de Spinners



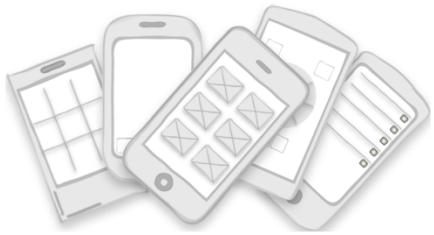
Diferentes vistas



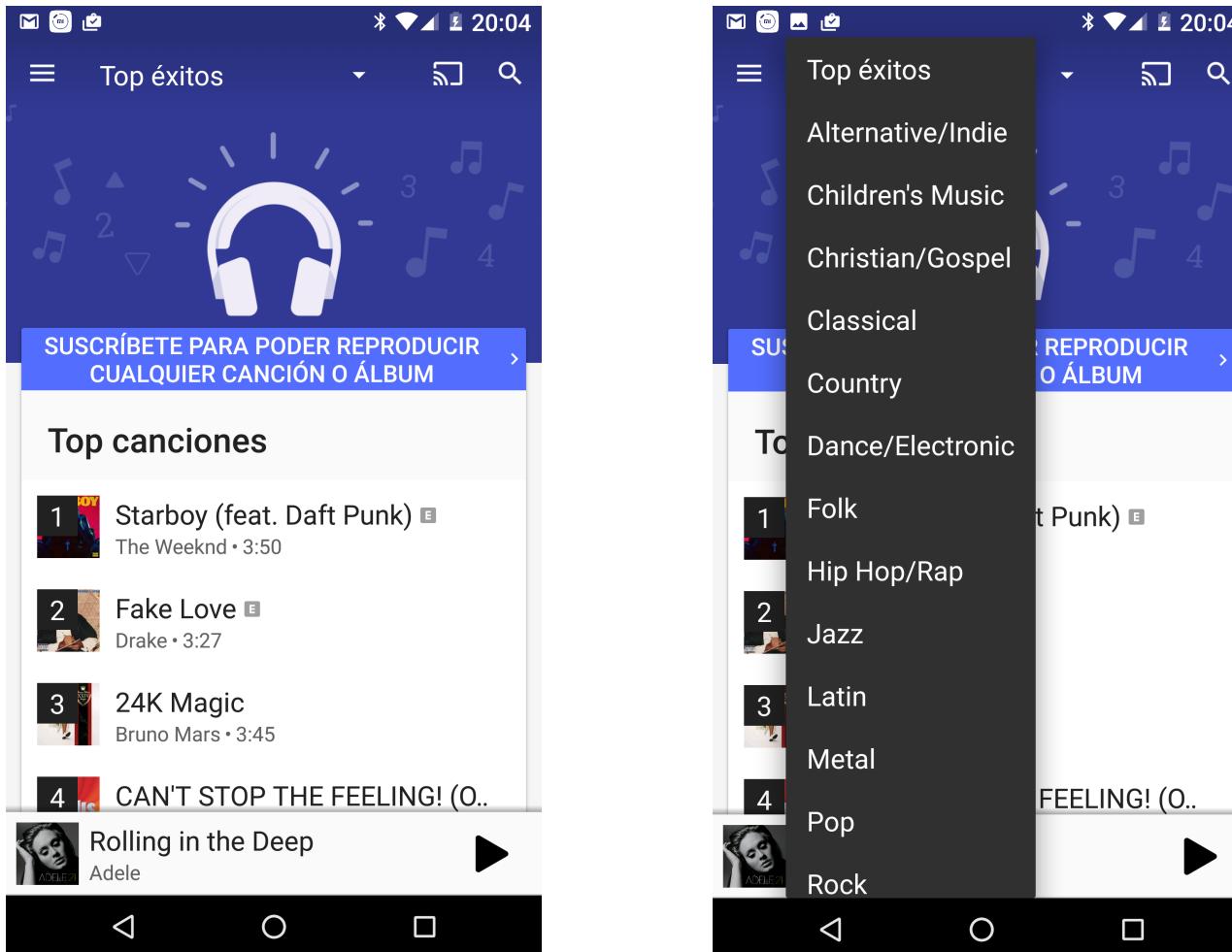
Funciones

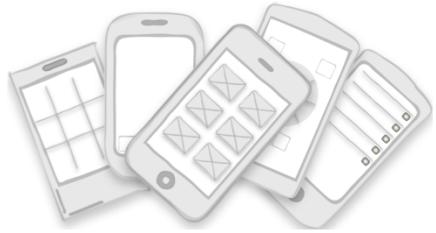


Ampliar información



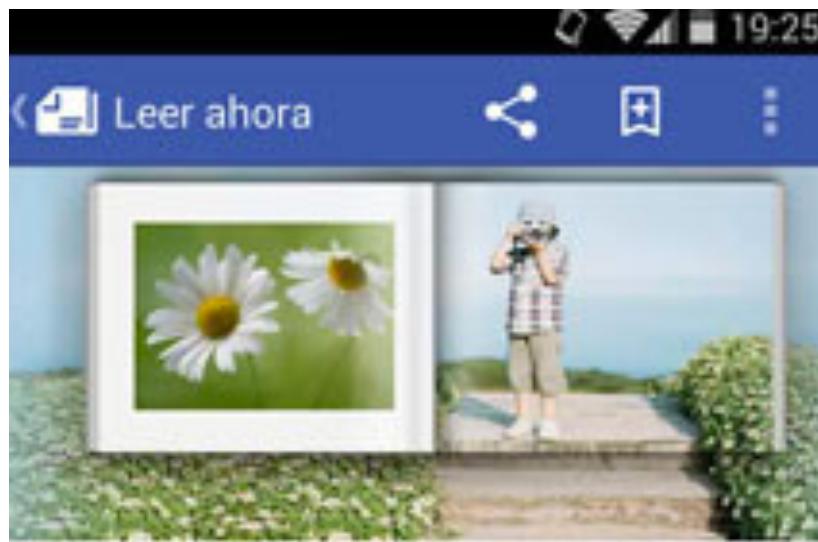
Uso de Spinners



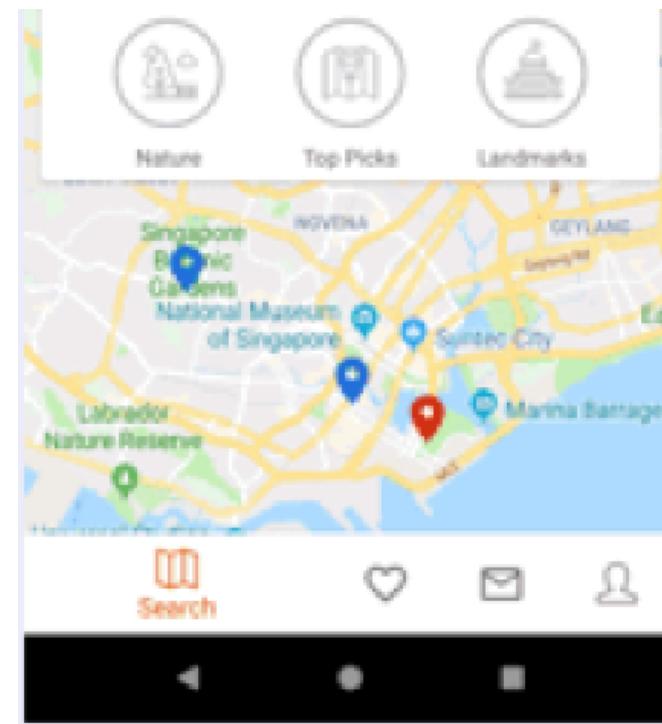


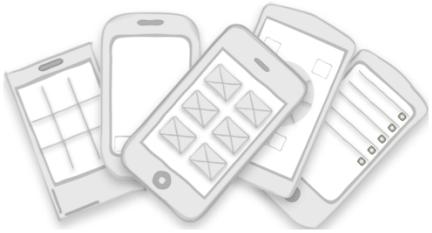
Lanzar una Acción Action Buttons

Colocar las acciones más importantes para la
Vista Actual. (App Bar - UP y Bottom)



Ahora Flickr te permite crear
libros de fotos desde tu



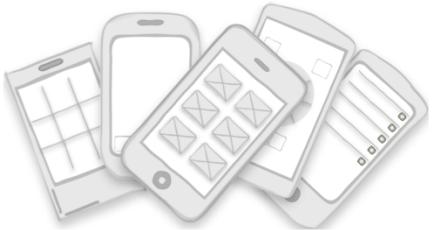


Lanzar una Acción Action Buttons

- ✗ Usarlos para las acciones más importantes dentro de la **Vista Actual**. (frecuentes, importantes, típicas)
- ✗ Ocultar las acciones que no estén disponibles en un contexto determinado.

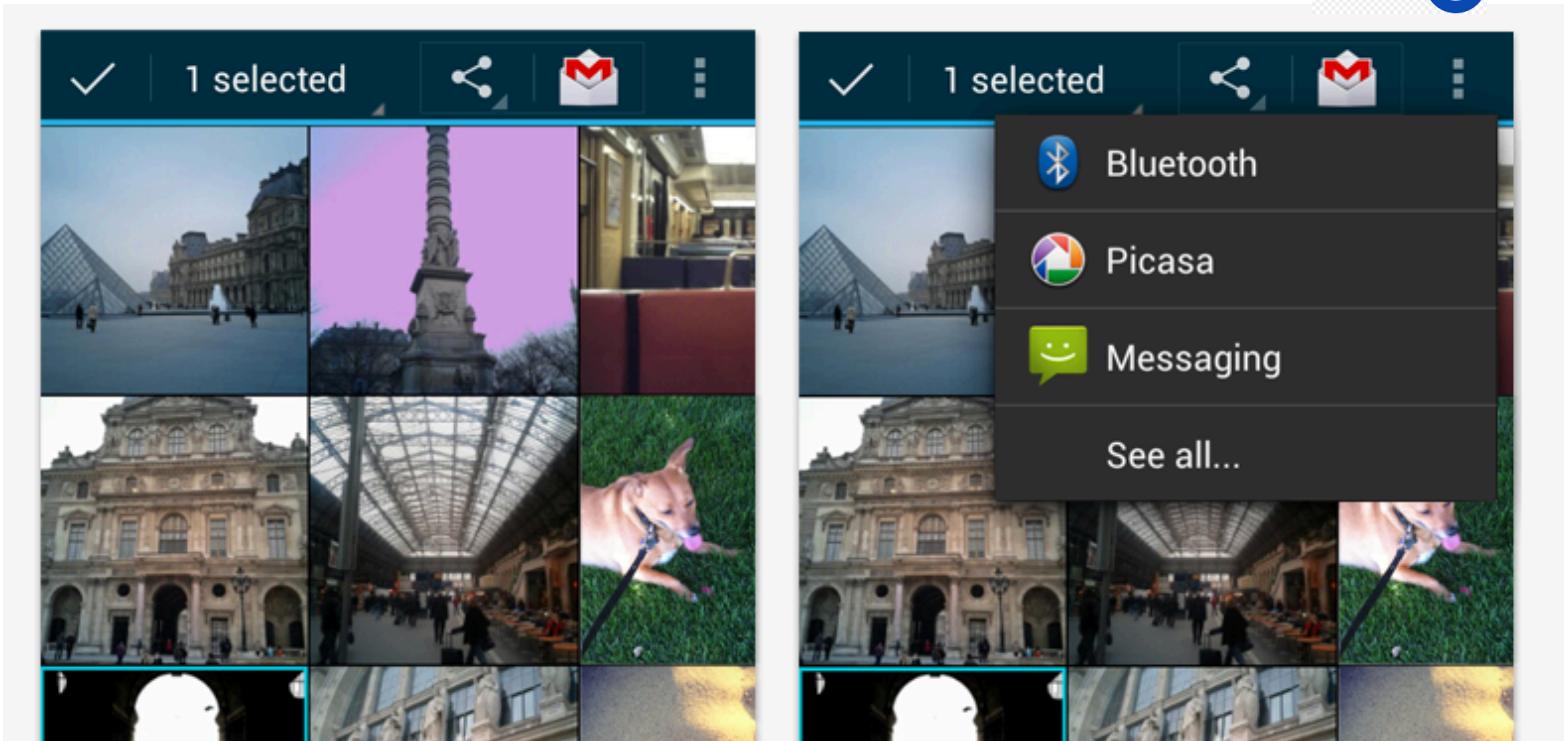
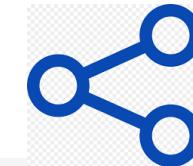


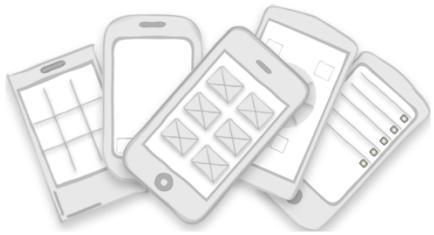
<https://material.io/tools/icons/>



Action Buttons

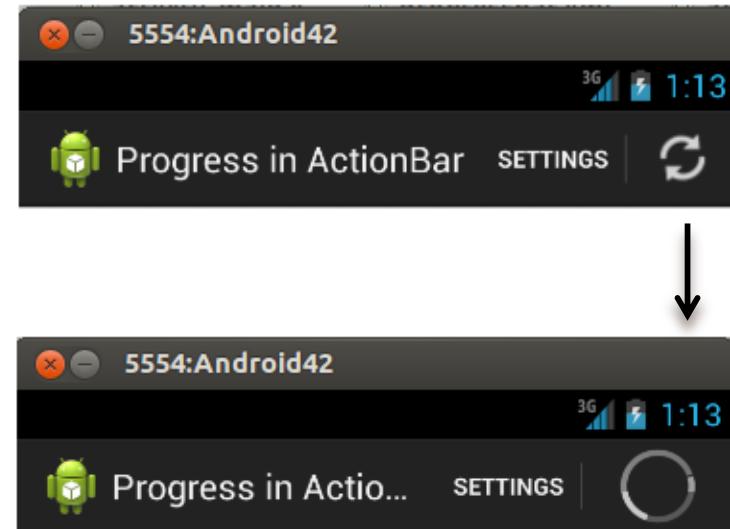
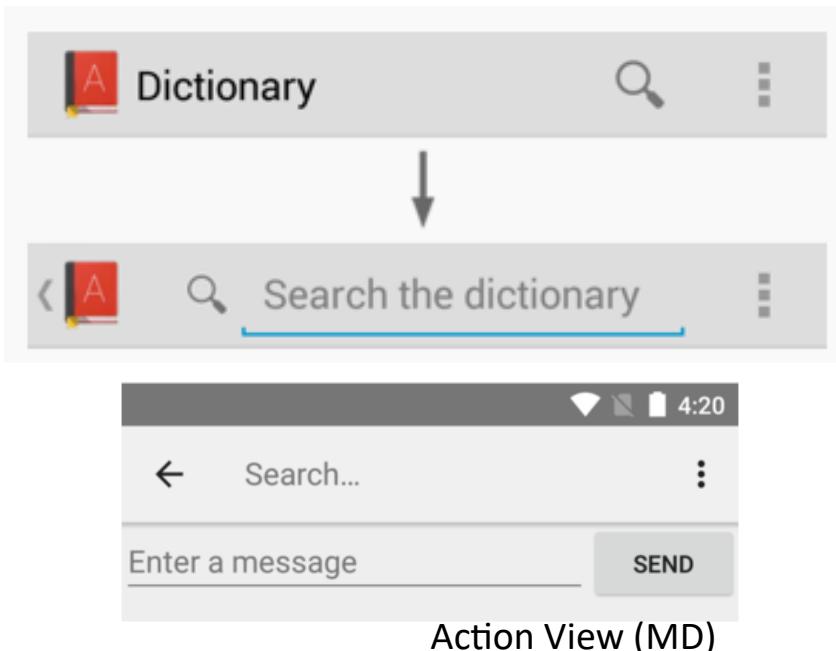
- Hay Botones de acción con un funcionamiento específico. Por ejemplo “Sharing data”





Action Views

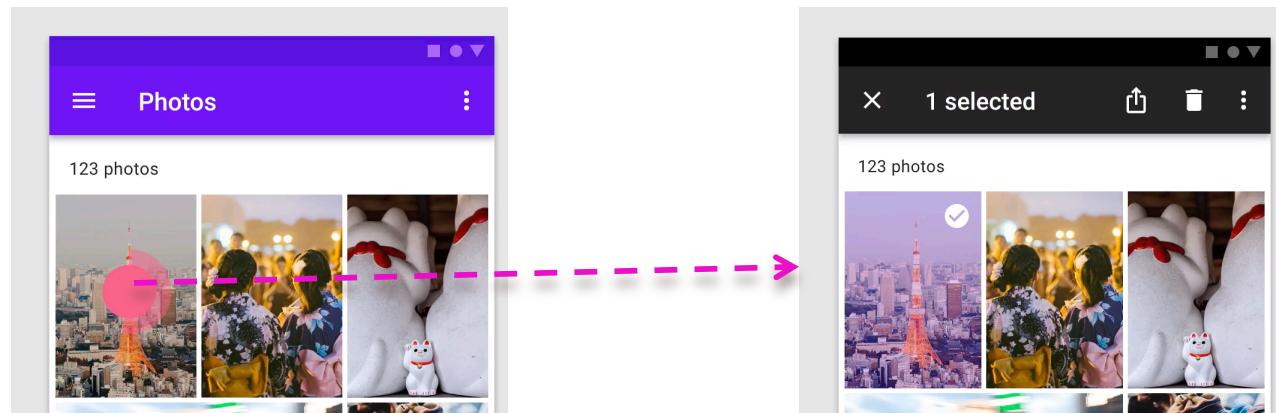
- ✗ Vista que aparece en una **barra de acción** como substituto de un **botón de acción**.
- ✗ Usado para solicitar más información al lanzar la acción o realimentar al usuario del estado..

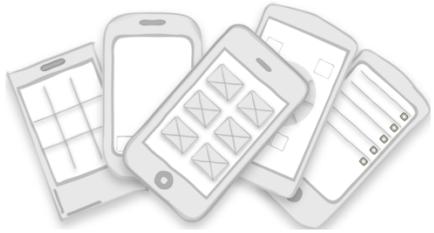




Contextual Action Bar

- ✗ Es una barra de acción temporal que se coloca encima de la de la App durante una sub-tarea determinada.
- ✗ Por ejemplo acciones de selección de textos o datos.

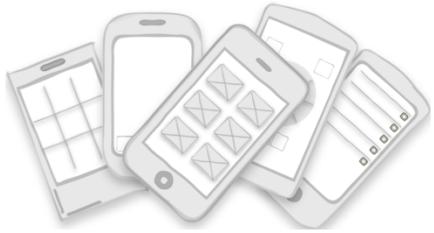




Contextual Action Bar

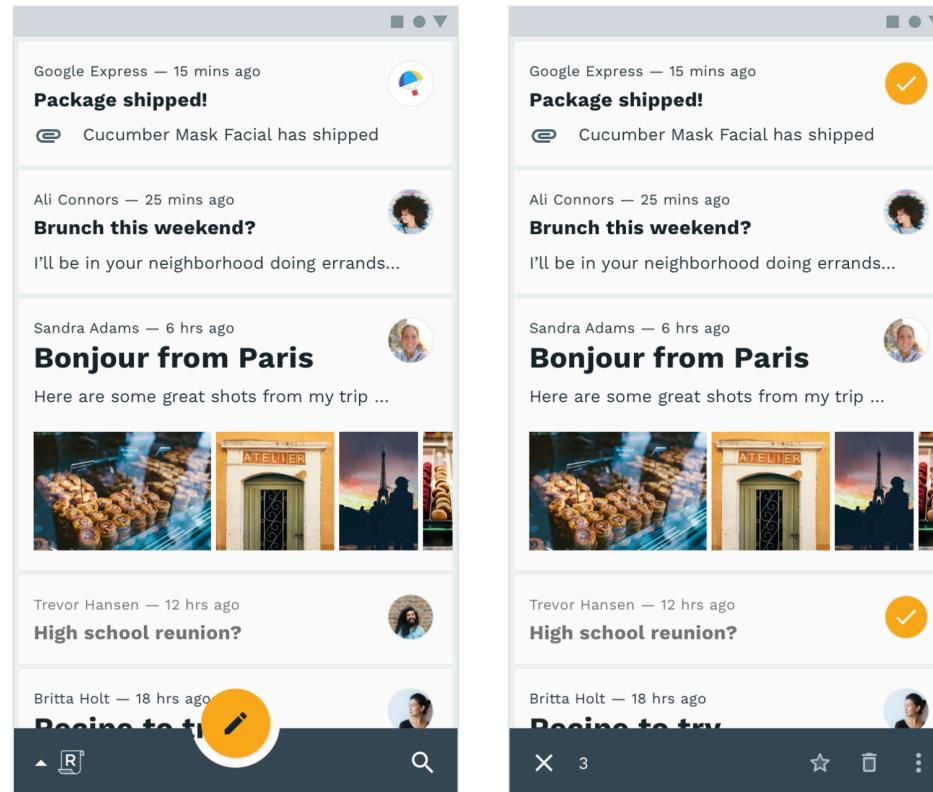
- ✗ Ajuste dinámico de las acciones dependiendo del número de elementos seleccionados.

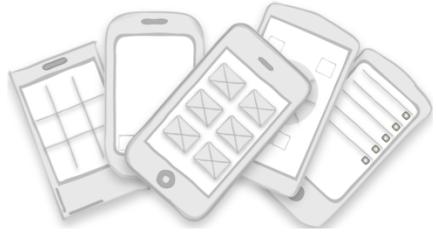




Contextual Action Bar

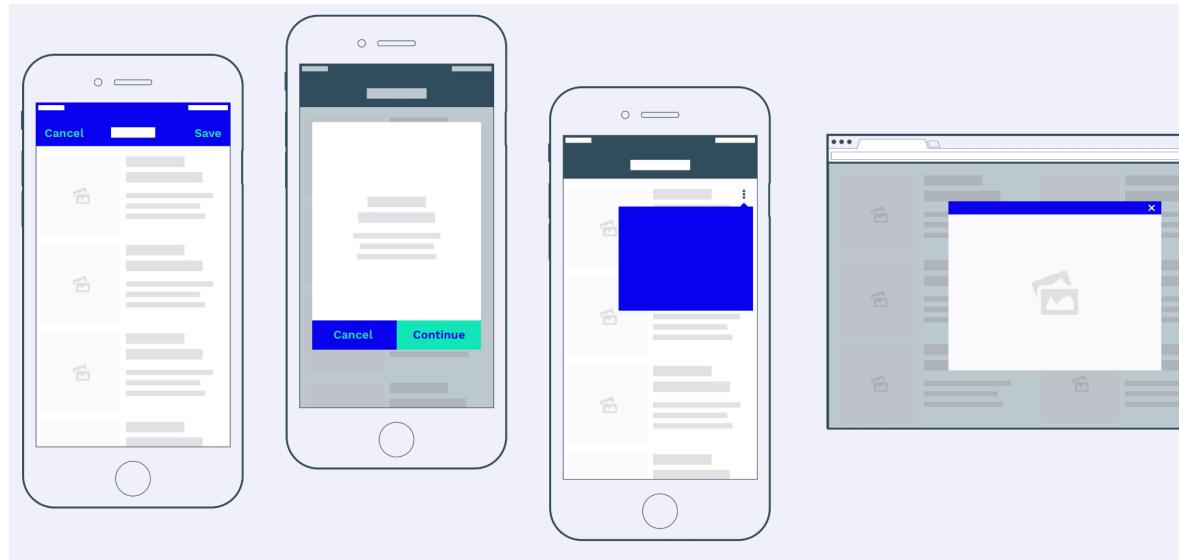
- ✗ Transformar una “Bottom Action Bar” en una “Contextual Action Bar”



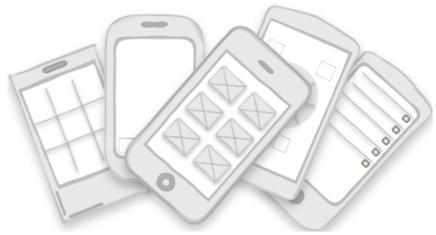


Acciones Modales

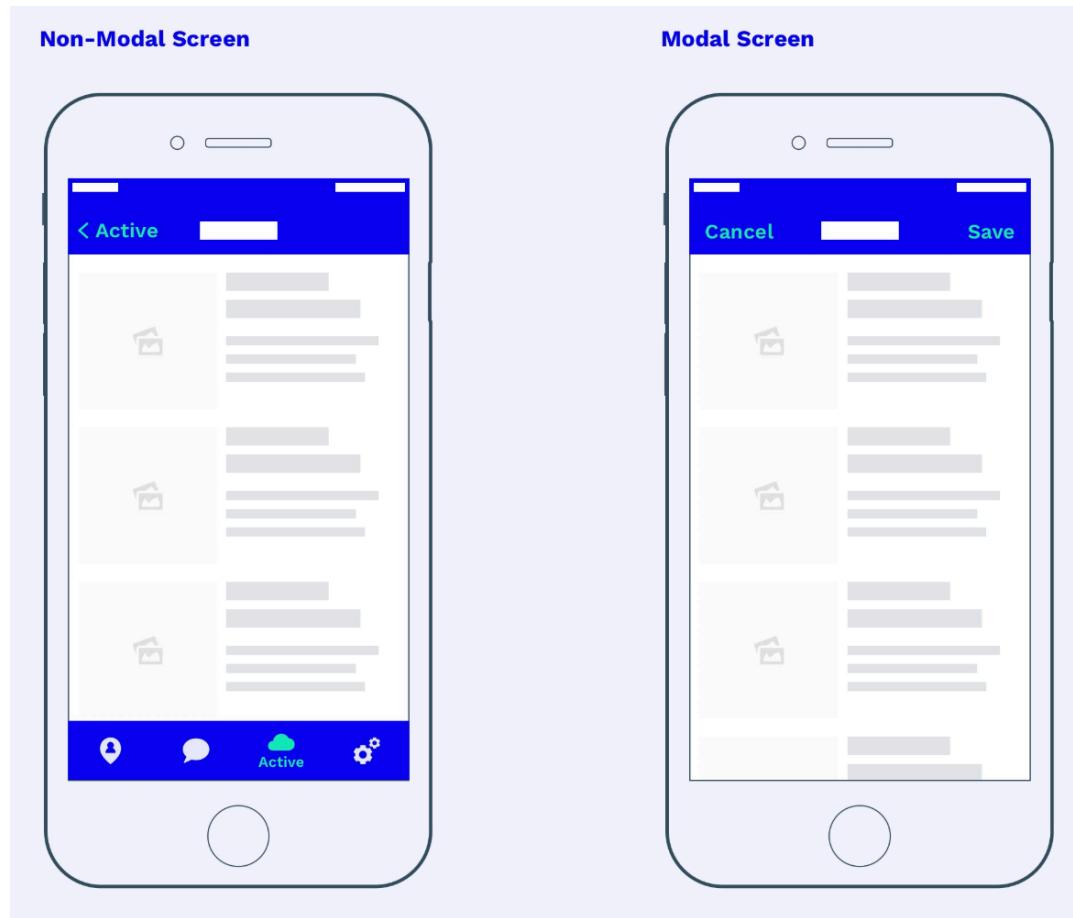
- ✖ **Vista Modal:** El usuario tiene que interactuar con ella antes de volver a la vista que la creó.



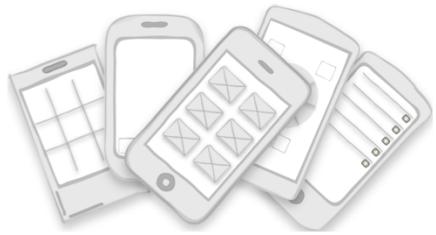
<https://uxplanet.org/modality-the-one-ux-concept-you-need-to-understand-when-designing-intuitive-user-interfaces-e5e941c7acb1>



Acciones Modales

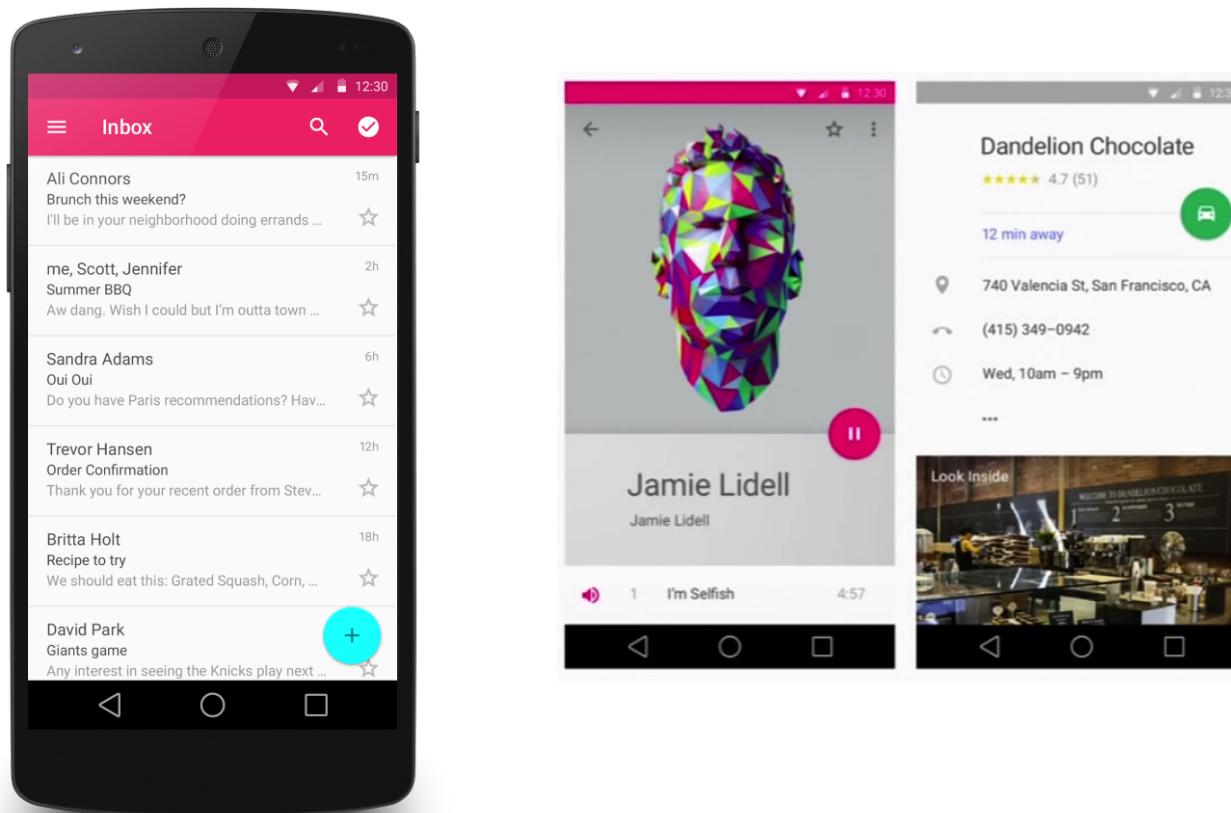


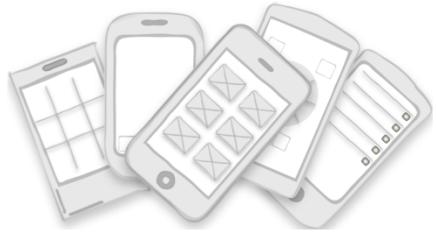
<https://uxplanet.org/modality-the-one-ux-concept-you-need-to-understand-when-designing-intuitive-user-interfaces-e5e941c7acb1>



FAB (Floating Action Button)

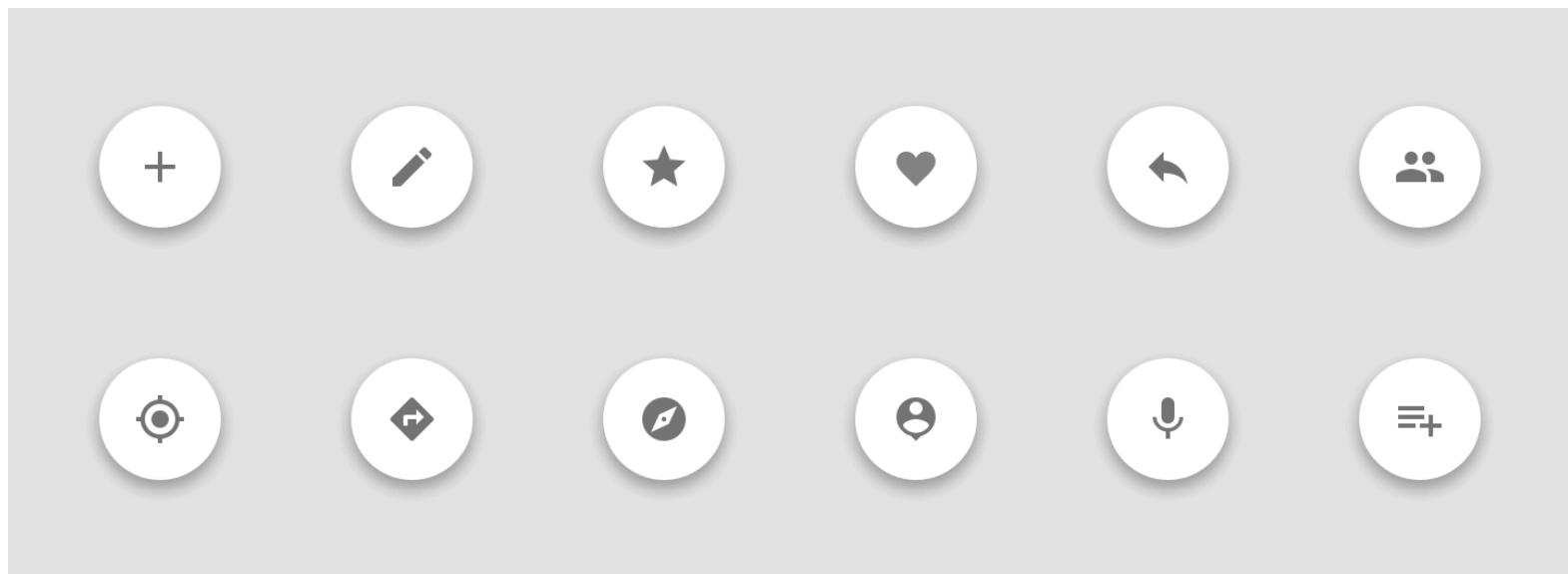
- Represents the action that the user performs most frequently in a specific view. (Primary Action)

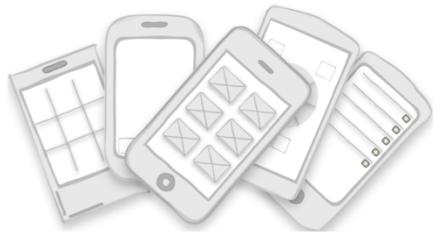




FAB (Floating Action Button)

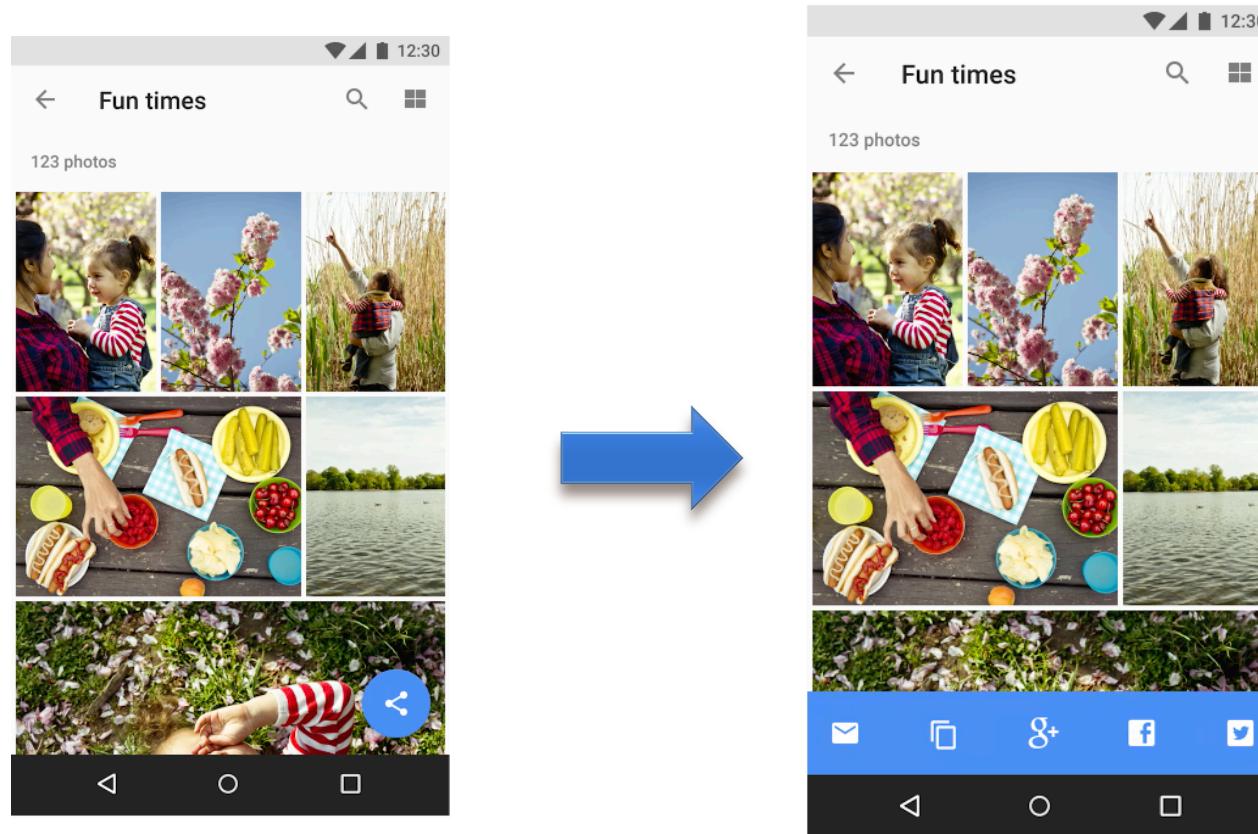
- ✗ Se debe usar para acciones positivas no para negativas.

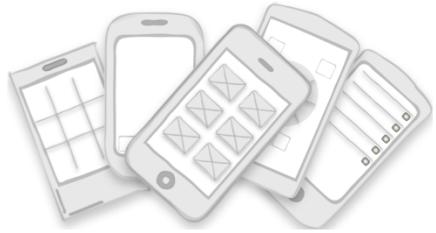




FAB (Floating Action Button)

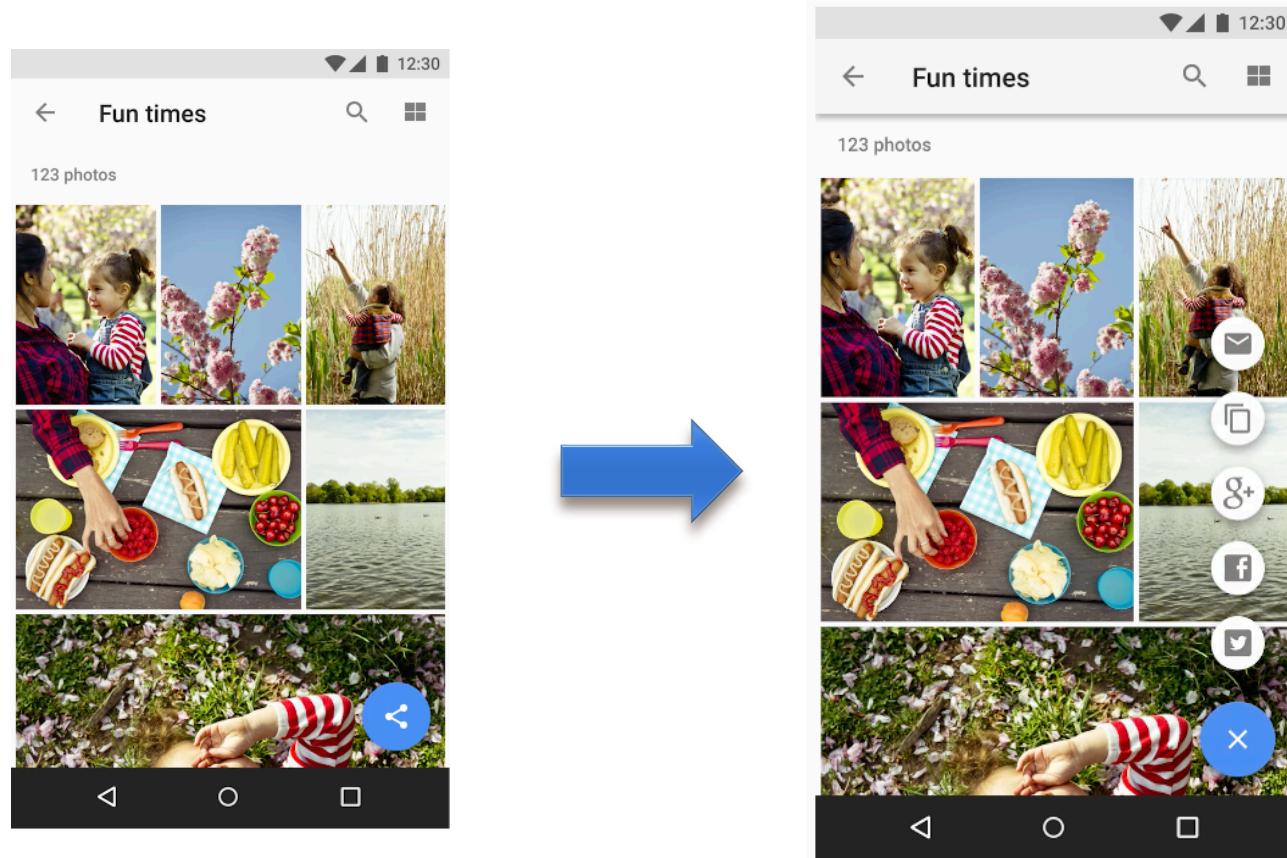
- ✗ Múltiple selección de acciones (FAB, ToolBar)

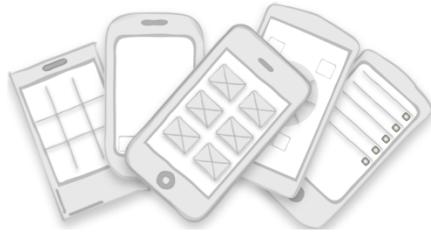




FAB (Floating Action Button)

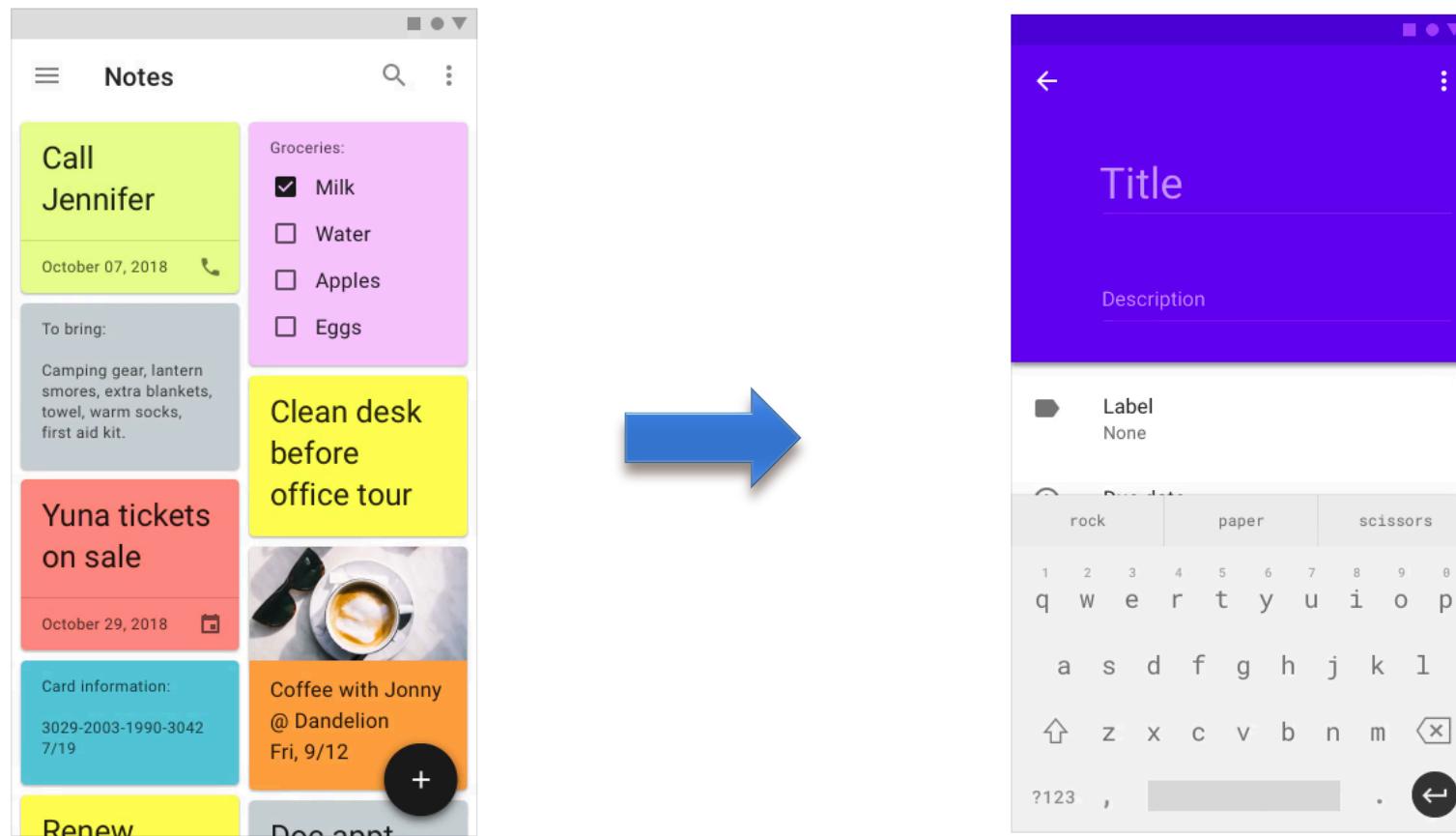
✗ Acciones relacionadas con el FAB

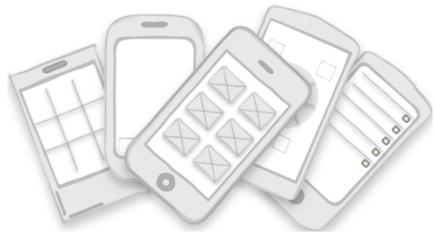




FAB (Floating Action Button)

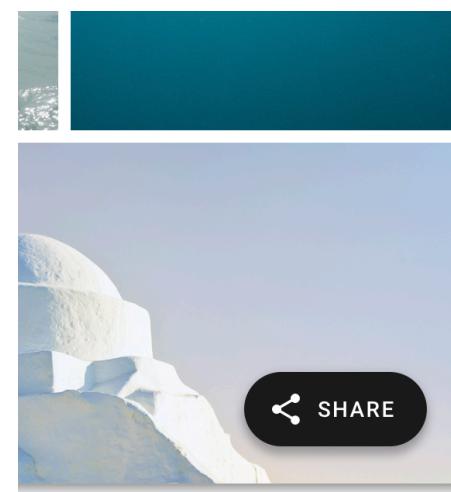
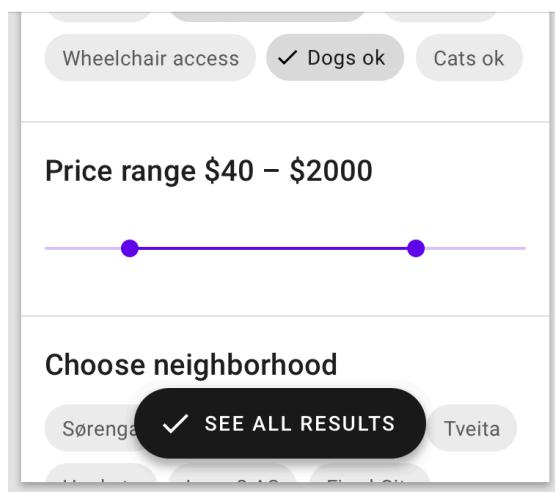
- El FAB se convierte en una **nueva vista**

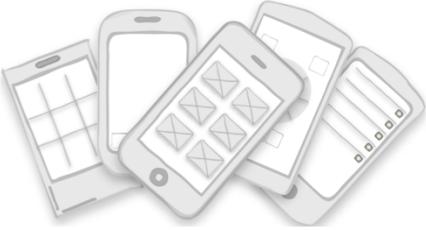




FAB (Floating Action Button)

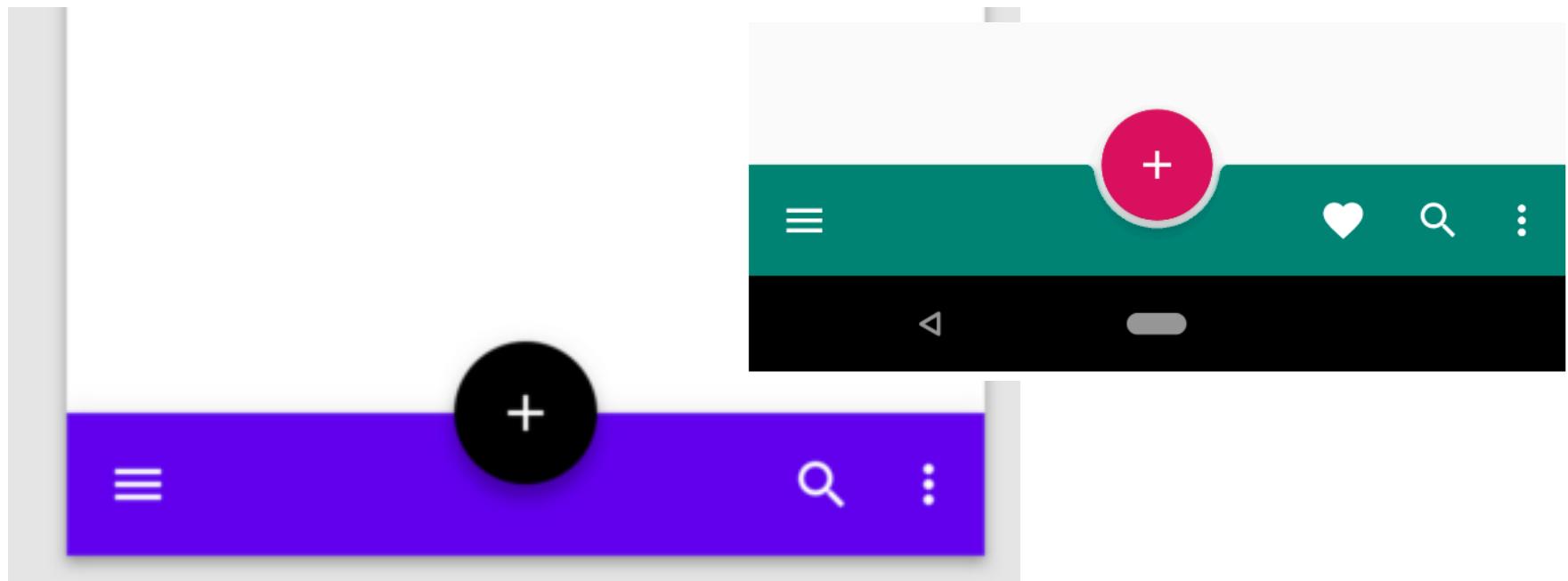
- ✗ **Fab extendido.** Incluye una etiqueta de texto.
Posicionar centrado o a la derecha.

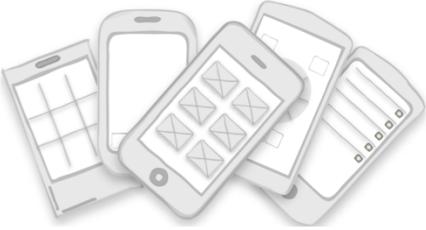




FAB-Integración con App Bottom Bars

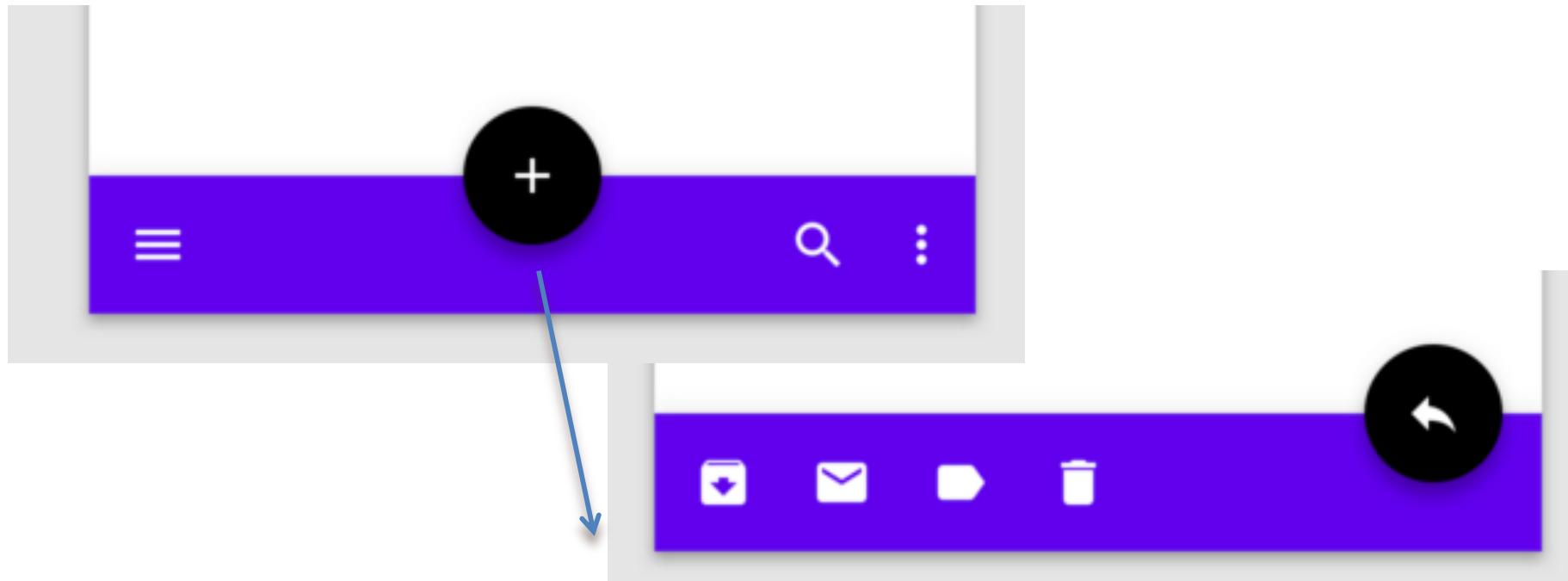
- ✗ Navegación y acciones principales en la parte baja de la pantalla. Más de una acción ...

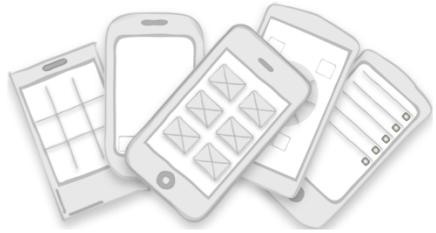




FAB-Integración con App Bottom Bars

- ✗ Cambio de vista, nuevas acciones al contexto, Pantalla primaria -> Pantalla secundaria

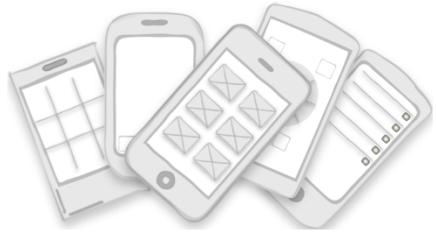




FAB-Integración con Appbars

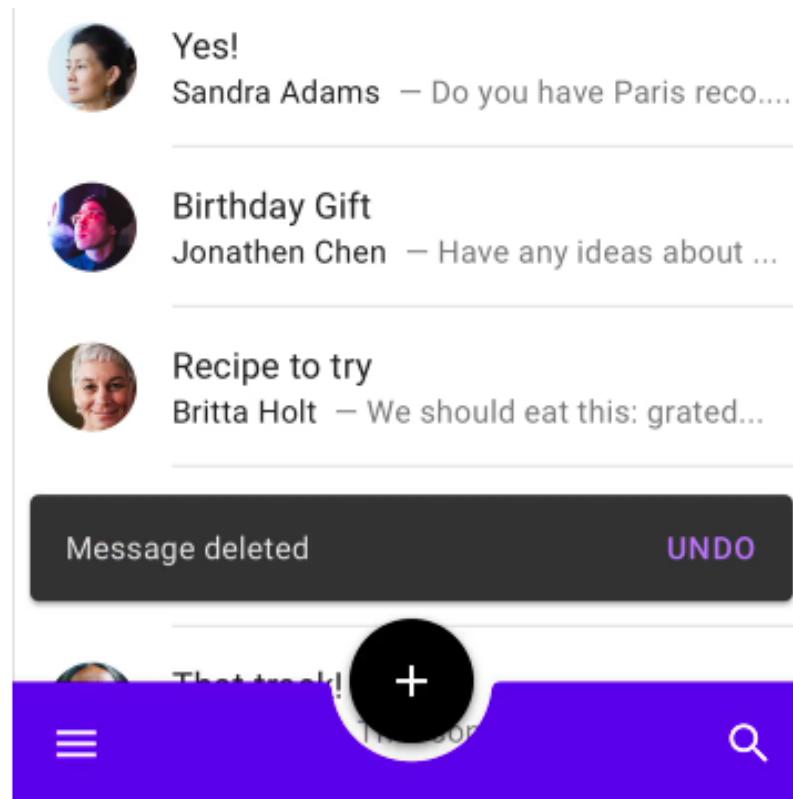
✗ Navegación atrás

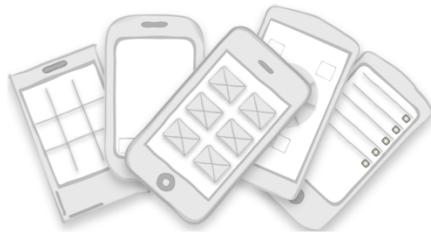




FAB-Integración con Appbars

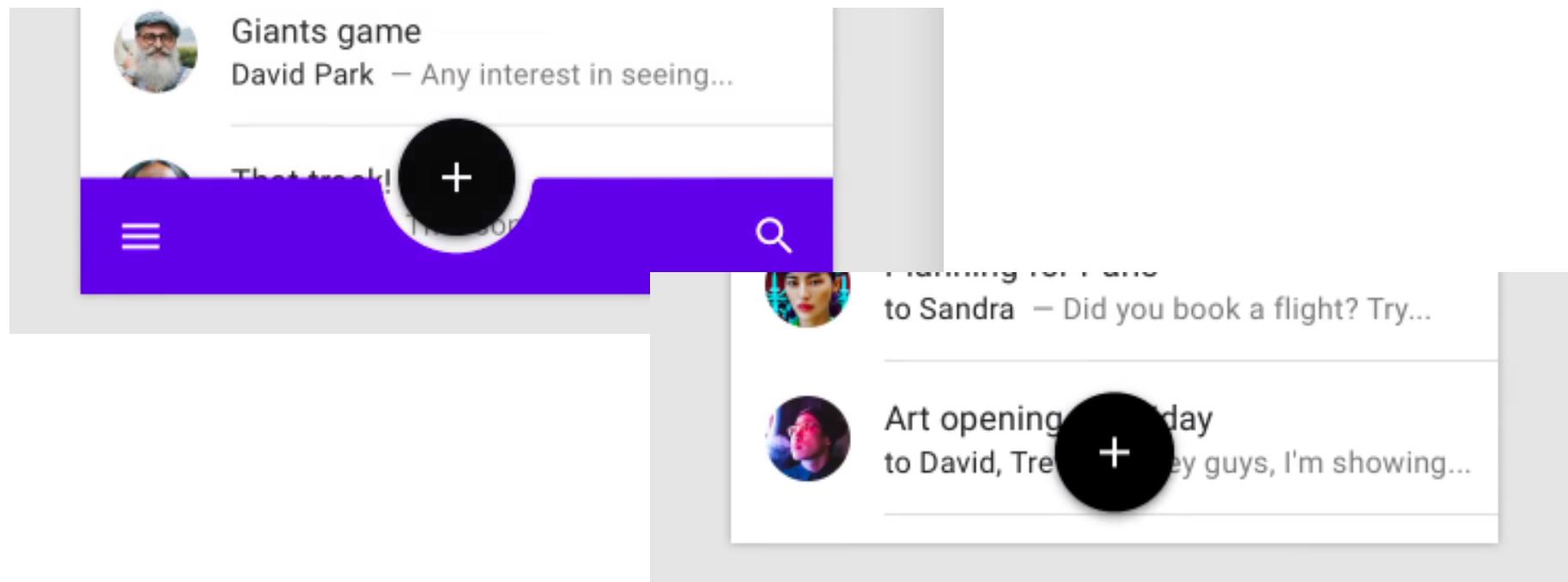
- ✗ Mensajes. Snackbar o toast.

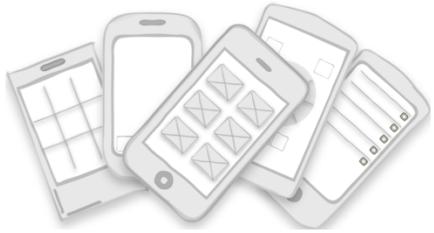




FAB-Integración con Appbars

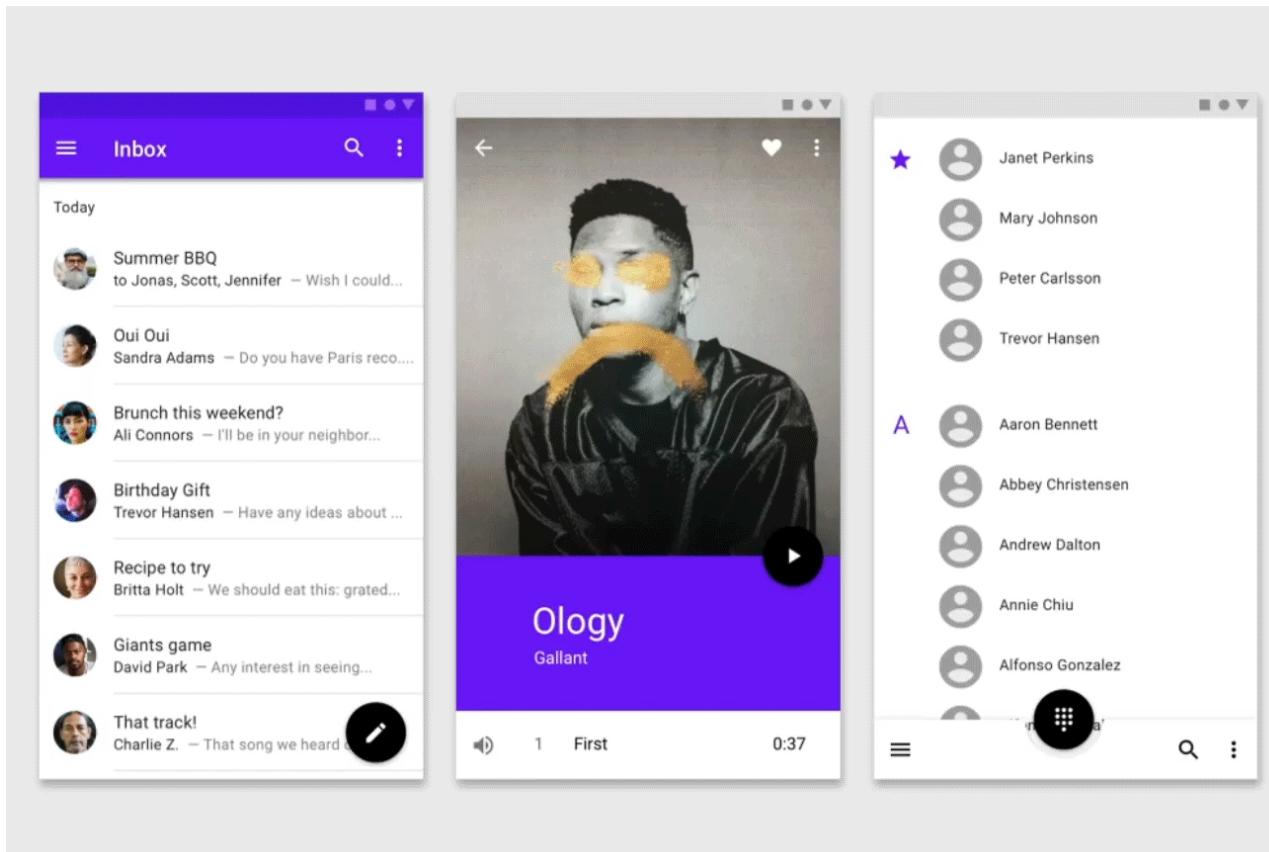
✗ Scroll de la vista



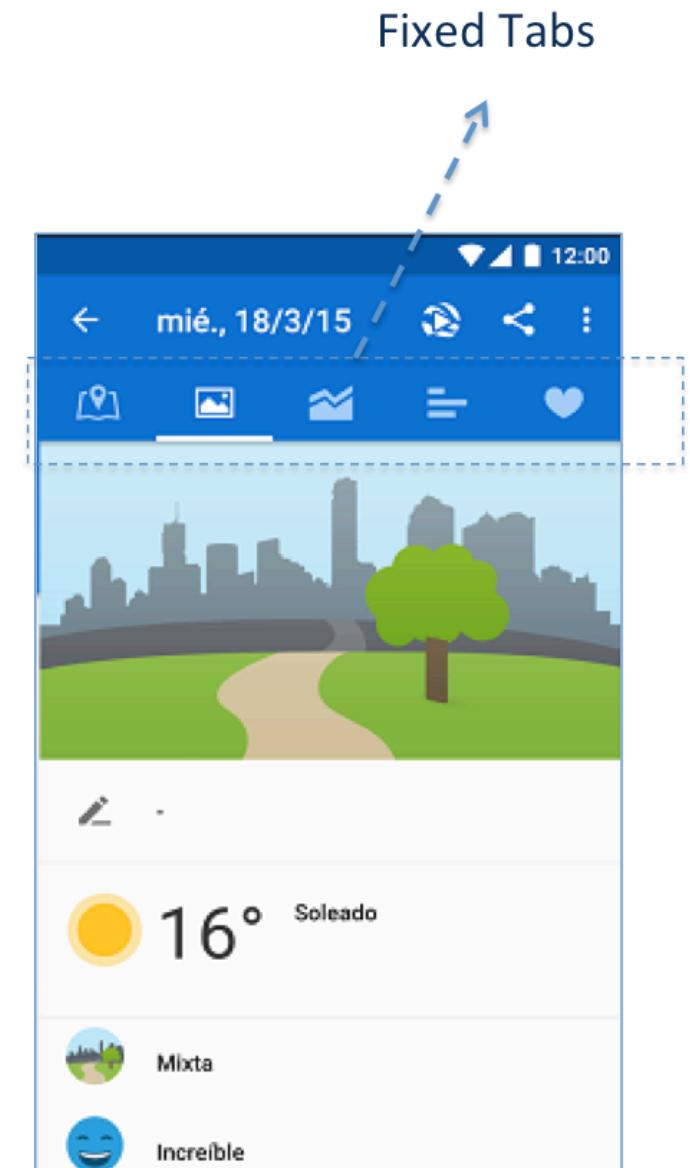
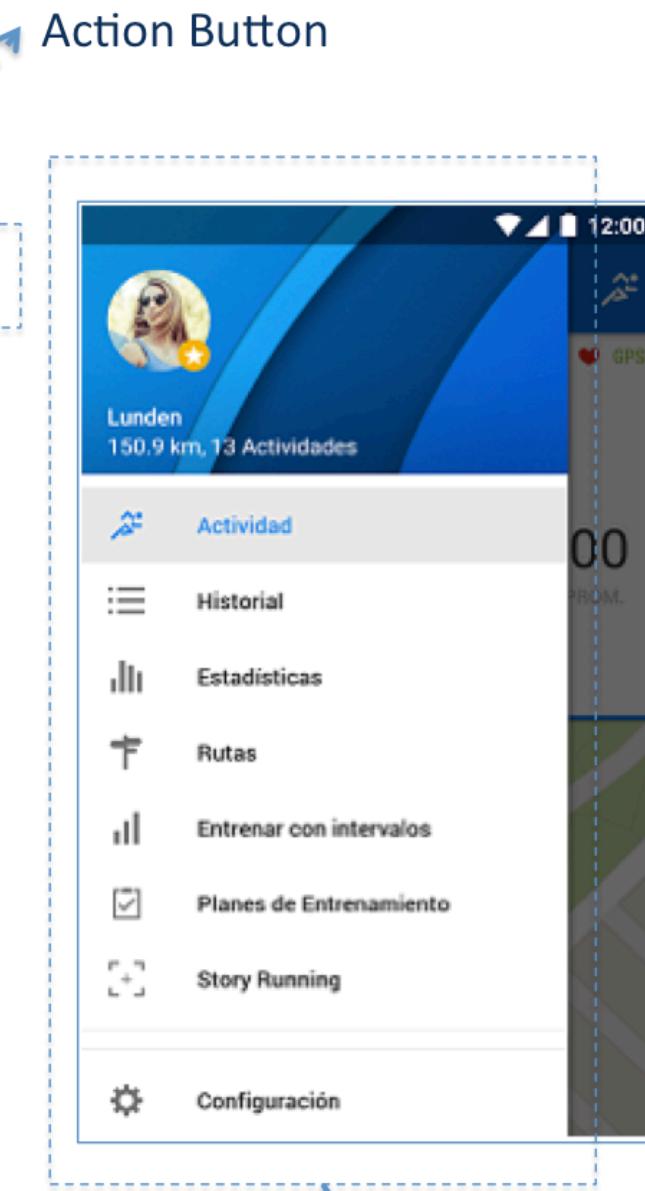
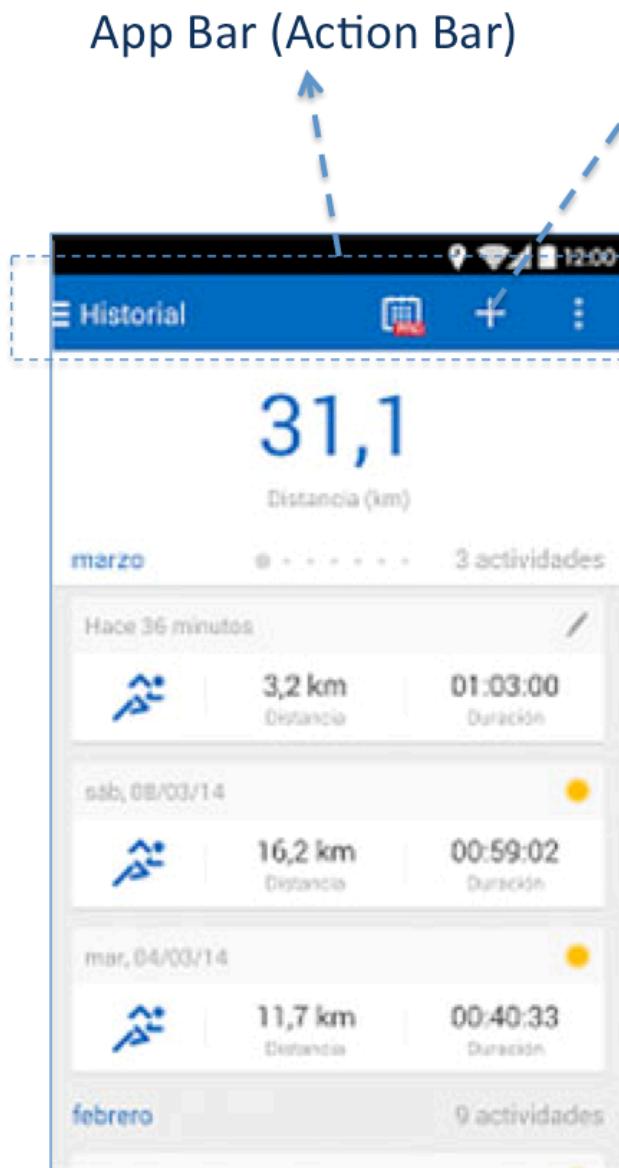


FAB

✗ Motion Design (MD)



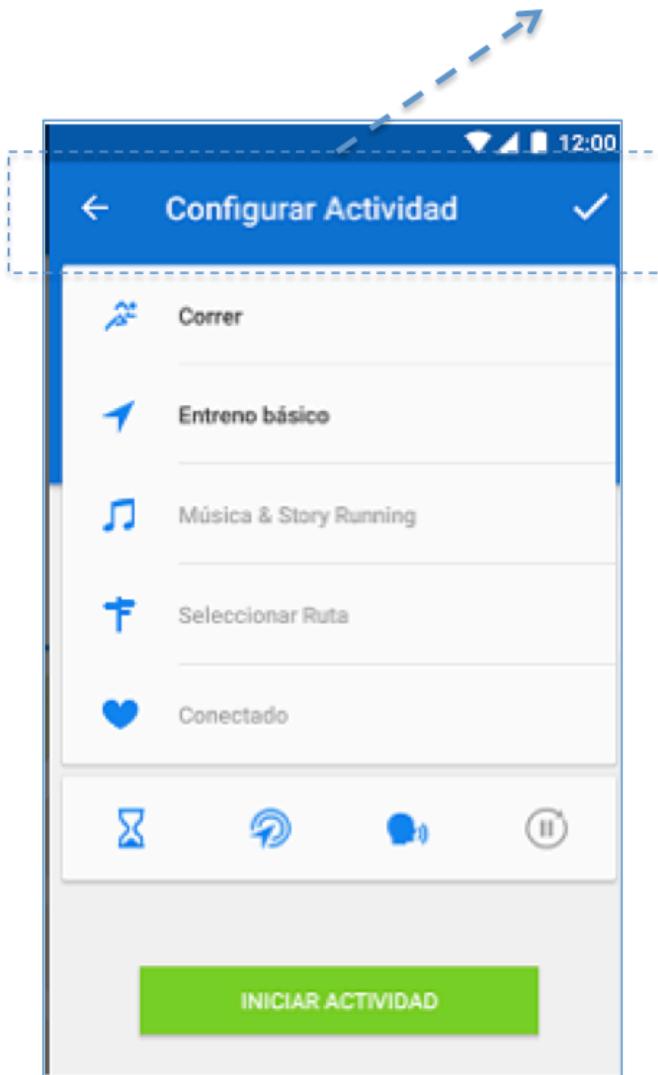
Resumen



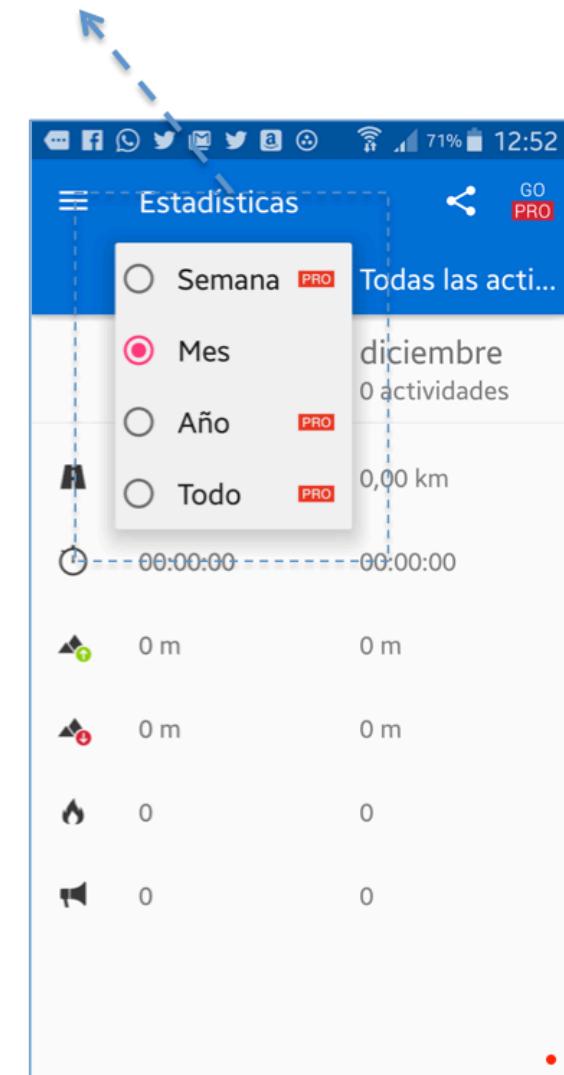
Navigation View (Drawer)

Resumen

Contextual Action Bar

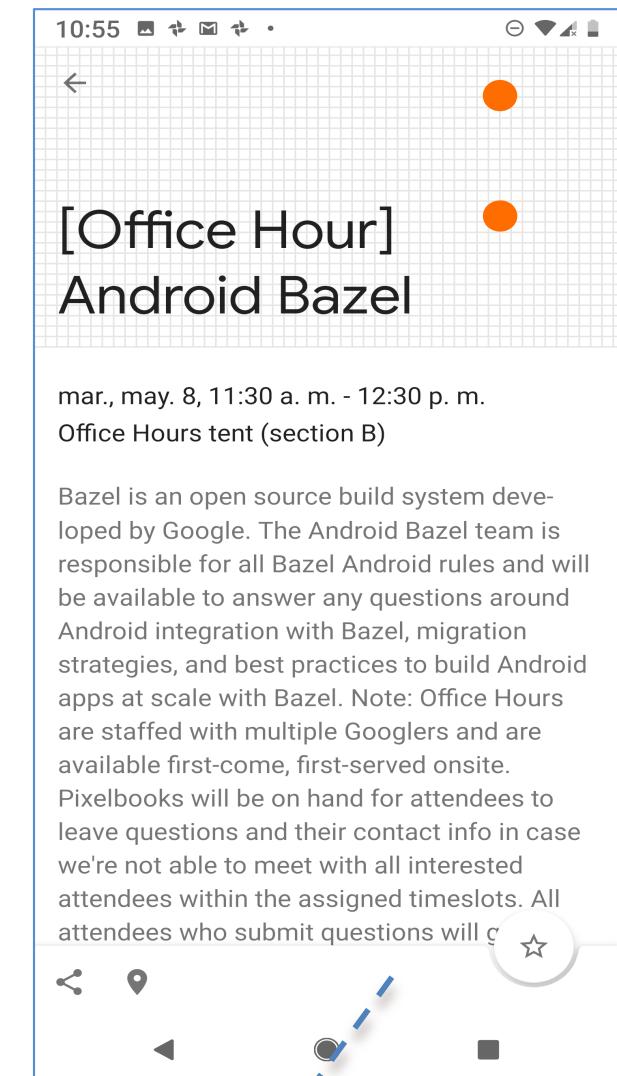
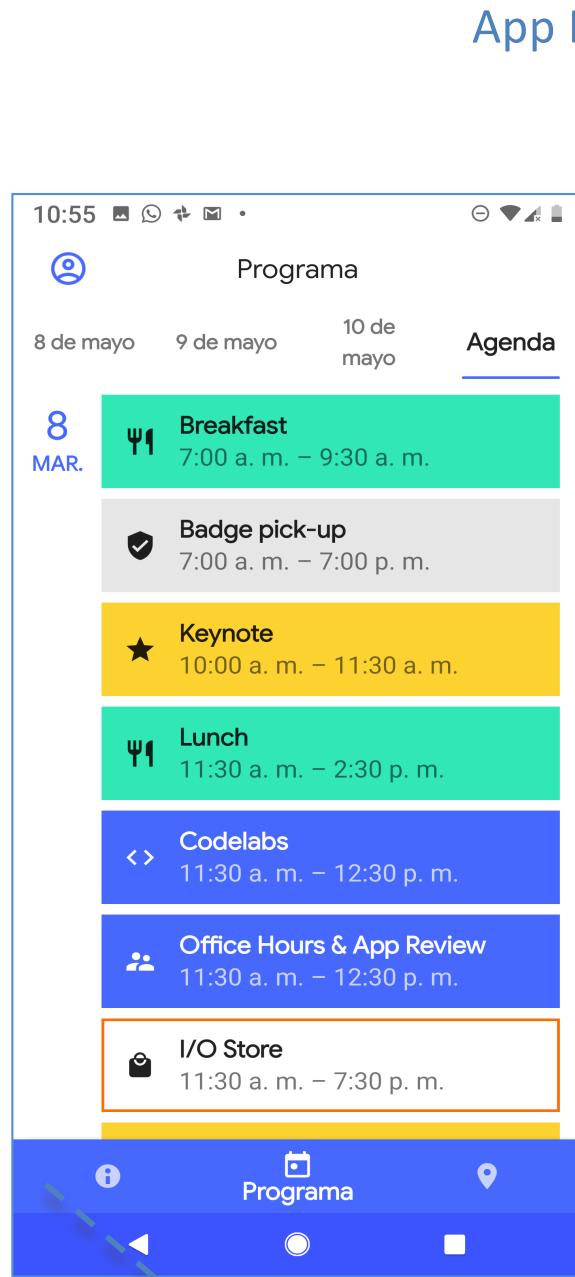


Spinner (Context Menu)



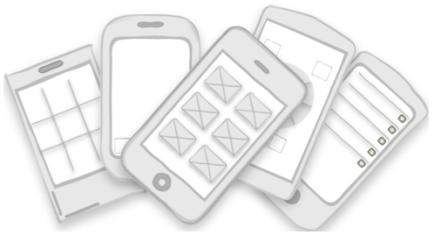
FAB

Resumen

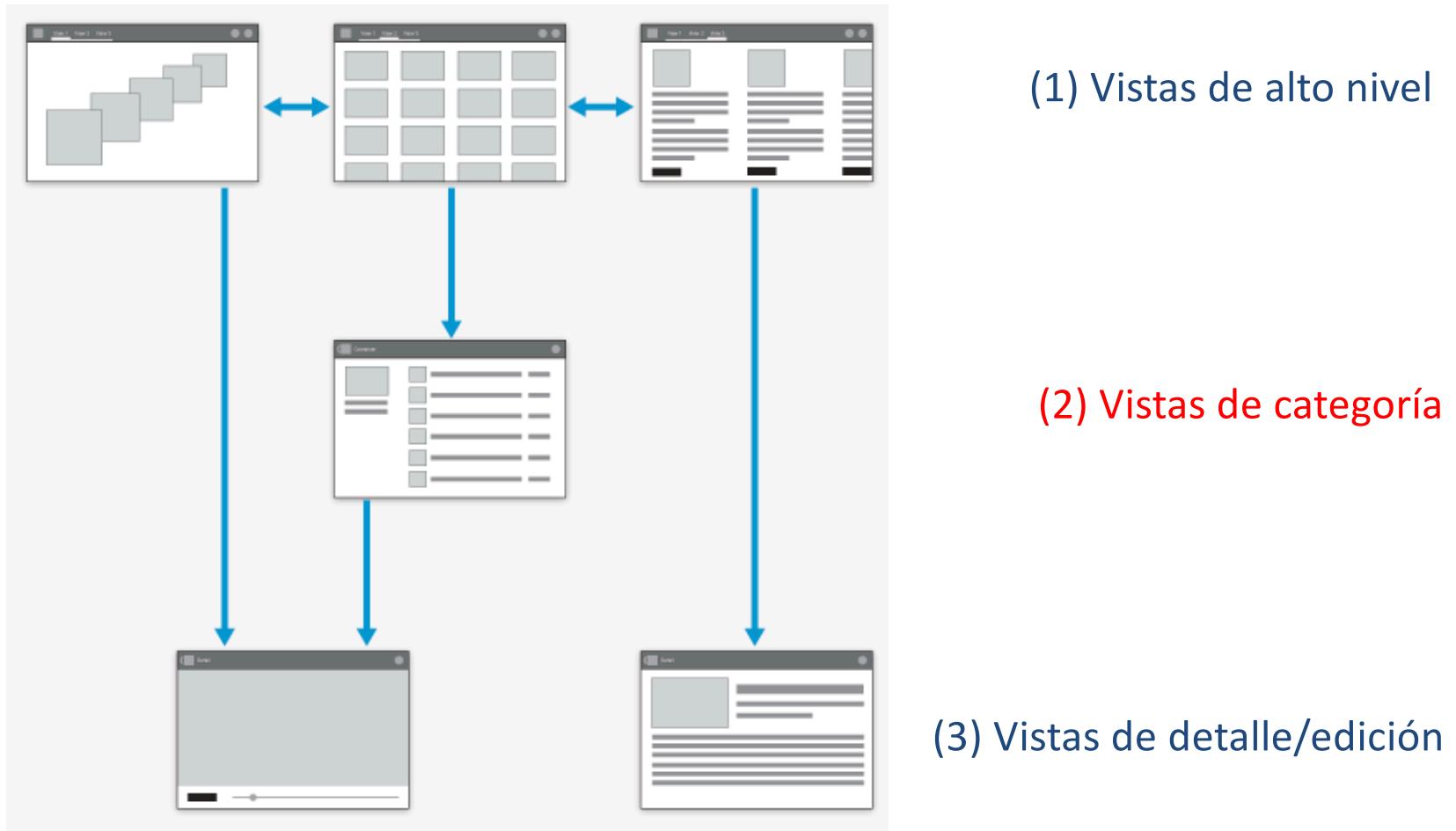


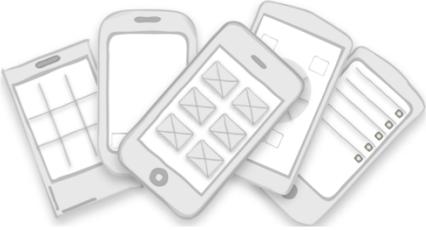
Bottom Navigation

App Bar – Bottom + FAB



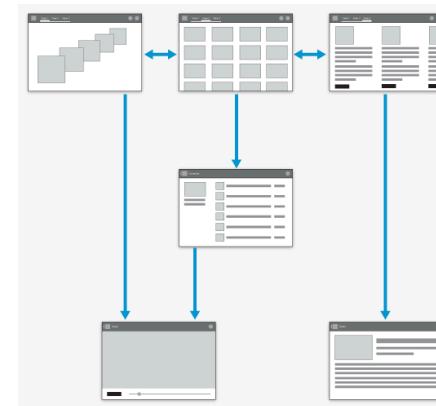
Estructura general de una APP dirigida por datos

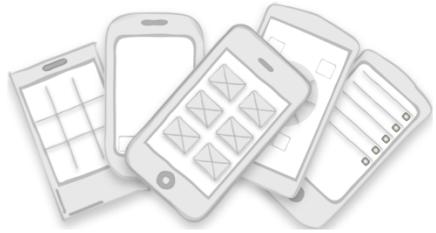




Estructura de una App en Android

2.2 - Vistas de Categorías



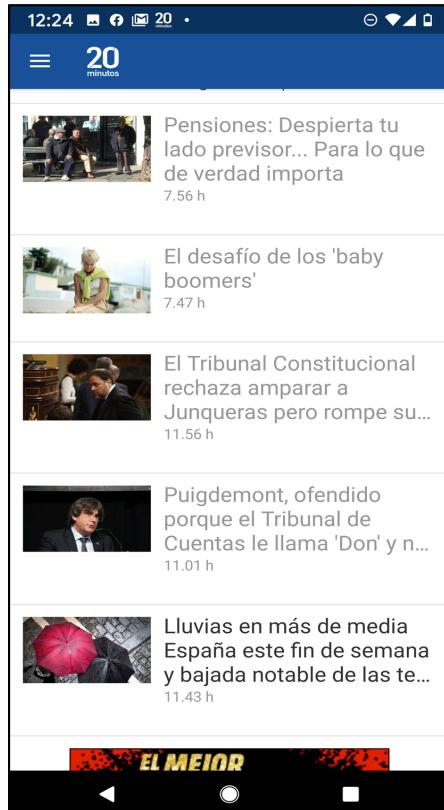
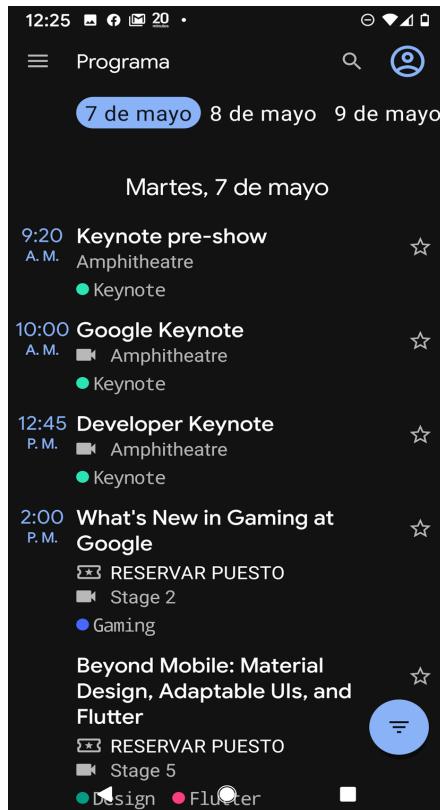


(2.2) Vistas de Categorías

- ✖ Conjunto de vistas que nos permiten **navegar a través de las categorías** hasta alcanzar los **niveles de detalle**.
- ✖ Habitualmente navegación sobre una **estructura jerárquica**. (carpetas, álbum, resultados de una búsqueda, catalogo, ...)
- ✖ Evitar crear niveles profundos dentro de la App.



(2.2) Vistas de Categorías



Listas

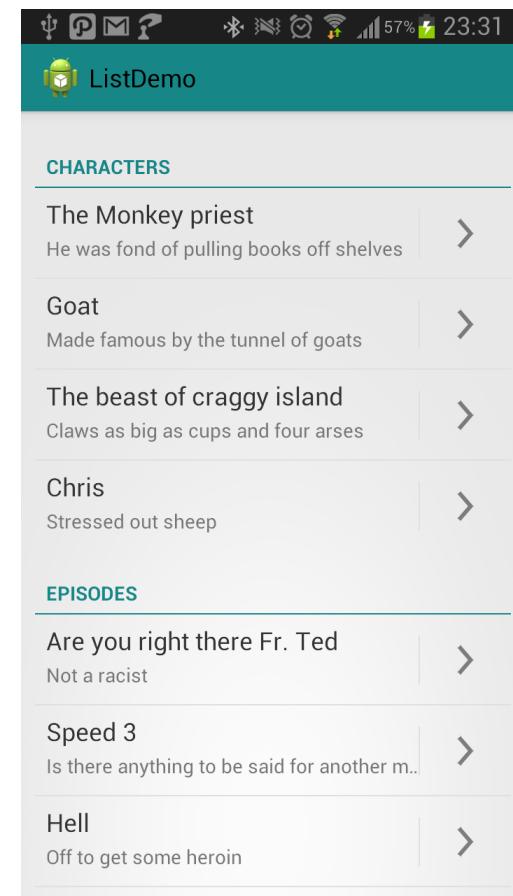
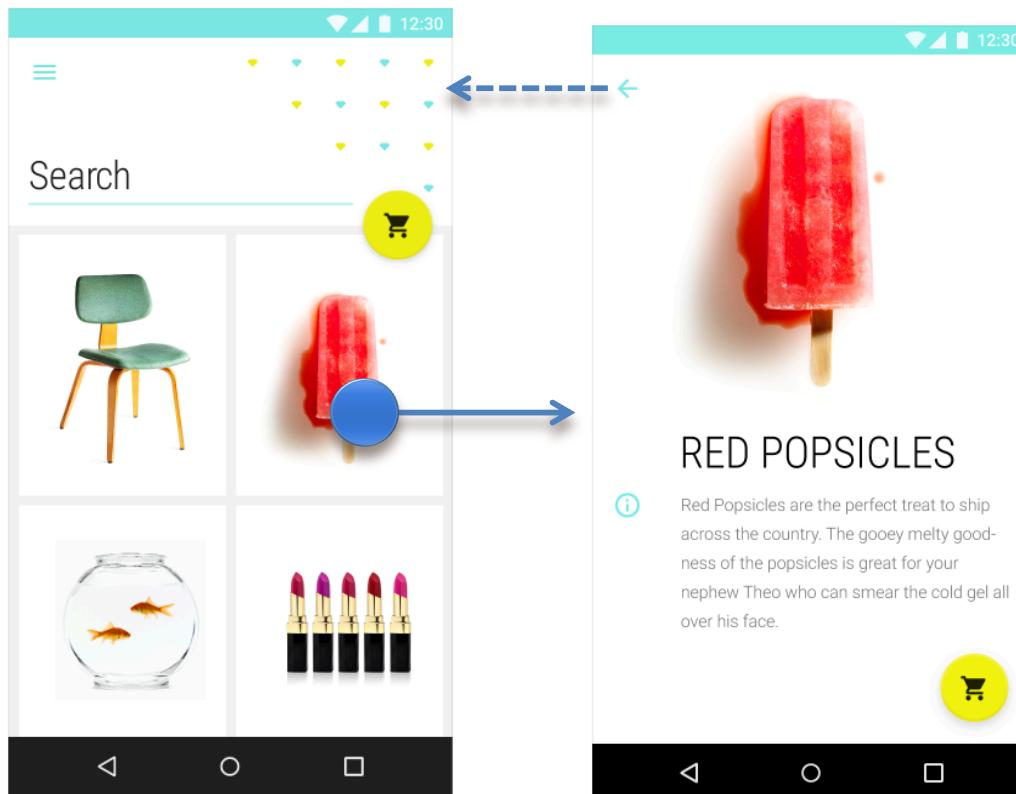
Lista de Imágenes

Tarjetas

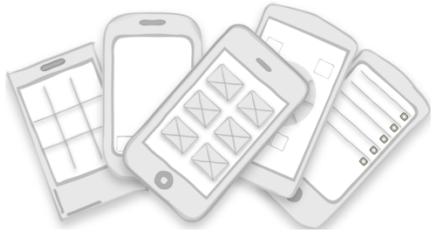


Navegación entre categorías

✗ Enlace entre vistas

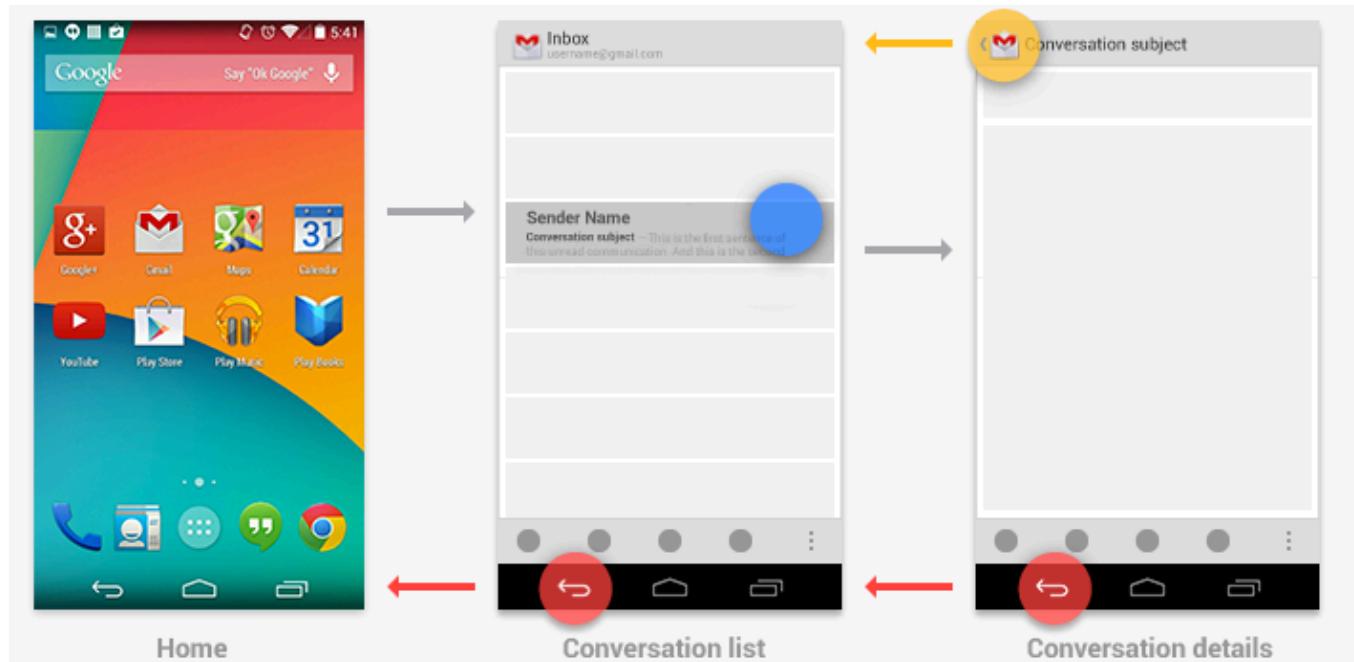


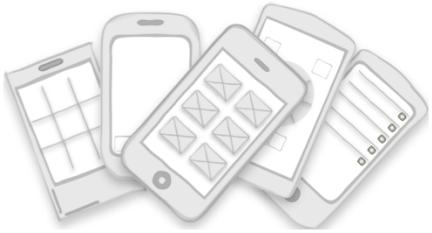
listView



Navegación entre categorías (Up&Back)

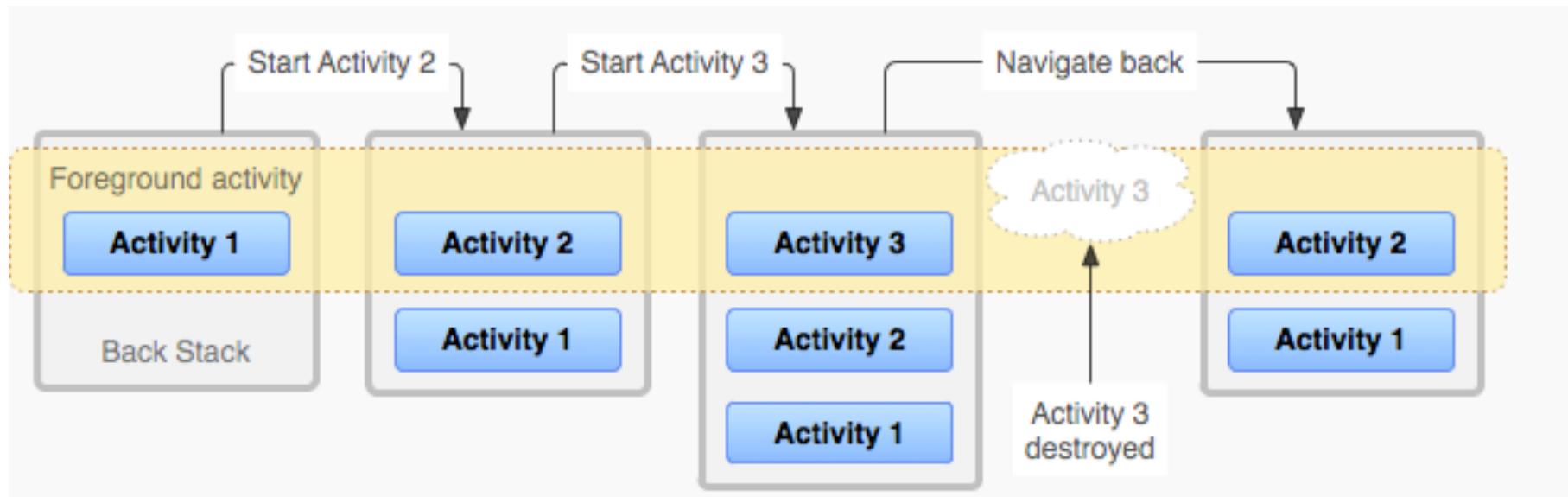
- ✗ **Botón Arriba (Up).** Navegar a la **categoría anterior** de la jerarquía de datos.
- ✗ **Botón Atrás (System-Back).** Navegar en orden cronológico inverso sobre las actividades visitadas.



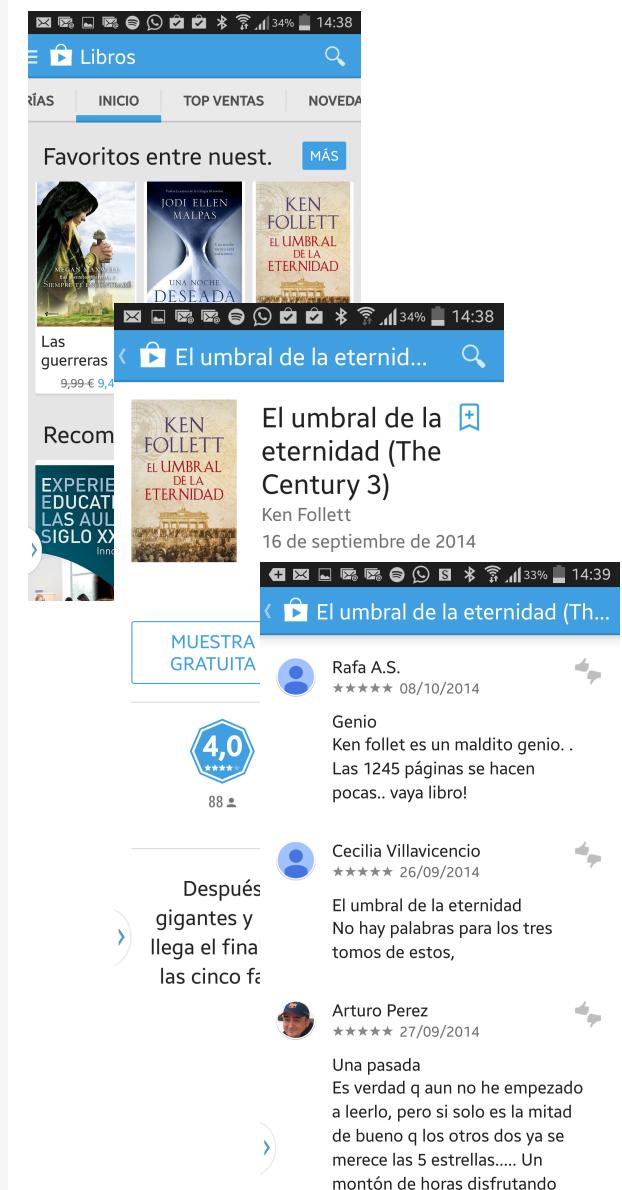
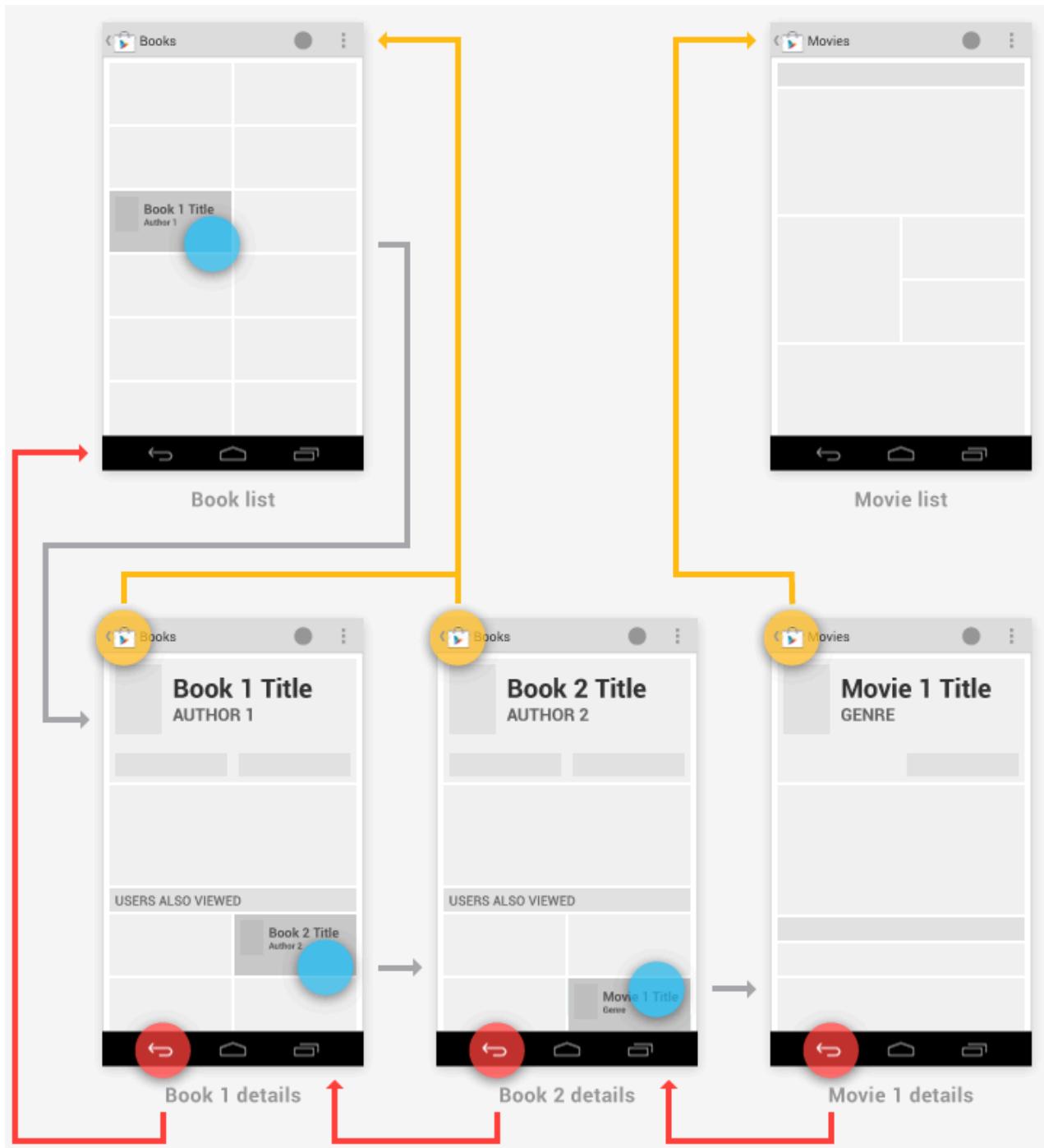


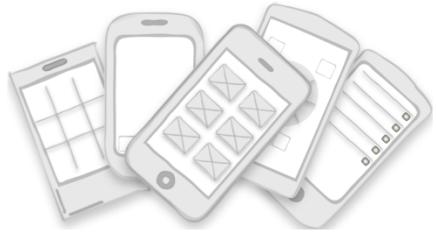
Navegación entre categorías (Up&Back)

- ✗ Botón Arriba (Up). Navegar a la categoría anterior de la jerarquía de datos.
- ✗ Botón Atrás (System-Back). Navegar en orden cronológico inverso sobre las actividades visitadas.



Pila de Actividades – BackStack)

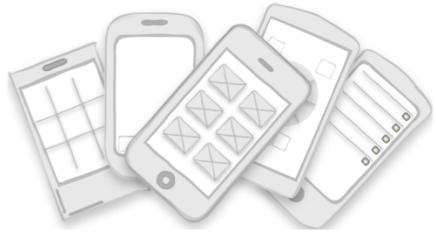




System-Back

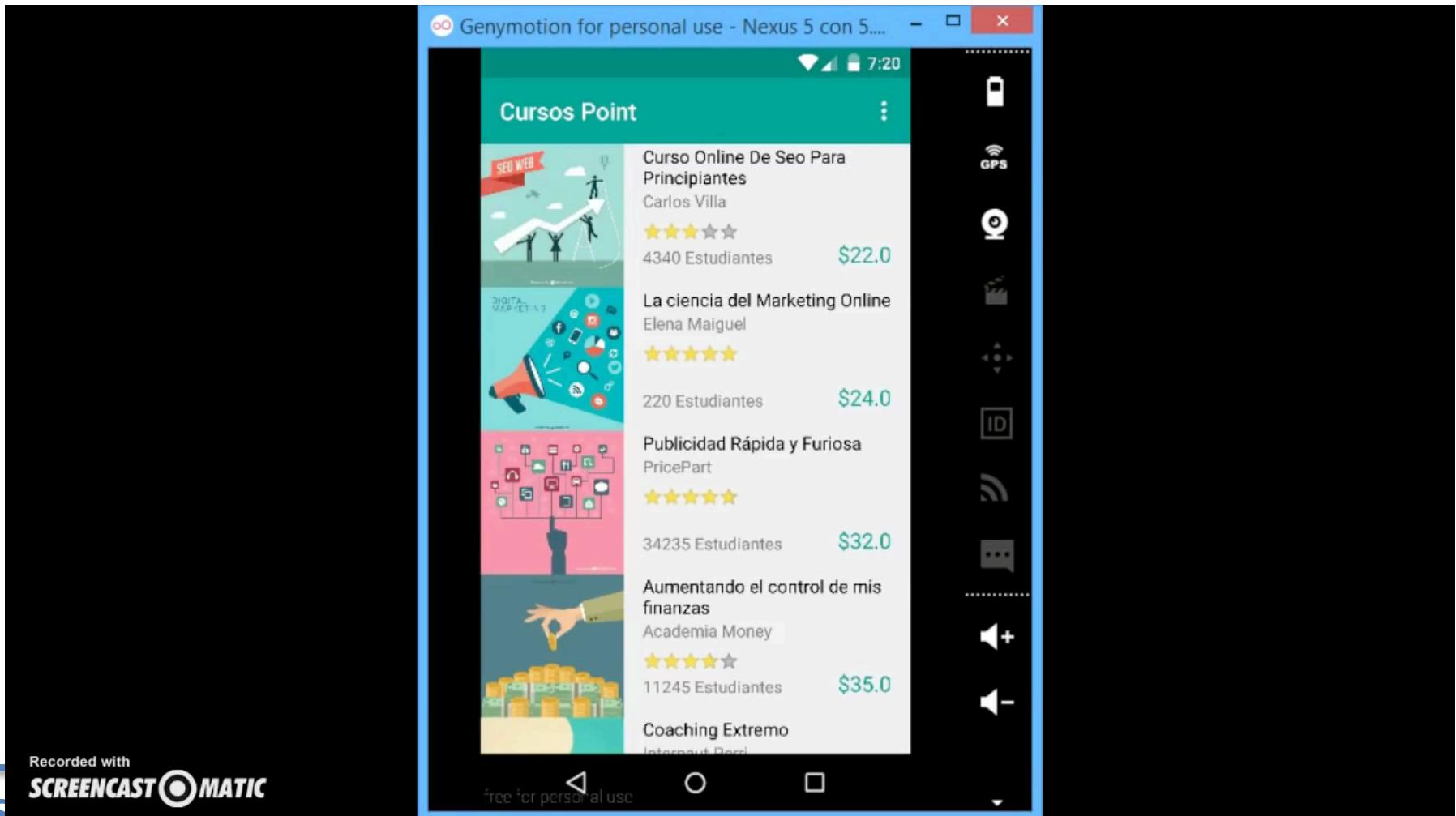
También sirve para:

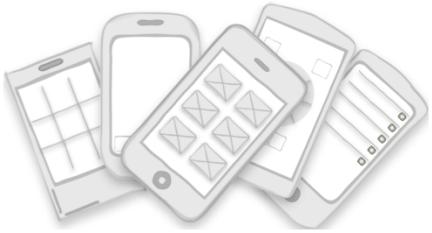
- ✗ Cerrar ventanas flotantes (dialogs, popups)
- ✗ Cerrar barras de acción contextuales.
- ✗ Deseleccionar elementos de una lista.
- ✗ Cerrar los teclados.



Navegación entre categorías

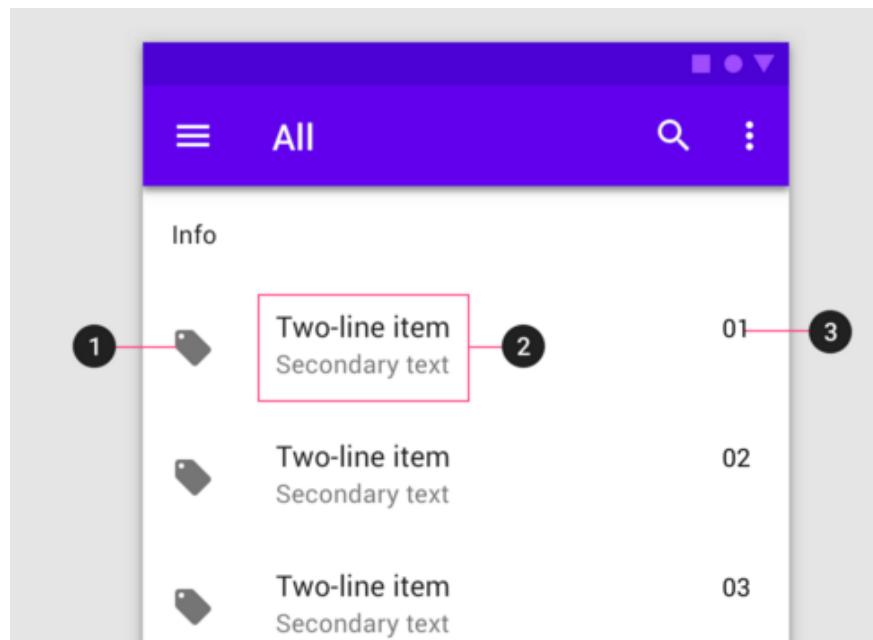
✗ Transiciones en MD



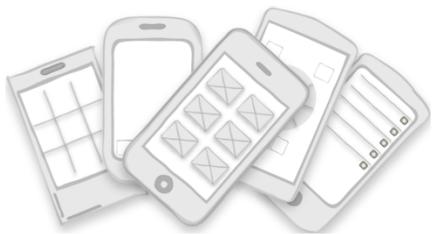


Listas

- ✗ Grupo de textos o imágenes que pueden tener navegación asociadas.

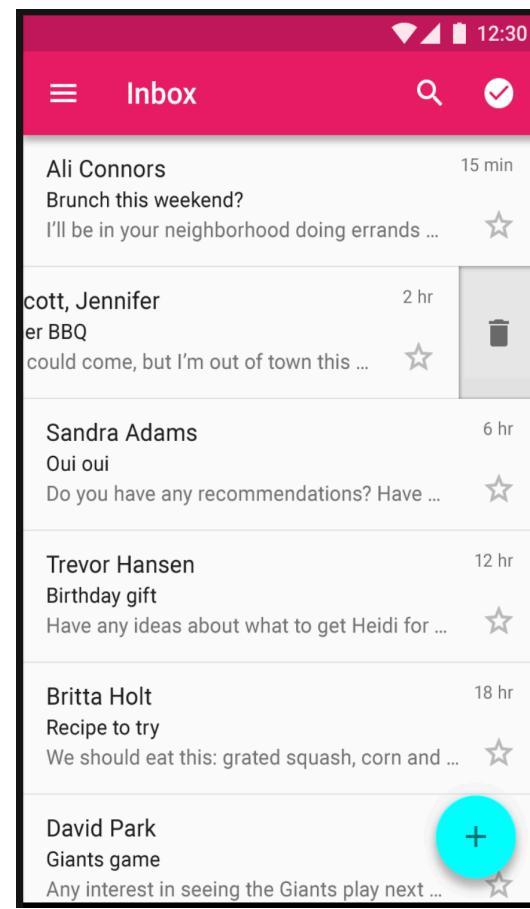
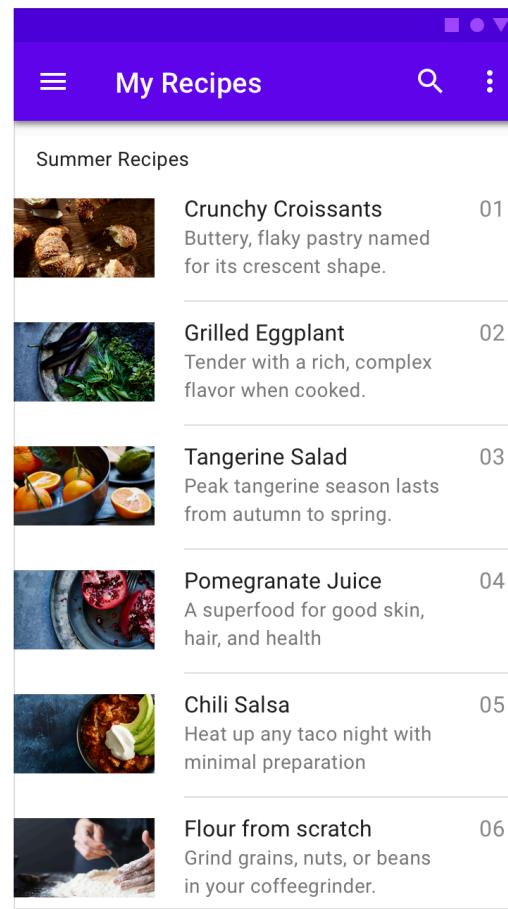
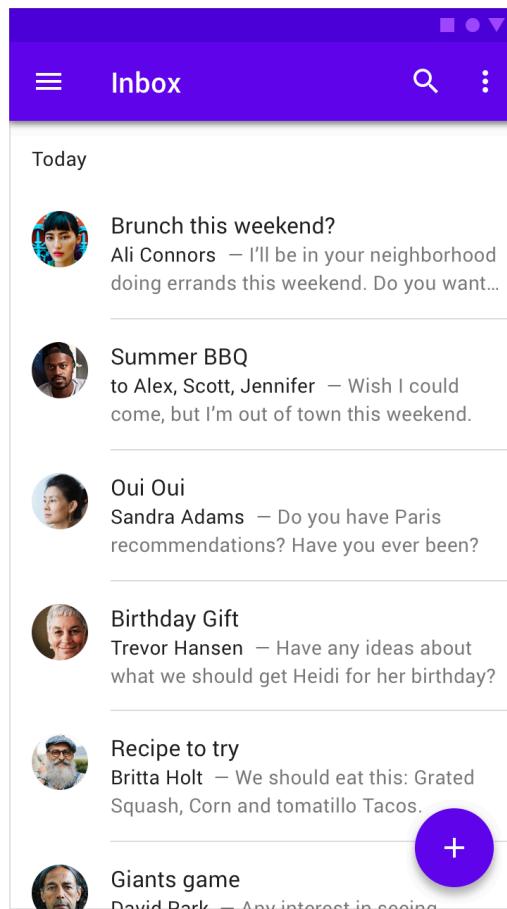


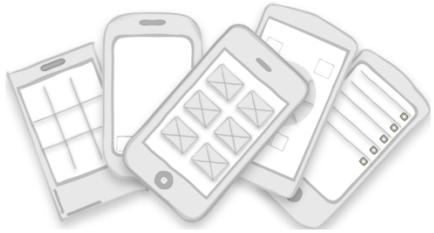
Cart		
4 Items in your cart		
	Pencil in stock	1.50
	Rubberbands in stock	4.50
	Rulers only 1 left in stock	8.00
	Clock in stock	22.00
TOTAL		41.24
Subtotal		36.00
Shipping		2.00
Tax		3.24



Listas

✗ Ejemplos de uso.





Listas

✗ Navegación entre elementos

12:38 108 L 1.924 7.779

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Illumina Webinar

Empowering Single-Cell and Spatial Experiments with Sample Multiplexing

DR. KENNETH HU University of California at San Francisco

DR. KENNETH HU University of California at San Francisco

22

Promocionado

Laura L.Vna indicó que le gusta jeannetmodi @jeannet... · 09 dic.

HOT Mesopotamian women in YOUR AREA!!!

this lady is waiting for you!

21

12:39 108 L 1.924 7.779

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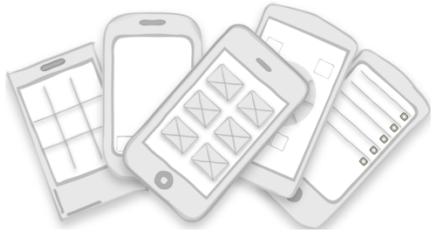
Empowering Single-Cell and Spatial Experiments with Sample Multiplexing

DR. KENNETH HU University of California at San Francisco

DR. KENNETH HU University of California at San Francisco

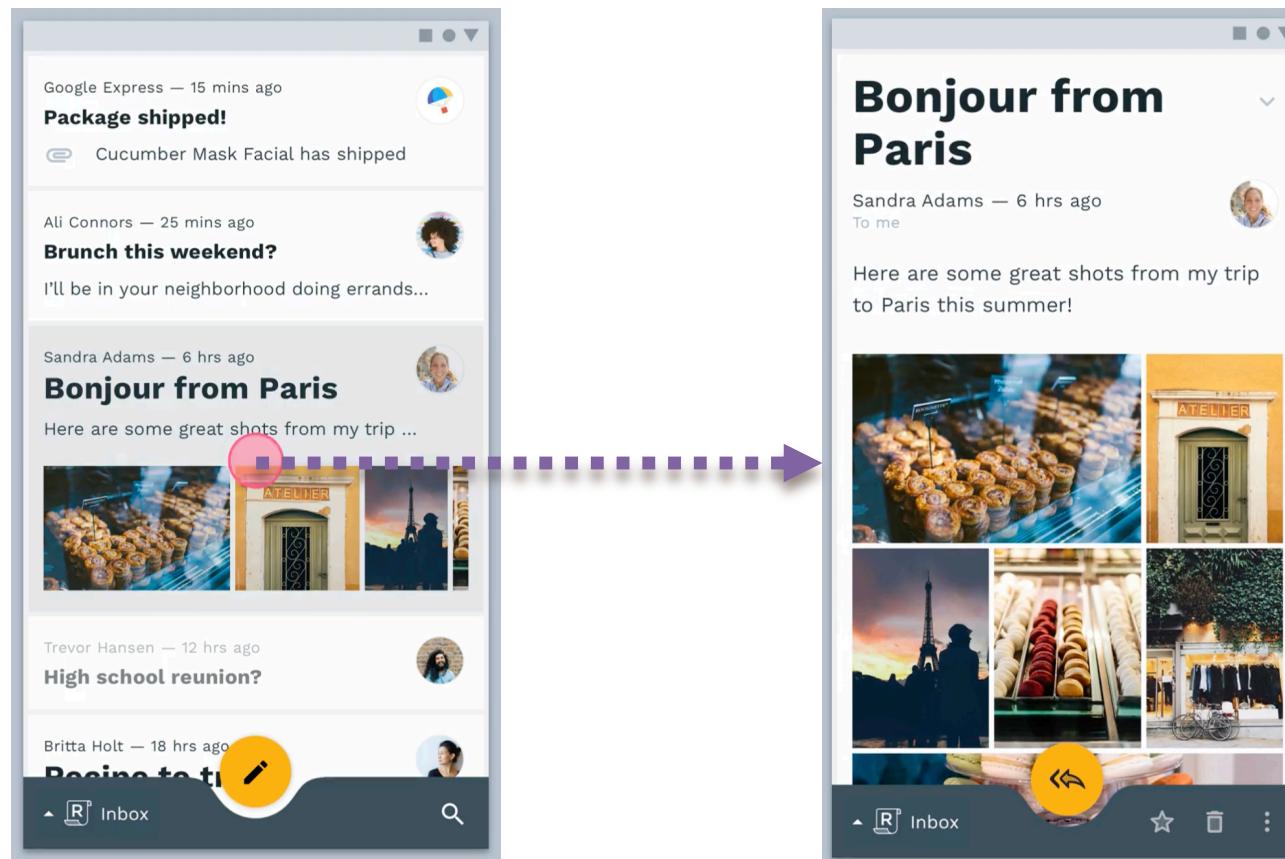
19:24 · 10 ago. 20 · Twitter for Advertisers (legacyv)

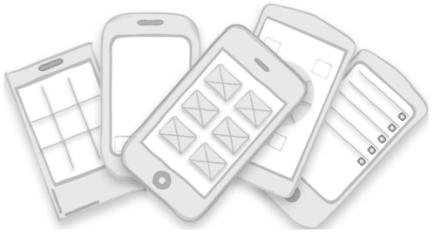
Twittear tu respuesta



Listas

✗ Navegación entre elementos





Listas

✗ Navegación entre elementos (acción contextual)

The diagram illustrates a navigation flow between two mobile application screens: a shopping cart screen and a product details screen.

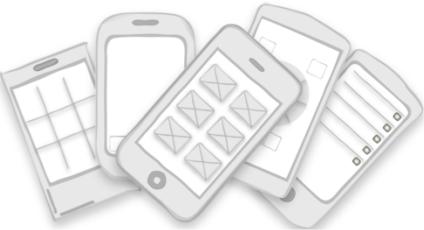
Cart Screen: This screen shows a list of items in the user's cart. The first item, "Pencil" (with a price of \$1.50), has a small red circle highlighting its row. A purple arrow points from this circle to the "Product details" screen on the right.

Item	Description	Price
Pencil	in stock	\$1.50
Rubberbands	in stock	\$4.50
Rulers	only 1 left in stock	\$8.00
Clock	in stock	\$22.00

Total: \$41.24

Checkout: A large purple button at the bottom.

Product Details Screen: This screen provides more information about the selected pencil. It features a large image of the pencil, its name ("Pencil"), its price (\$1.50), and a detailed description: "Finely crafted graphite wooden pencil. Premium quality lead guarantees smoothness at all times. Ideal for artists and designers." It also specifies "HB hardness only". A "Remove from Cart" button is located at the bottom.



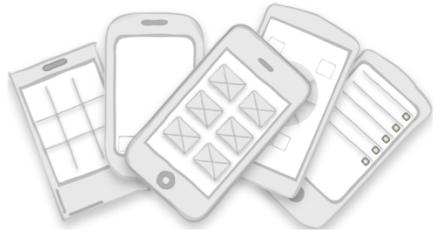
Listas - Navegacion

✗ MD ... Transiciones de Navegación

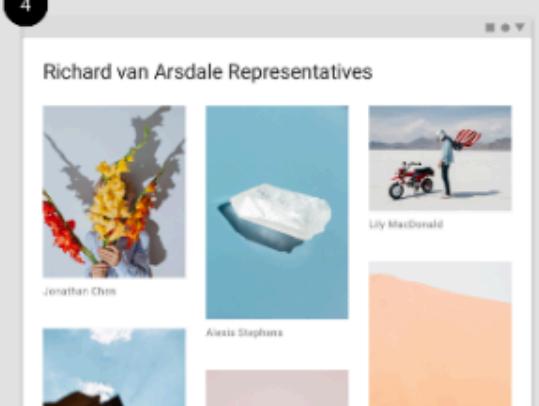
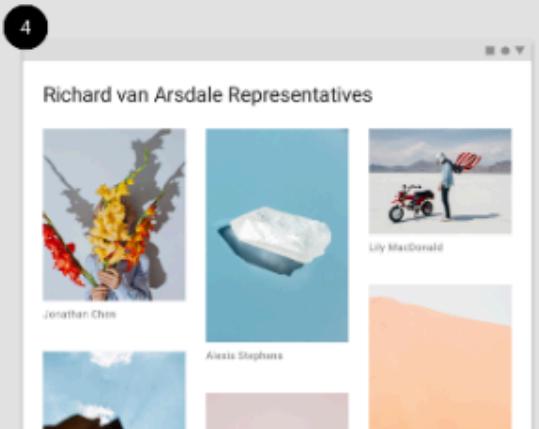
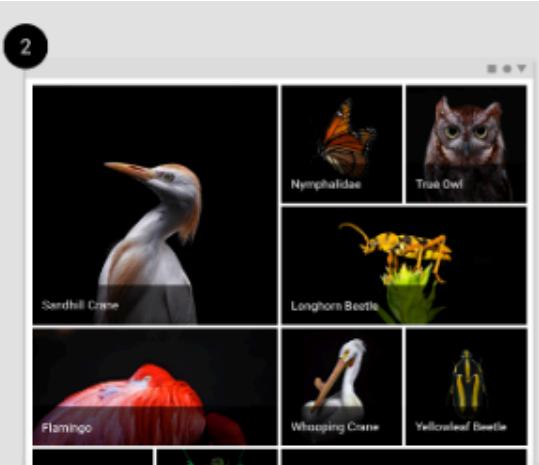
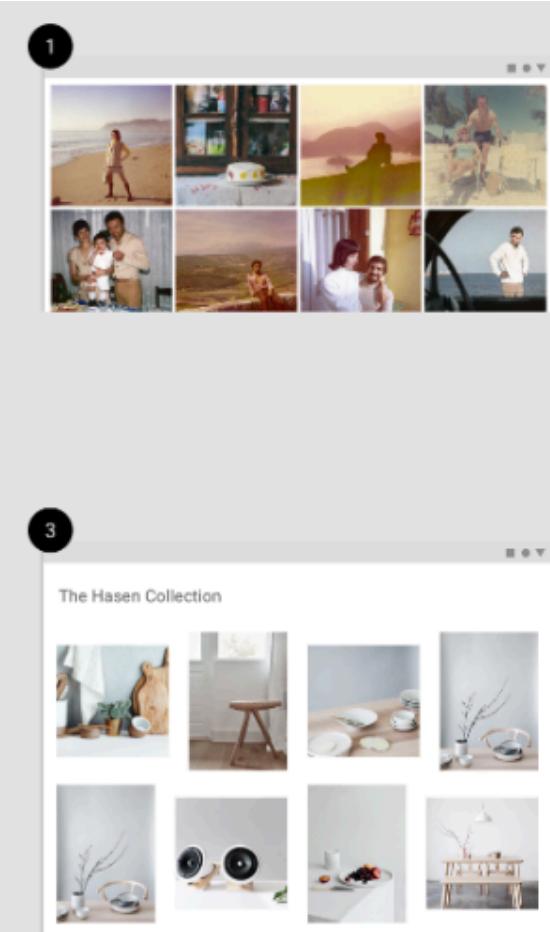
The image displays four screenshots illustrating Material Design navigation transitions:

- 1**: A music library interface showing album covers and titles like "Ology" by Galant and "Mothership" by Dance Gavin Dance.
- 2**: An inbox screen showing a list of messages from users like Ali Connors, Sandra Adams, and Trevor Hansen.
- 3**: A calendar view for May showing events such as "Design Review" on Friday, "Dinner with Rob" on Saturday, and "Brunch" on Sunday.
- 4**: A "Summer Recipes" section listing items like "Crunchy croissants" and "Grilled eggplant" with corresponding images and descriptions.

<https://material.io/design/motion/the-motion-system.html>



Listas de imágenes



1 . Estándar

Elementos de igual importancia

2 . Acolchada (Quilted)

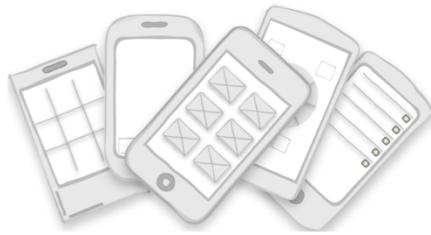
Diferente importancia

3. Tejida (woven)

Para navegar

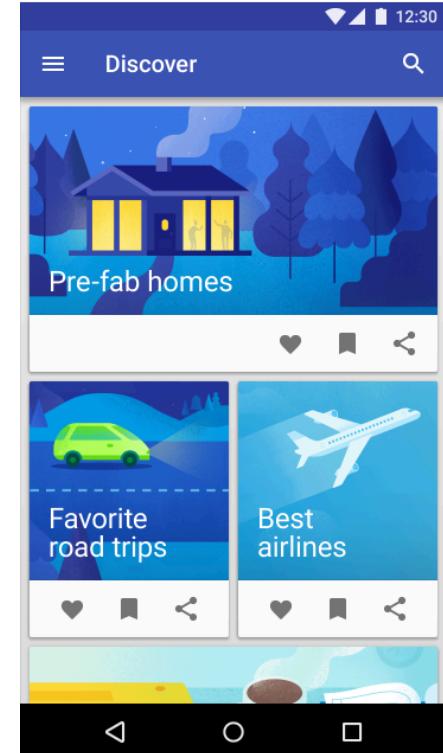
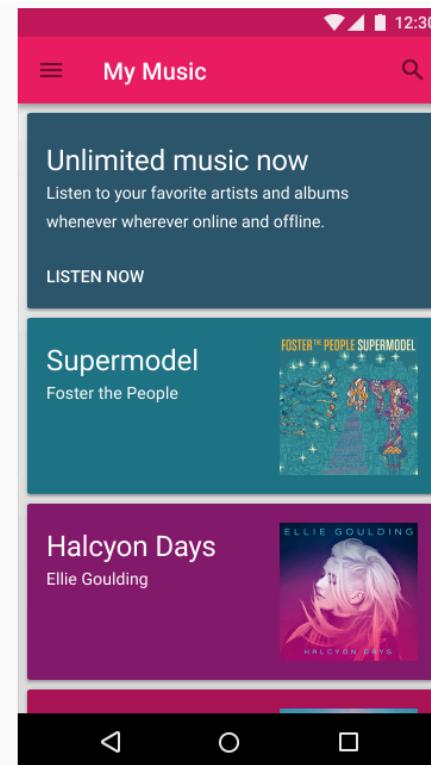
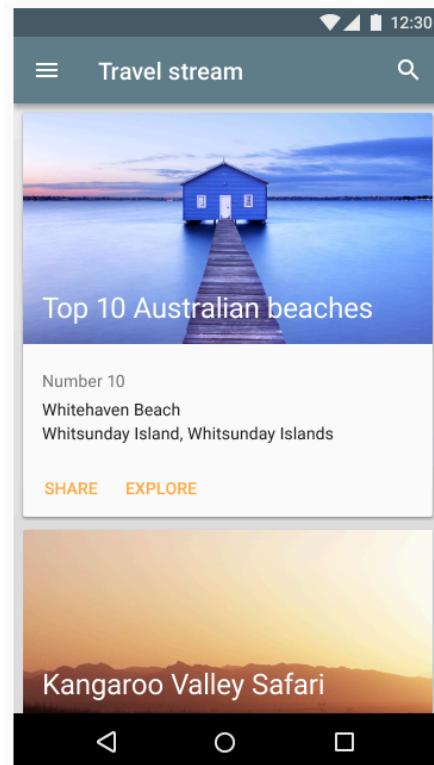
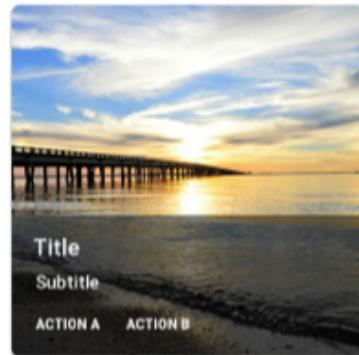
4. Enladrillada (Masonry)

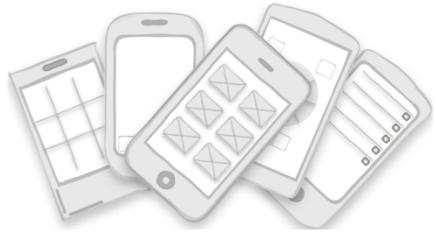
Creación dinamica



Tarjetas (Cards - MD)

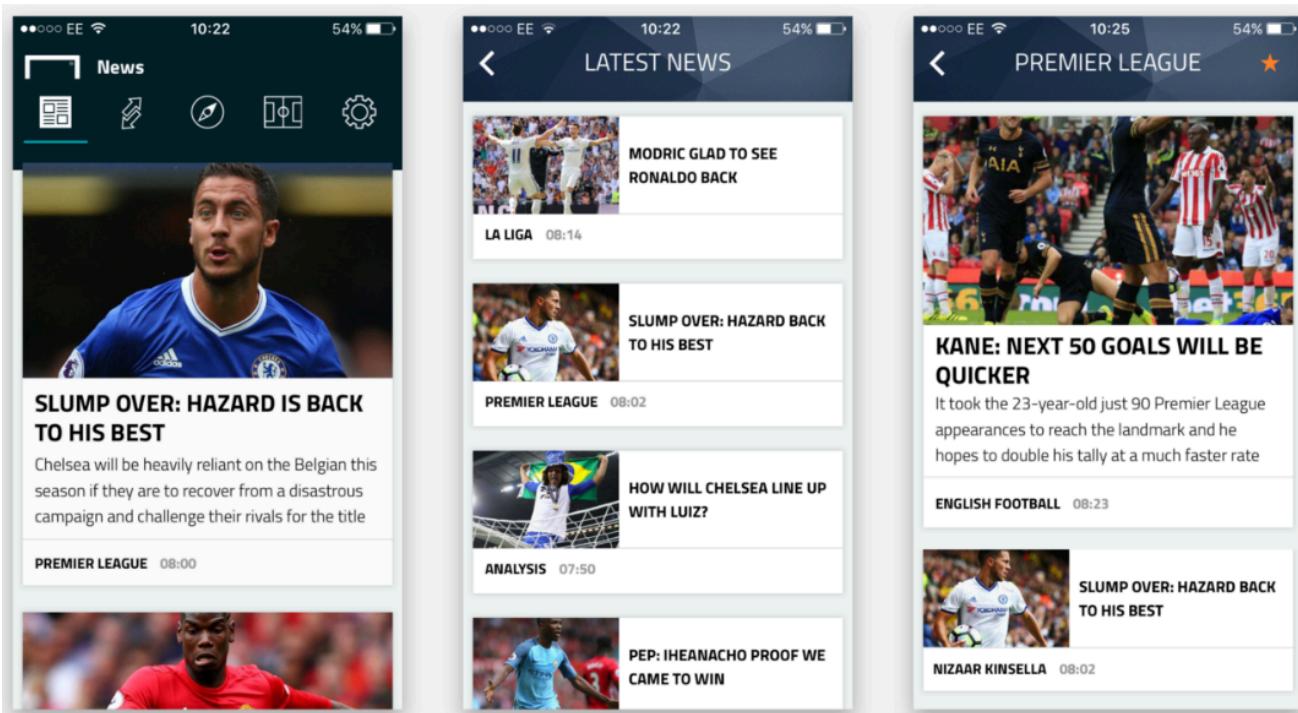
- × Trozo de papel que sirve como enlace a una información más detallada. (**tarjetas de información**)

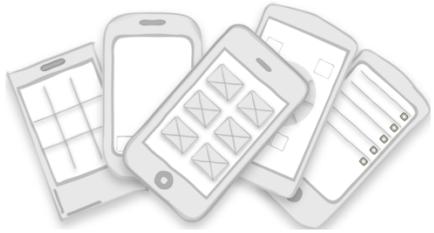




Tarjetas (Cards - MD)

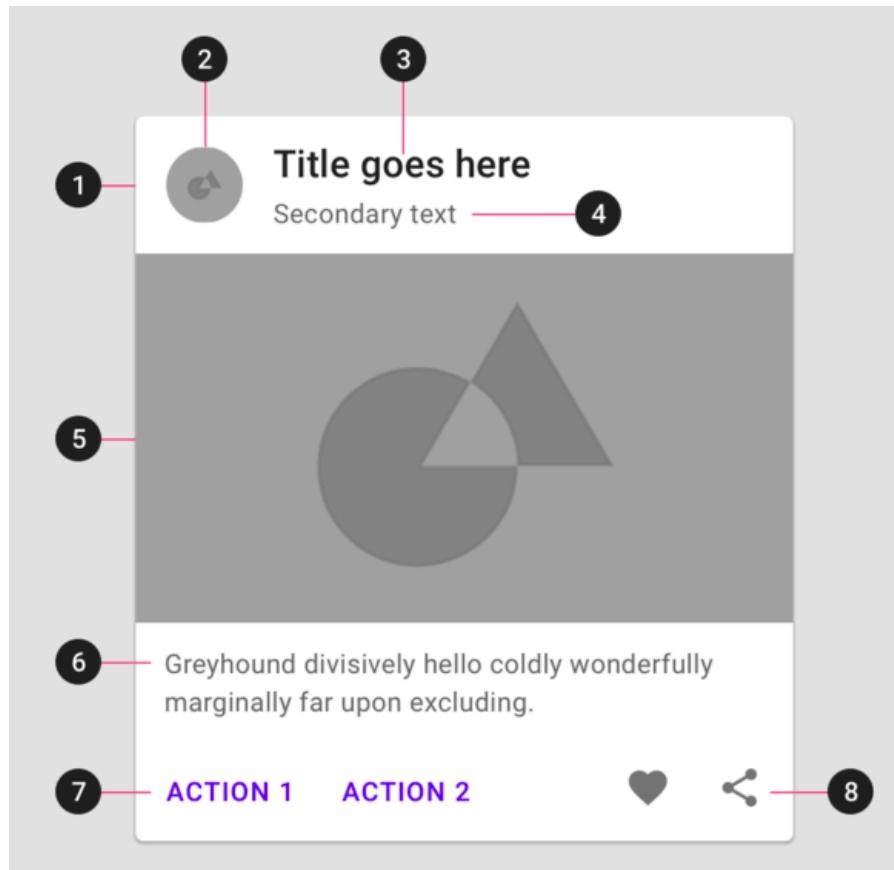
- Mostrar una breve información de un elemento y dar a entender que hay más información asociada a ese elemento. Puede incluir acciones asociadas.



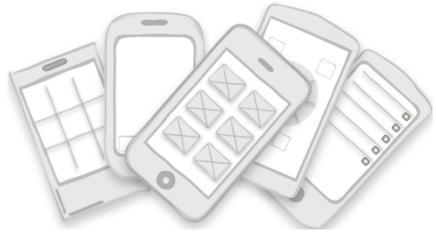


Tarjetas (Cards - MD)

- La estructura de una tarjeta es:



1. Contenedor
2. Miniatura
3. Texto de cabecera
4. Subtitulo
5. Contenido
6. Texto de apoyo
7. Botones de acción
8. Iconos de acción

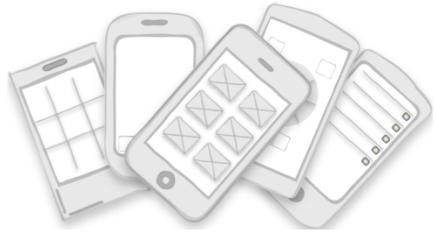


Tarjetas (Cards - MD)

- × Expansión de una tarjeta:

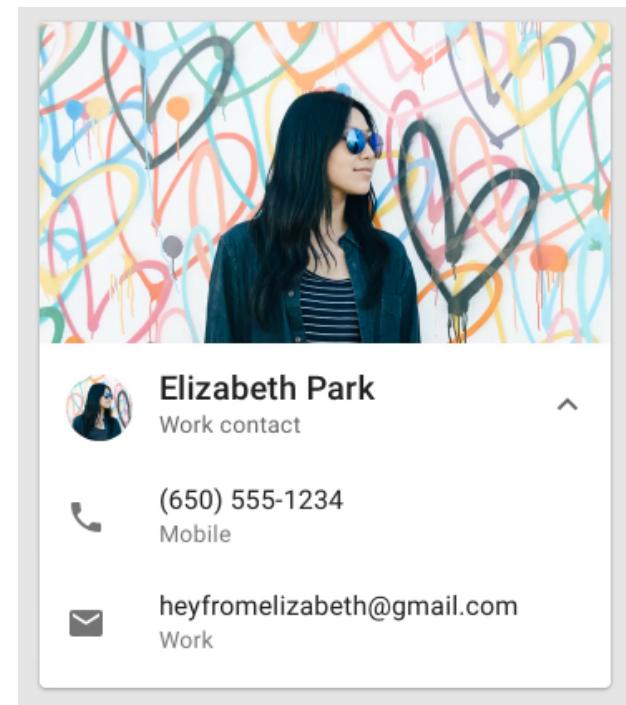
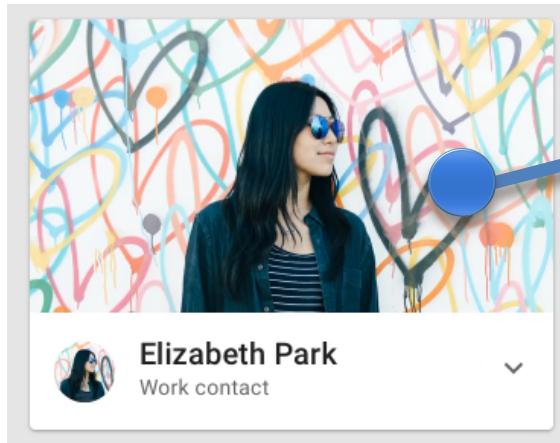
The diagram illustrates the expansion of a contact card. On the left, a 'Contacts' screen shows a list of contacts: Sandra Adams (Work contact) and Elizabeth Park (Work contact). A blue arrow points from the card of Elizabeth Park in the list view to its expanded view on the right. The expanded view shows a larger photo of Elizabeth Park against a colorful, abstract background. Below the photo, her name 'Elizabeth Park' is listed as a 'Work contact'. The card is divided into sections: 'Name' (Elizabeth Park), 'Phone Number' (212-665-8945, labeled 'Mobile'), and 'Address' (2000 Main Street).

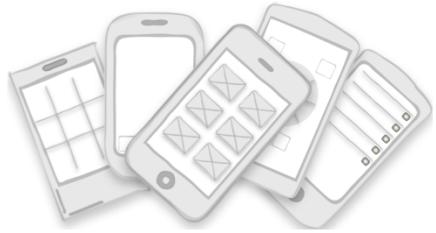
Name	Elizabeth Park
Phone Number	212-665-8945
label	Mobile
Address	2000 Main Street



Tarjetas (Cards - MD)

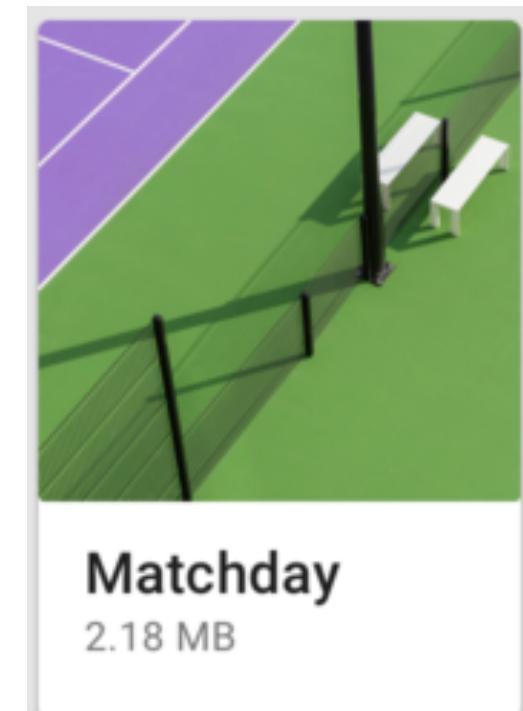
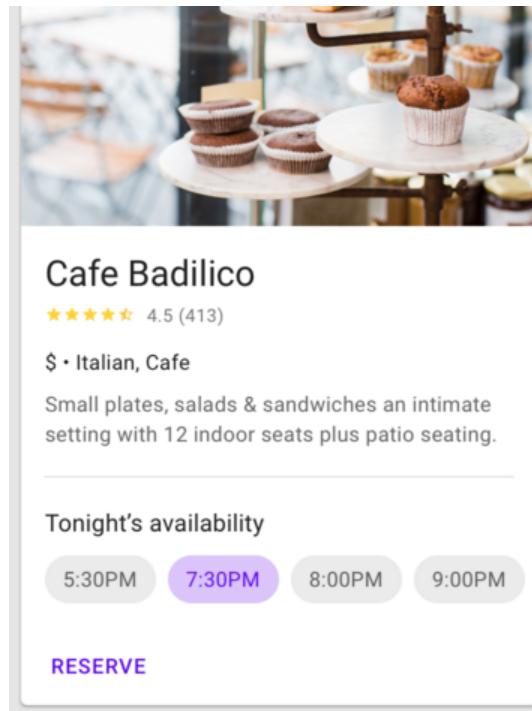
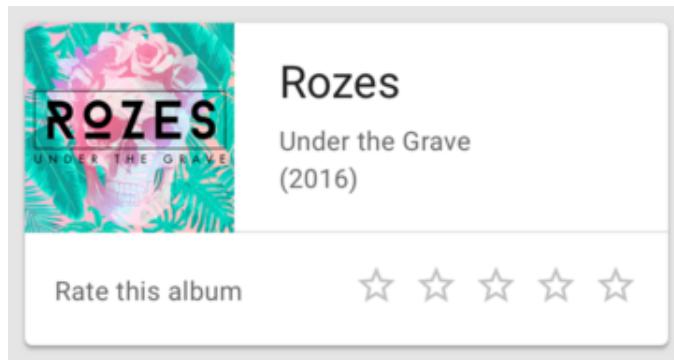
- × Expansión de una tarjeta:

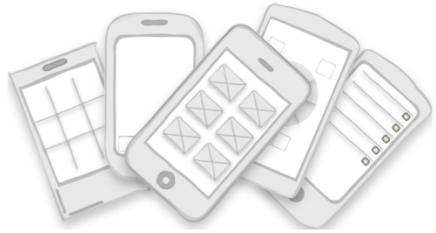




Tarjetas (Cards - MD)

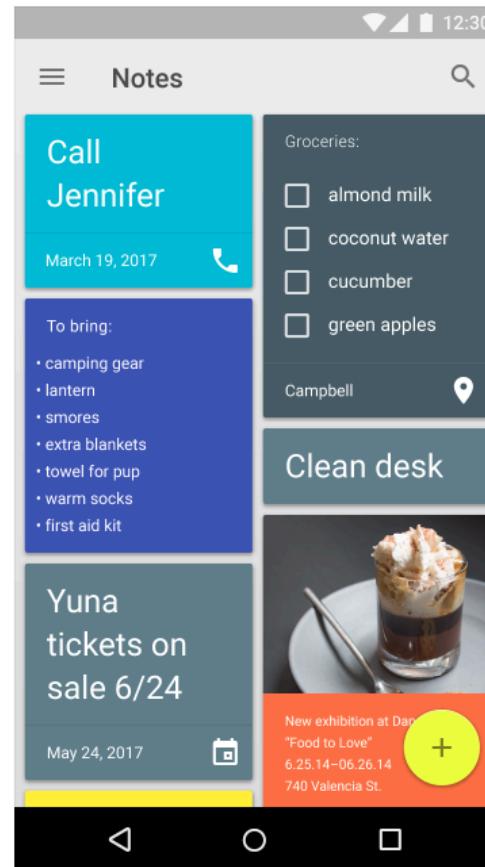
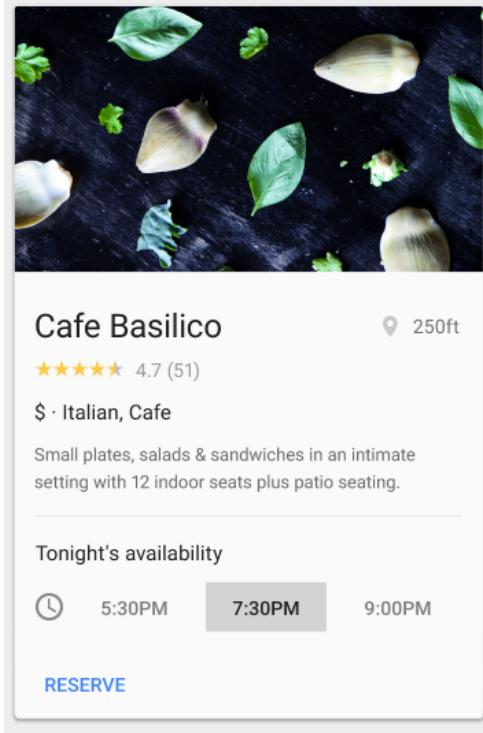
- ✗ Ejemplos de tarjetas.

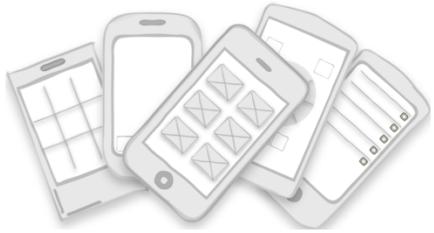




Tarjetas (Cards - MD)

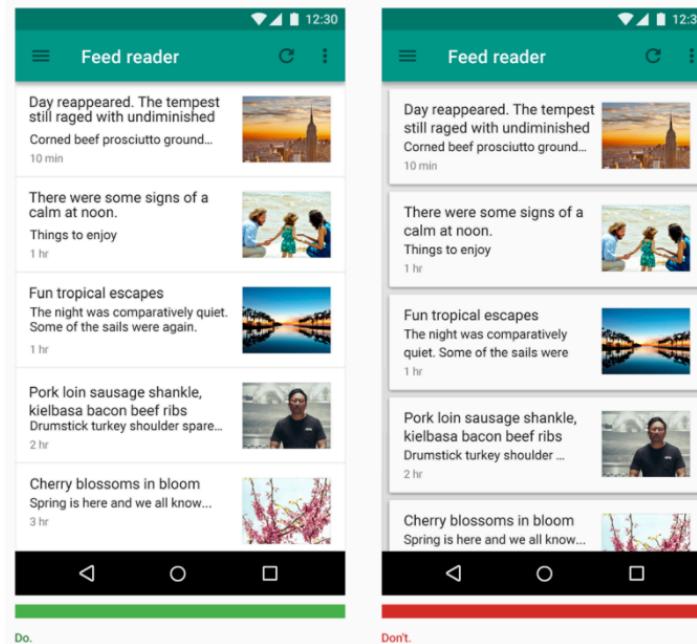
✗ Información de tarjetas heterogéneas

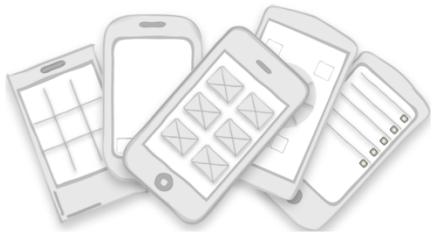




Listas/Tarjetas

- ✗ Las listas se escanean más rápido por los usuarios y deben usarse cuando el contenido es similar y repetitivo.
- ✗ Las tarjetas son mejores cuando el usuario las compara por el contenido de las imágenes.





Listas/Tarjetas

✗ Ejemplos de uso:

onefootball.com/en/news

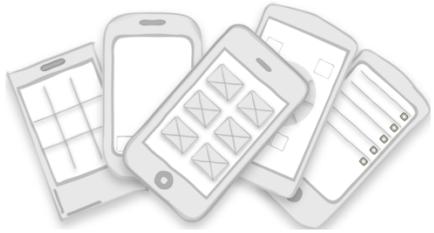
theguardian.com/uk

goal.com/euro2016/en

edition.cnn.com

voetbalzone.nl

reddit.com/r/news/



Lectura recomendada

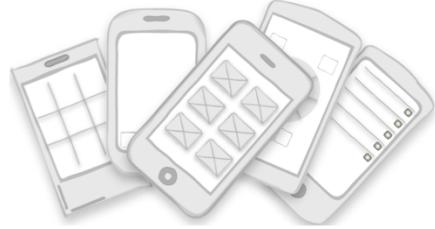
✗ Información de tarjetas heterogéneas

The future of cards in Web design

by JERRY CAO — Tweet — 15 Jul, 11:12am in DESIGN & DEV

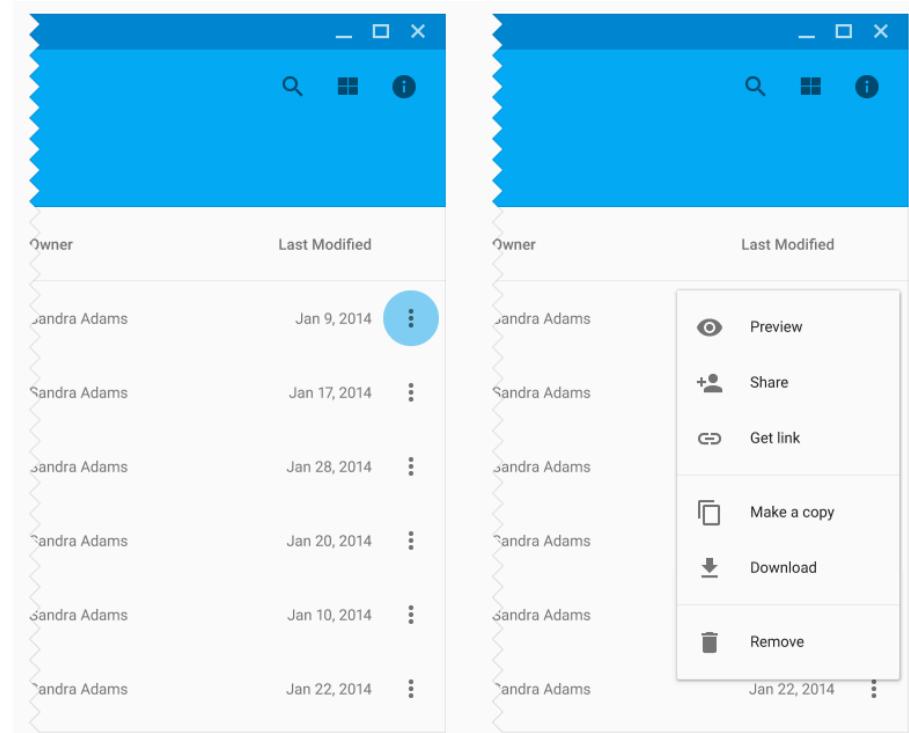
You've been seeing those rectangular boxes on a lot of websites lately, right? Those are cards, and they're popping up more and more. But don't mistake cards for being a mere trend or simply eye-candy. Cards are as practical as they are popular – in fact, that's why you're seeing them so often.

SWAD/FutureOfCardsWebDesign.pdf

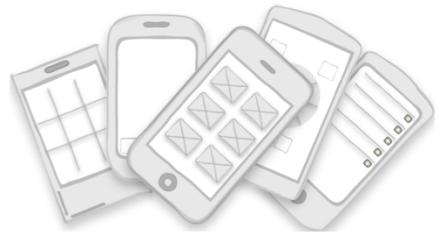


Menús en contexto

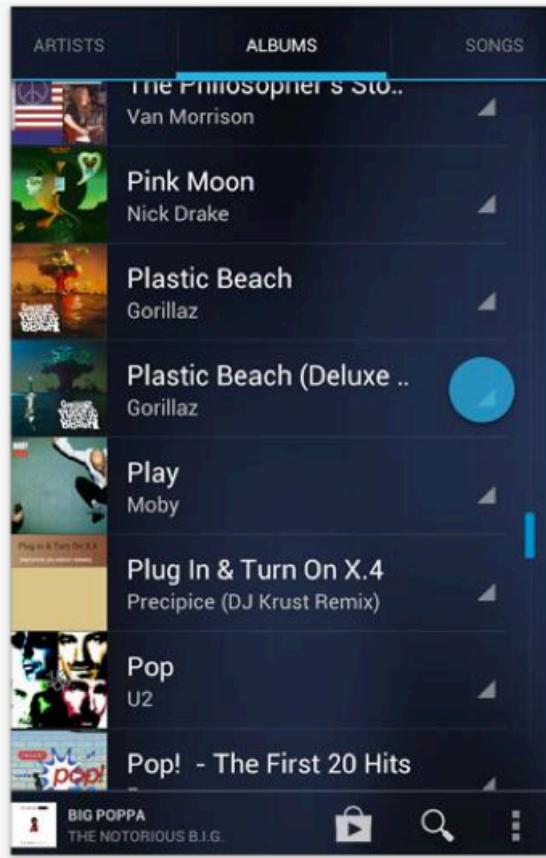
- ✗ **Floating Context Menu.**
(Menú flotante)
- ✗ Actuar frente a un dato dentro de una categoría con un **conjunto de funciones disponibles.**
- ✗ No tenemos que navegar hasta llegar a la vista del dato.



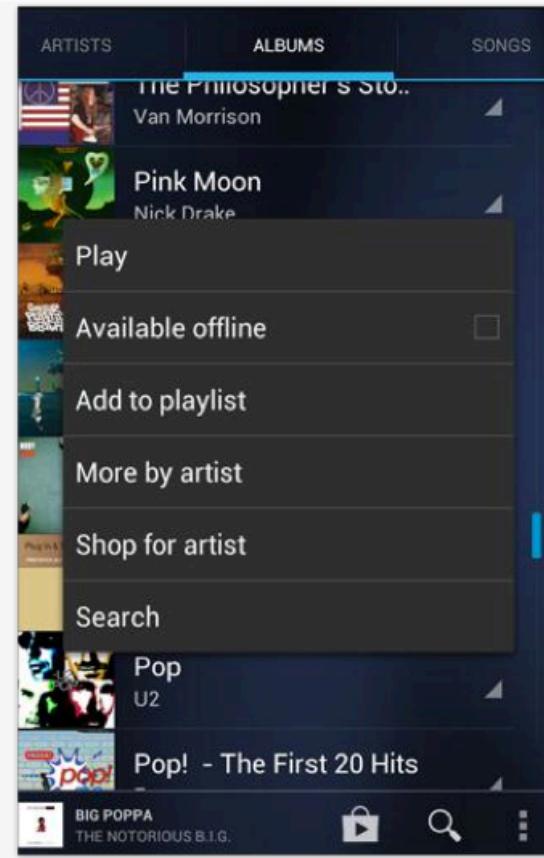
“Long Press Gesture”



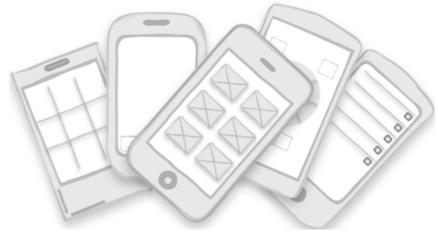
Menús en contexto



Floating Context Menu

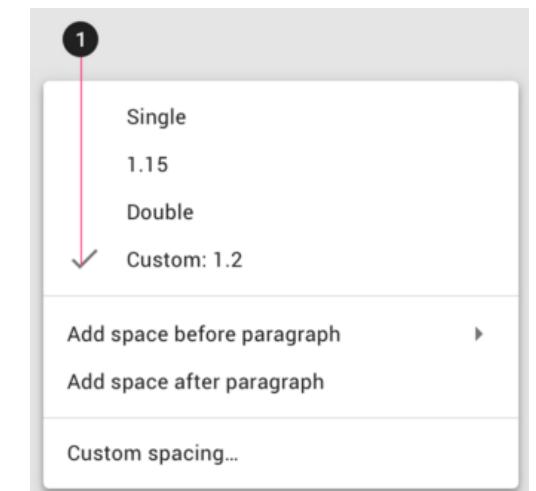
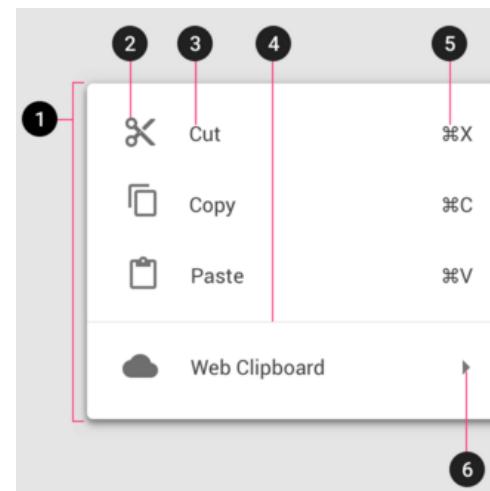
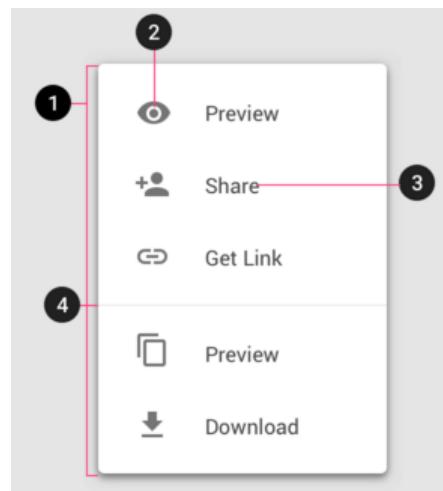
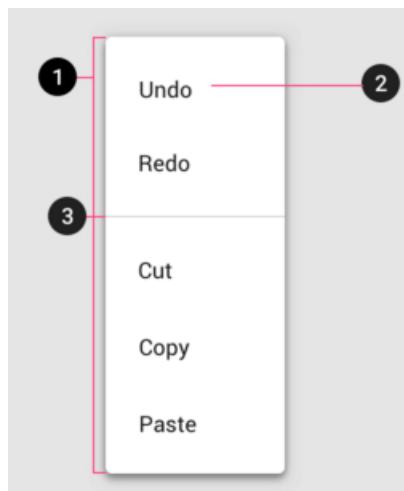


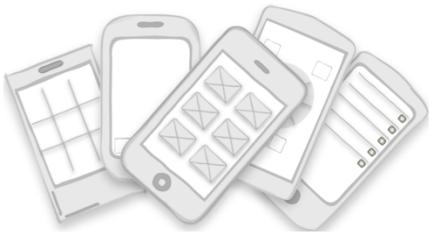
Contextual Action Bar



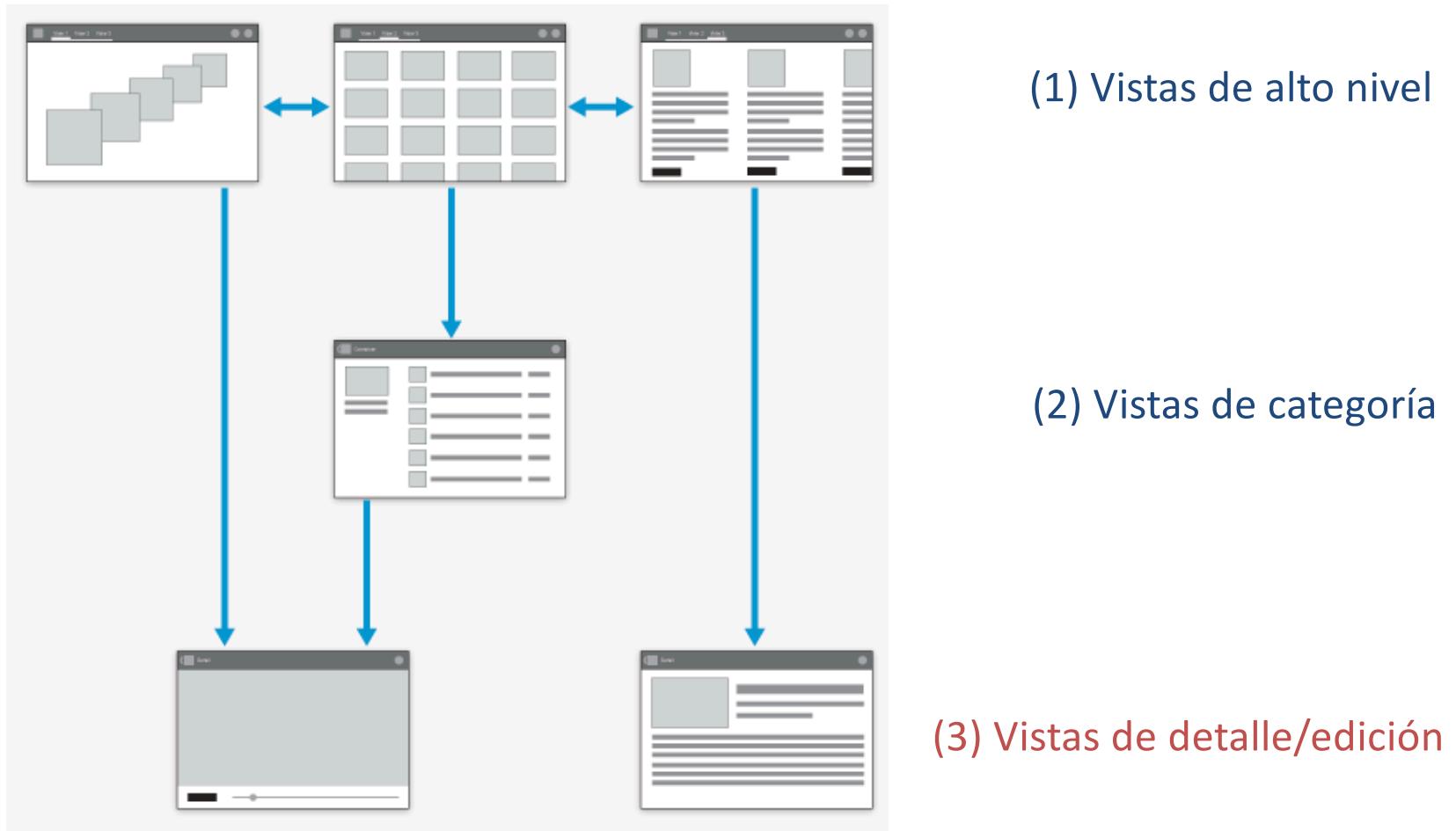
Menús en contexto

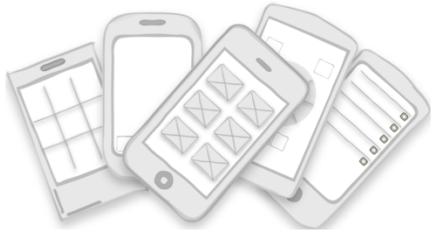
Ejemplos de menús:





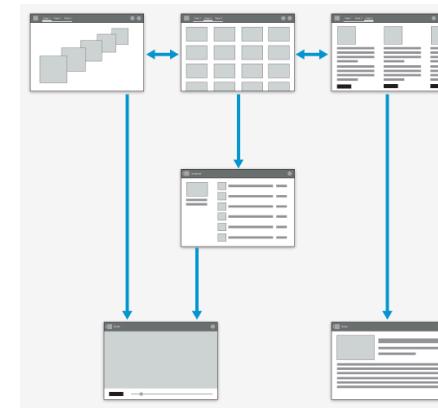
Estructura general de una APP dirigida por datos

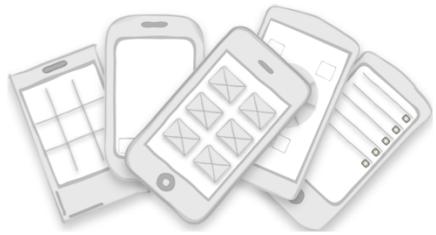




Estructura de una App en Android

2.3 - Vistas de detalle



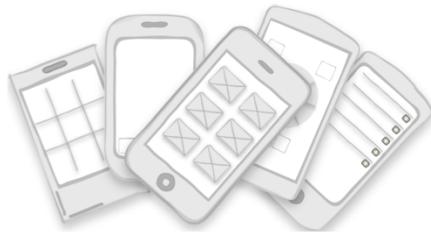


(3) Vista de detalle/edición

- ✗ Donde se consumen o se usan los datos.
- ✗ Visualización, modificación o borrado.

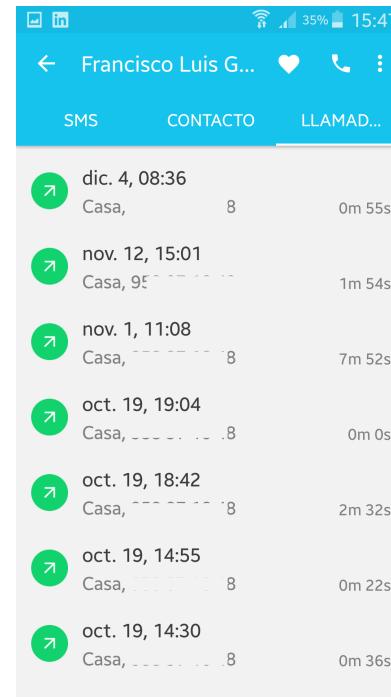
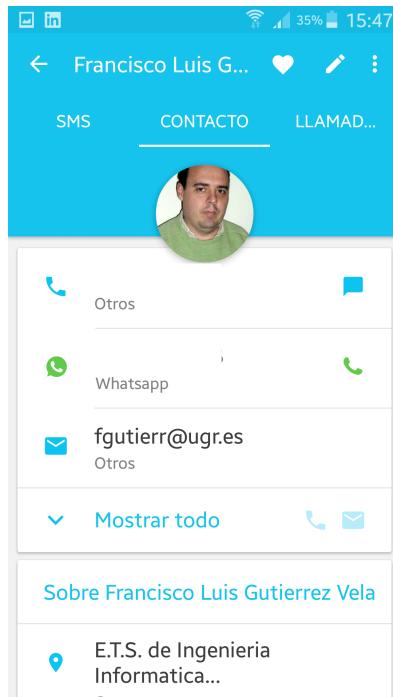
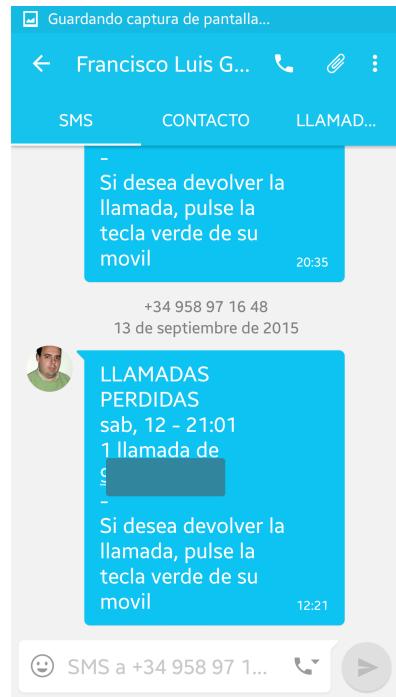
The image contains three screenshots from mobile devices:

- Screenshot 1 (Left):** A Twitter feed for "El País Cultura" (@elpais_cultura). It shows a tweet from "El País Cultura" about programming at the Centro Niemeyer. A red arrow points upwards from the bottom of the tweet content towards the top of the screen, indicating where data is being consumed or modified.
- Screenshot 2 (Middle):** An Android app store page for the game "Worms" by Electronic Arts Mobile. The page shows the game's cover art, rating, price (~£1.88), and a "Description" section. This represents a detailed view of an app.
- Screenshot 3 (Right):** A mobile application for booking appointments. It shows fields for selecting a date (27/02/2013) and time (10:40). Below these are sections for "DATOS" (User information: USUARIO S LOGIN PRUEBAS MOVILIDAD, 619257775) and "CATEGORÍA" (Instituto Nacional de la Seguridad Social, Jubilación). At the bottom is a large blue "CONFIRMAR" button.

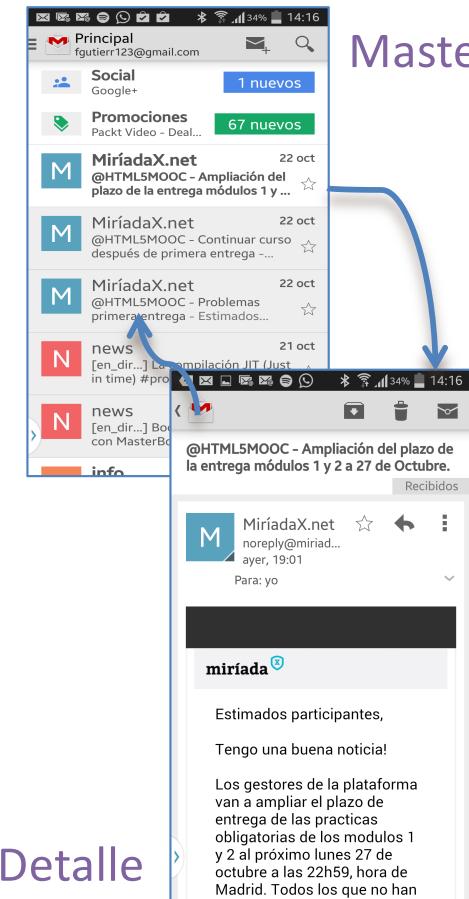


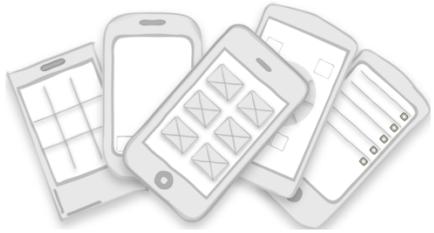
Navegación a bajo nivel

- ✗ Hacer una navegación efectiva entre vistas de detalle.



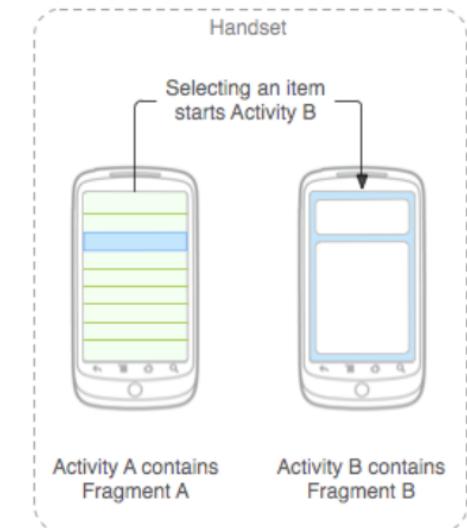
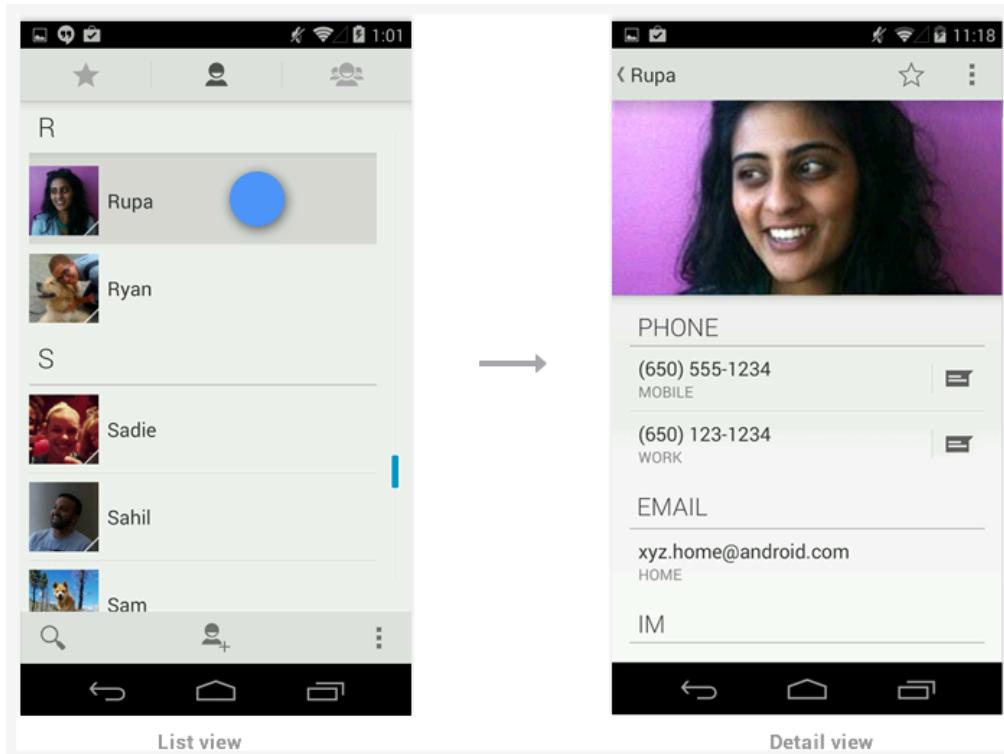
Navegando entre detalles (Tabs)

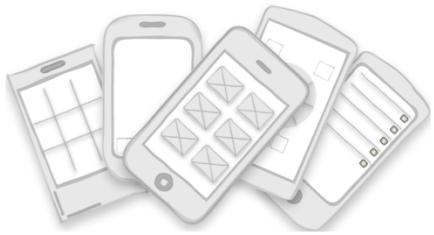




Master-Detalle Fragments

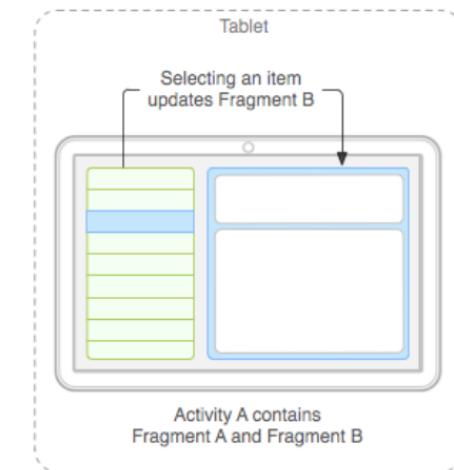
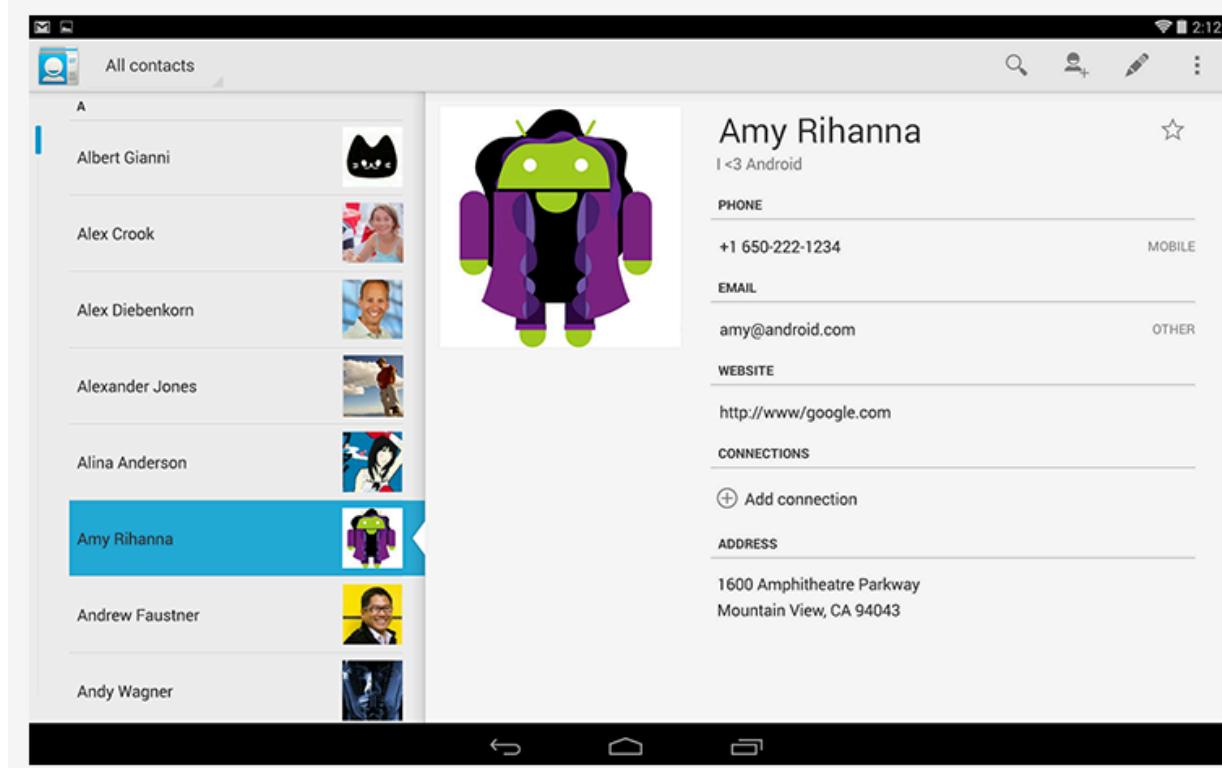
- El uso de “multi-paneles” permite hacer una gestión más eficiente de esta relación.

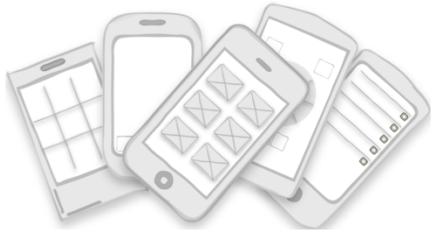




Master-Detalle

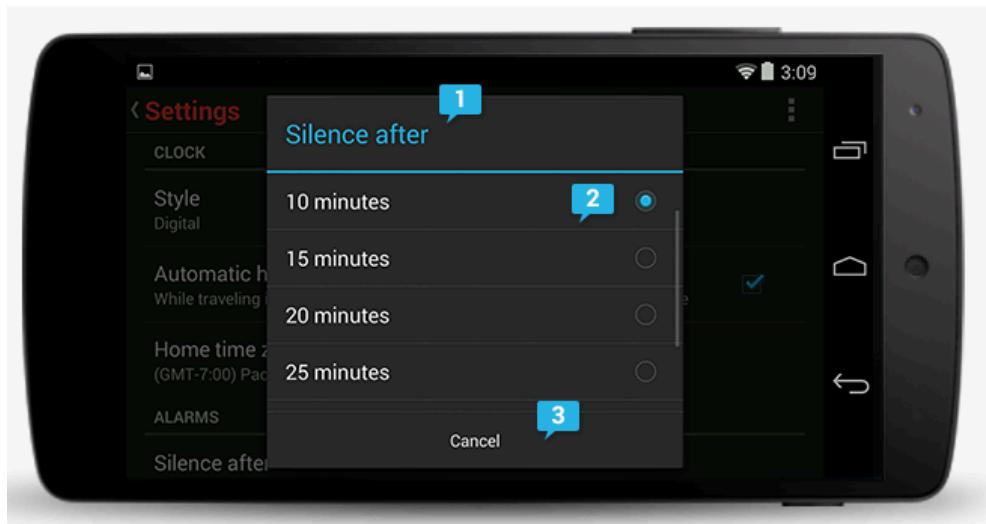
- ✗ El paso a tablets es homogéneo.



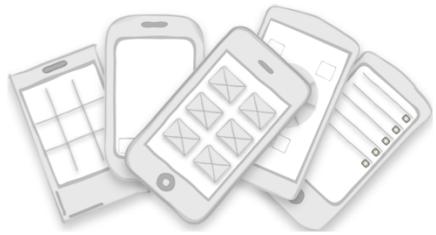


Diálogos

- ✗ Ventana para que el usuario tome una decisión o entre información adicional para la actividad.
- ✗ No llena la pantalla y actúa como un **evento “modal”**



1. Título (opcional)
2. Área de contenido
3. Botones de acción



Dialogo. Botones de acción

- ✗ Izquierda (**Dismissive Action**). Acción que vuelve al usuario al estado anterior.
- ✗ Derecho (**Affirmative Action**). Acción que continua el proceso que lanzó el dialogo.

Pick your toppings

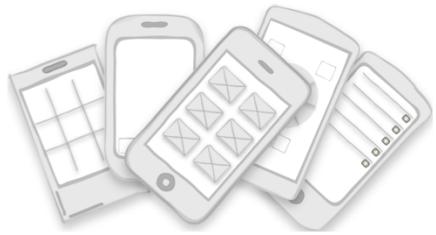
Onion	<input type="checkbox"/>
Lettuce	<input checked="" type="checkbox"/>
Tomato	<input checked="" type="checkbox"/>

Cancel **OK**

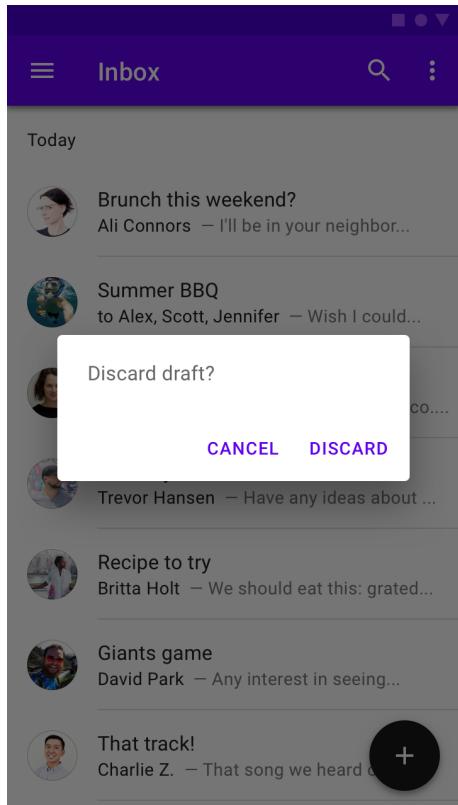
Playlist name

Playlist 1

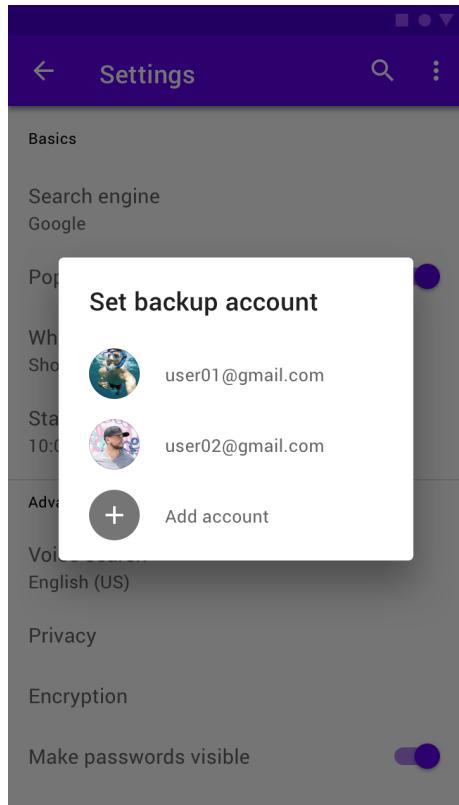
Cancel **OK**



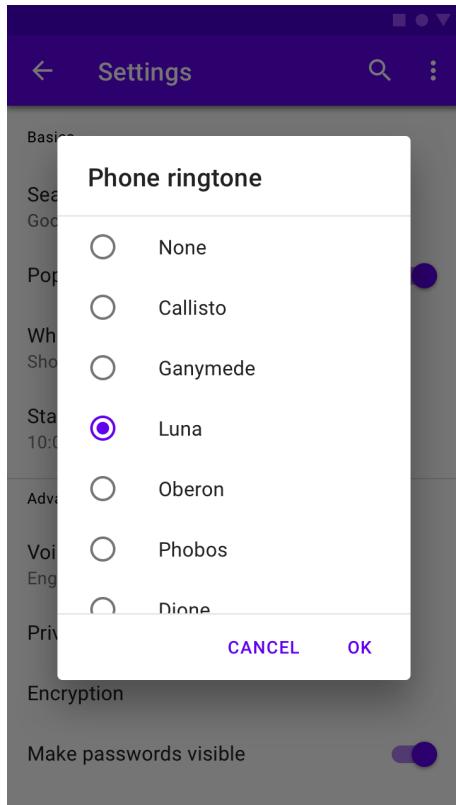
Tipos de Diálogos



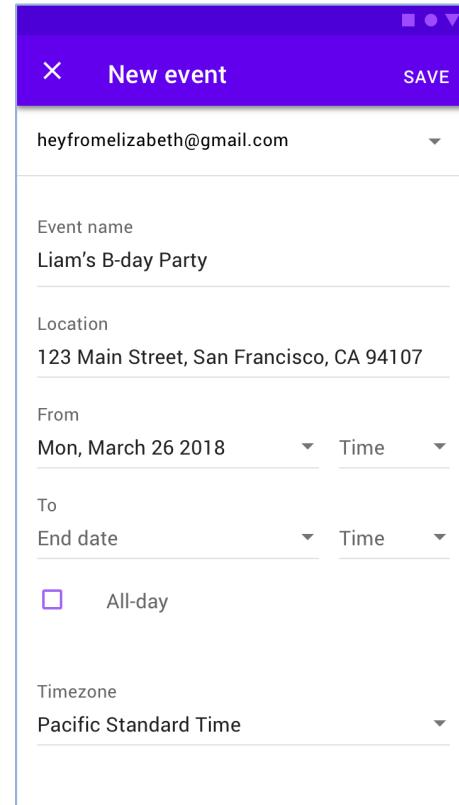
Alert Dialog



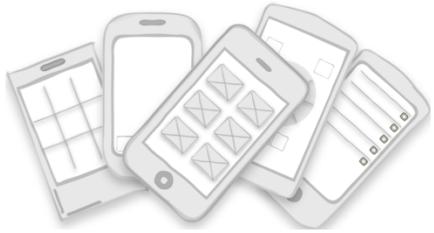
Simple Dialog
Pop-up



Confirmation Dialog



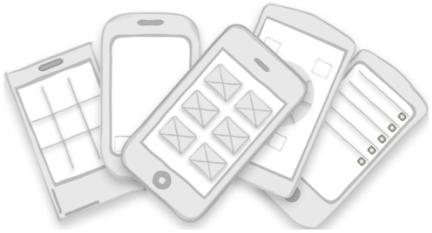
Full-Screen Dialog



Toast

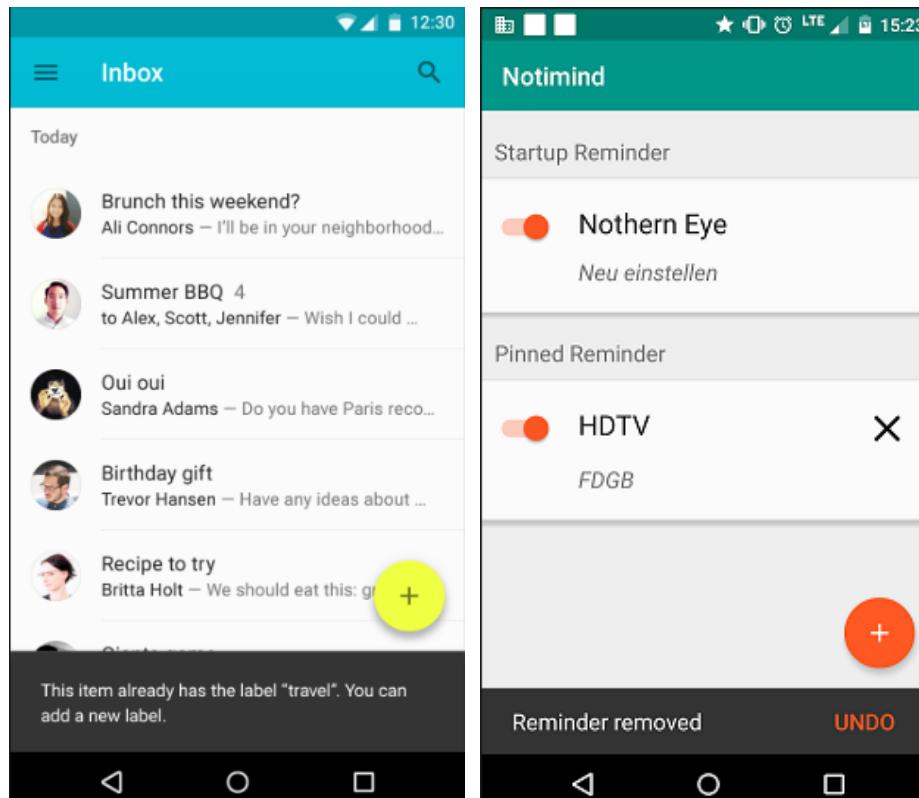
- ✖ Pequeño “popup” para mostrar una realimentación corta y rápida sobre la operación realizada.

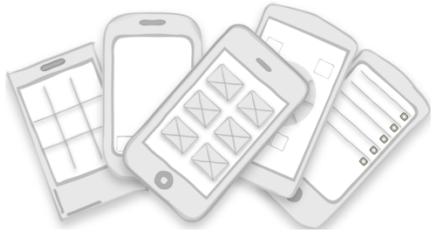




Snackbars (MD)

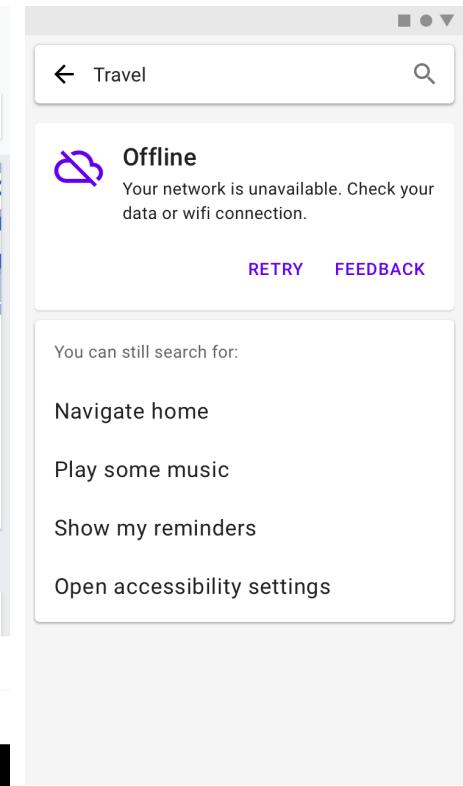
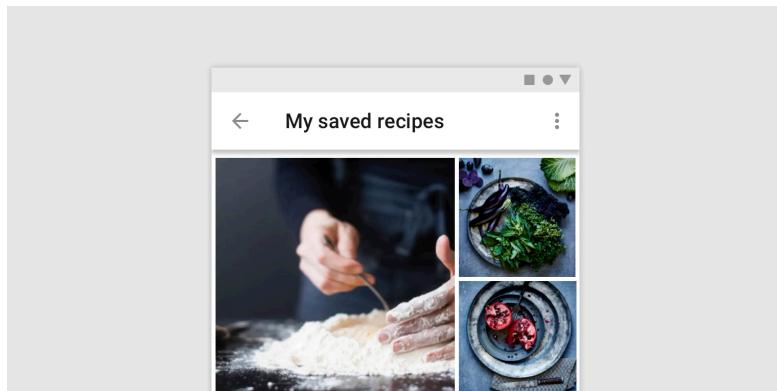
- ✗ Contiene una línea de información sobre la acción actual y una acción asociada.

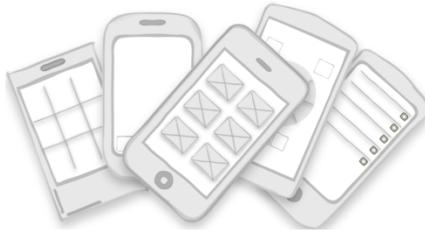




Banner

- ✗ Mostar un mensaje importante y acciones posibles de manera no modal y persistente.





Alertas/Diálogos/Banner cuando usar cada uno ...

LOW PRIORITY

HIGH PRIORITY

Snackbar

Non-interruptive

User action not required

Self-dismissing

0-1 actions

Banner

Mildly-interruptive

User action optional

Requires user dismissal

1-2 actions

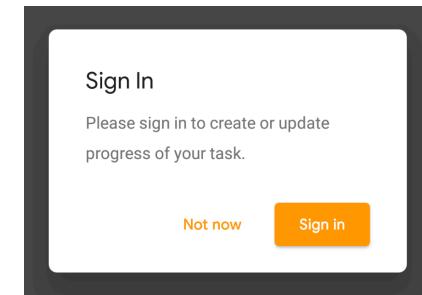
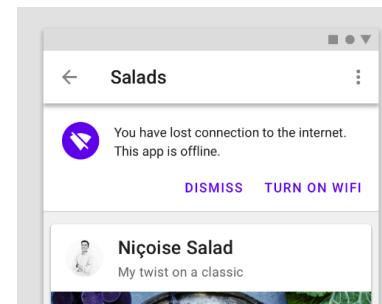
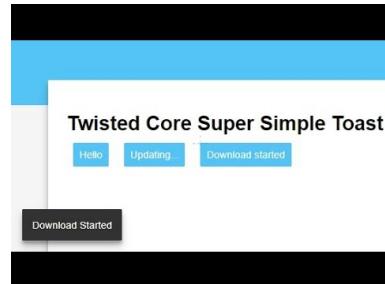
Dialog

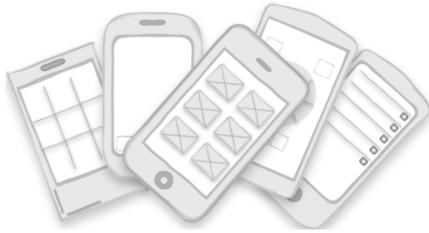
Highly interruptive

User action required

Requires user dismissal

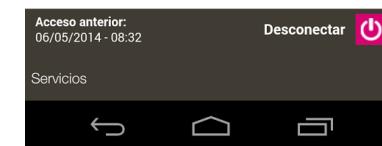
1-2 actions



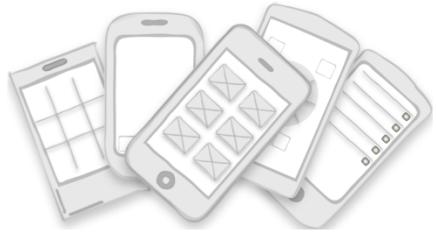


Ejercicio (ejeS5_Nav.pdf)

- ✗ Usar la aplicación móvil que tenga tu banco y analízala desde el punto de vista de la estructura y la navegación.
 - Tipo de aplicación.
 - La información (jerarquía, categorías, detalle, ...) que muestra.
 - Estructuras de navegación usadas.

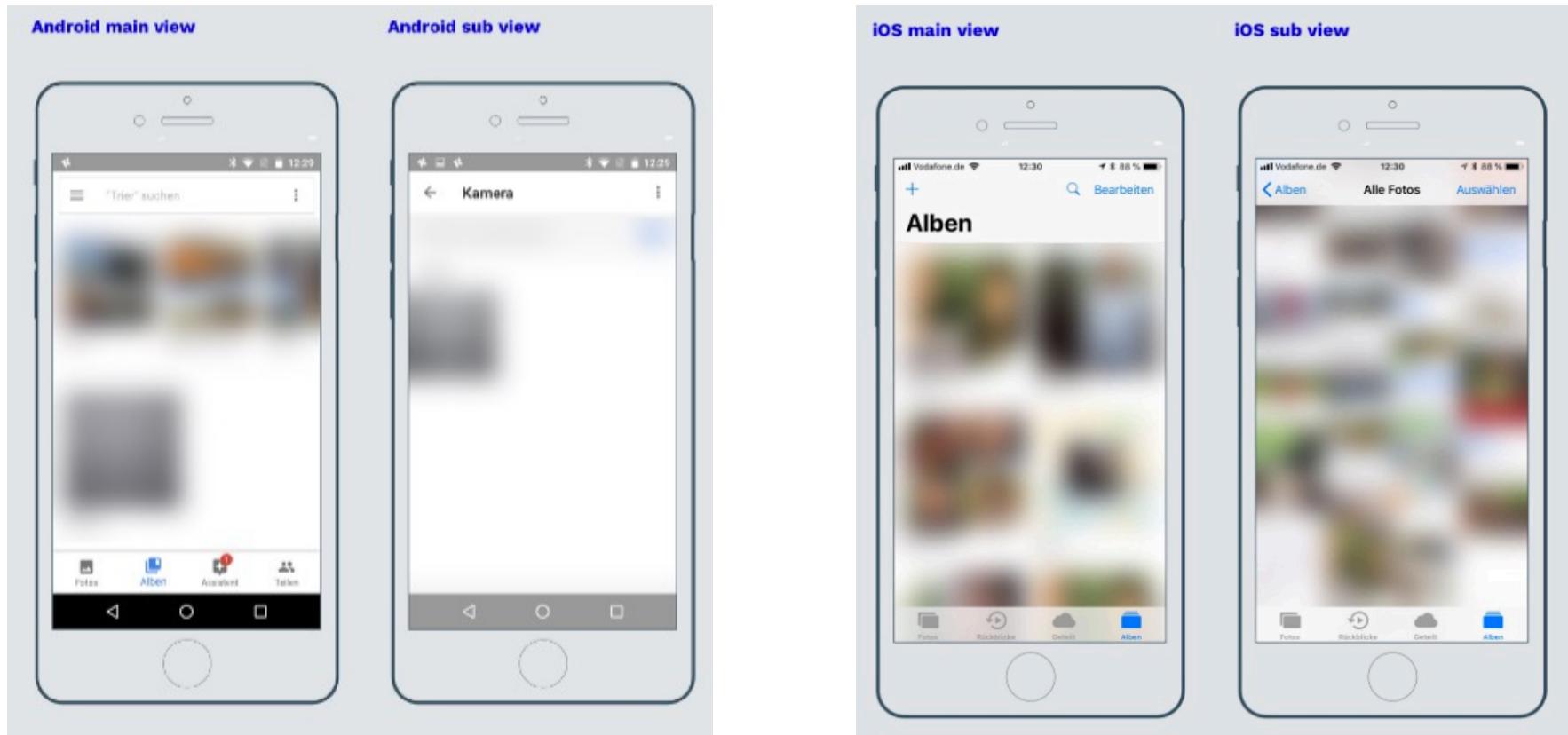


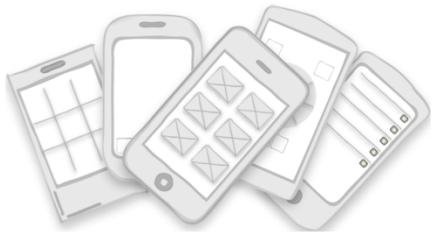
(Incluir capturas de pantalla en el análisis y si consideras que se podría mejorar, indicar cómo? ... realizar bocetos de pantalla ...)



Diferencias entre SO

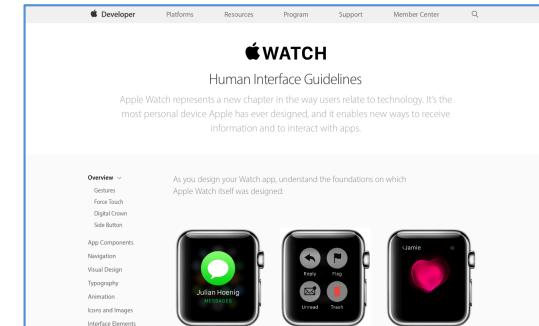
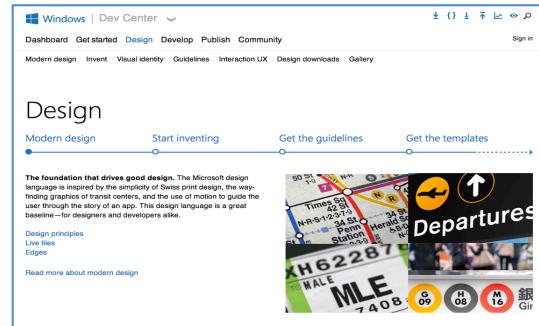
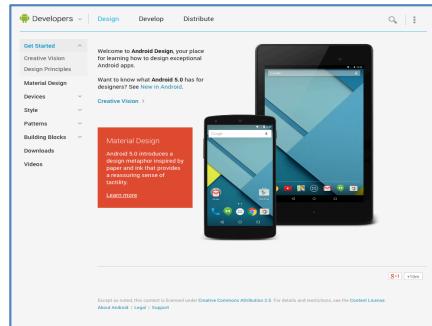
Navegación principal

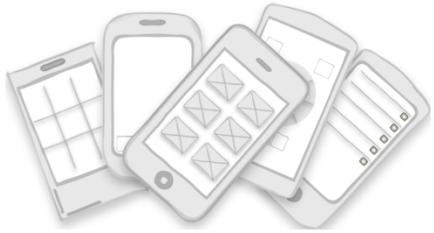




Guías de estilo

- ✗ **Windows.** <https://docs.microsoft.com/es-es/windows/uwp/design/>
- ✗ **Android.** <https://material.io/design/introduction>
- ✗ **iOS.** <https://developer.apple.com/design/human-interface-guidelines/ios>
- ✗ **Android Wear.** <https://designguidelines.withgoogle.com/wearos/>
- ✗ **Apple Watch.** <https://developer.apple.com/design/human-interface-guidelines/watchos>



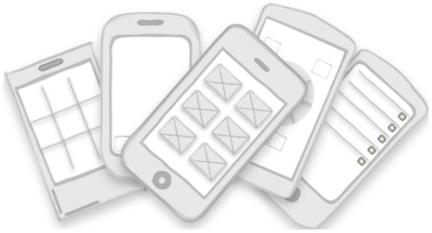


Ejercicio (ejeS5_iOS.pdf)

1. ¿Qué sistema de navegación usa iOS para substituir a las pestañas de Android?
2. ¿Dónde colocarías los botones de acción de una App Bar en una aplicación para iOS?
3. ¿Tiene iOS algo similar a los FAB?
4. ¿Cómo diseñarías en iOS un menú contextual tipo “Floating Context Menu” de Android?
5. ¿Cómo propone iOS la selección múltiple de elementos en una lista?

(*) Usar la guía de estilo de iOS para responder a estas preguntas

<https://developer.apple.com/design/human-interface-guidelines/ios>



Desarrollo

MATERIAL DESIGN

Design Develop Tools

Android ▾

Components

- Bottom App Bar
- Bottom Navigation
- Bottom Sheets
- Chips
- Collapsing Toolbars
- Floating Action Buttons
- Material Button
- Material Card
- Modal Bottom Sheets
- Navigation Views
- Snackbars
- Tab Layout
- Text Fields

Design & API Documentation

MATERIAL DESIGN GUIDELINES: BOTTOM NAVIGATION

CLASS DEFINITION

CLASS OVERVIEW

Usage

- Create a [menu resource](#) with up to 5 navigation targets (BottomNavigationView does not support more than 5 items).
- Lay out your BottomNavigationView below your content.
- Set the app:menu attribute on your BottomNavigationView to your menu resource.
- Listen for selection events using setOnNavigationItemSelected(...).

A typical layout file would look something like this:

```
<FrameLayout  
    xmlns:android="http://schemas.android.com/apk/res/android"  
    xmlns:app="http://schemas.android.com/apk/res-auto"  
    android:layout_width="match_parent"  
    android:layout_height="match_parent">  
  
    <!-- Main content -->
```

<https://material.io/develop/android/>

MATERIAL DESIGN

Design Components Develop Resources Blog

Cards

Google is committed to advancing racial equity for Black communities. [See how.](#)

Cards contain content and actions about a single subject.

DESIGN IMPLEMENTATION [NEW]

CONTENTS

- Using cards
- Card
- Theming cards

Android

Web

Flutter

iOS

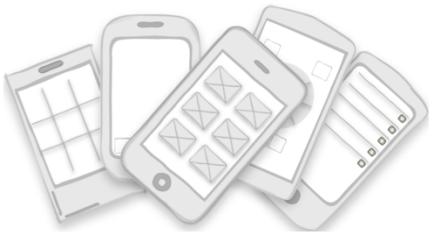
you need to add a dependency to the Material Components for Android in the Getting started page.

Cards support [checking](#) and [dragging](#), but those behaviors are not implemented by default.

Making cards accessible

The contents within a card should follow their own accessibility guidelines, such as images having content descriptions set on them.

If you have a draggable card, you should set an [AccessibilityDelegate](#) on it, so that the behavior can be accessible via screen readers such as TalkBack. See the [draggable_card section](#) below for more information.



Desarrollo

← MDC-101 Android: Material Components (MDC) Basics (Java) ⏳ 33 min remaining

1 Introduction

2 Set up your development environment

3 Add text fields

4 Add buttons

5 Navigate to the next Fragment

6 All done

Did you find a mistake? Please file a bug.

1. Introduction

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

What are Material Design and Material Components for Android?

Material Design is a system for building bold and beautiful digital products. By uniting style, branding, interaction, and motion under a consistent set of principles and components, product teams can realize their greatest design potential.

For Android applications, Material Components for Android (MDC Android) unites design and engineering with a library of components for creating consistency across your application. As the Material Design system evolves, these components are updated to ensure consistent pixel-perfect implementation and adherence to Google's front-end development standards. MDC is also available for web, iOS, and Flutter.

In this codelab, you'll build a login page using several of MDC Android's components.

What you'll build

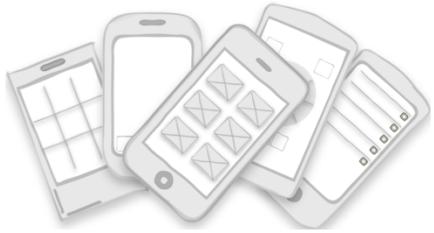
This codelab is the first of 4 codelabs that will guide you through building an app called Shrine, an e-commerce Android app that sells clothing and home goods. It will demonstrate how you can customize components to reflect any brand or style using MDC-Android.

In this codelab, you'll build a login page for Shrine that contains:

- Two text fields, one for entering a username and the other for a password
- Two buttons, one for "Cancel" and one for "Next"
- The name of the app (Shrine)

>

<https://codelabs.developers.google.com/codelabs/mdc-101-java/>

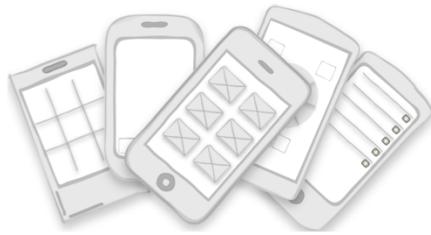


Desarrollo...

App demo MD con código

The screenshot shows the Google Play Store listing for 'Material Design 2' by Eajy. The app has a 4-star rating and 25 reviews. It features sections for 'Cards', 'Dialogs', and 'Widgets'. A green 'Instalada' button indicates it is installed on the device. Below the store listing, several screenshots of the app's interface are displayed, including a card with a title and subtitle, a dialog with a snack bar, and various button types like icon, round corner, text, outlined, and toggle. Another screenshot shows a 'Recycler View' with a header and an extended floating action button (FAB). A third screenshot shows 'Bottom Navigation' with tabs for Blue, Green, Yellow, and Red. A fourth screenshot shows 'Scrolling' with a header and a detailed description of material design metaphors.

<https://play.google.com/store/apps/details?id=com.eajy.materialdesign2>
<https://github.com/Eajy/MaterialDesign2>



Material Design para Web Framework Material - UI

A screenshot of the Material-UI website. The header features a blue navigation bar with a search bar, language switcher (ESPAÑOL), and other icons. Below the header, the Material-UI logo (a blue 3D 'M') is displayed next to the text 'MATERIAL-UI'. A descriptive paragraph explains that it provides React components for faster and simpler web development, allowing users to build their own design system or integrate with Material Design. A 'COMENZAR' button is visible. At the bottom, social media links show 52,280 stars on GitHub and 8,286 followers on Twitter. A 'Get Professional Support' button is located in the top right corner of the main content area.

MATERIAL-UI

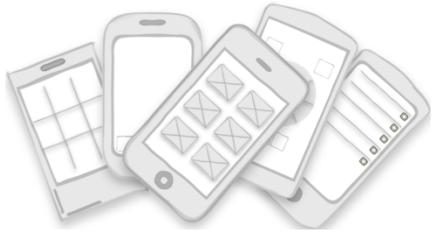
Componentes de React para un desarrollo web más rápido y sencillo. Construya su propio sistema de diseño, o empiece con Material Design.

COMENZAR

★ Star 52,280 Seguir 8,286 seguidores

Get Professional Support

<https://material-ui.com/>



Lectura recomendada

Apple Developer Discover Design Develop Distribute Support Account

Human Interface Guidelines iOS ▾

Overview
App Architecture ▾

- Accessibility
- Loading
- Modality
- Navigation
- Onboarding**
- Requesting Permission
- Settings

User Interaction

- System Capabilities
- Visual Design
- Icons and Images
- Bars
- Views
- Controls
- Extensions
- Technologies
- Resources

Onboarding

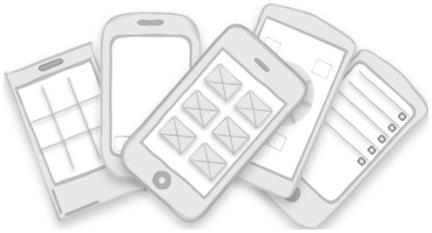
Launch time is your first opportunity to onboard new users and reconnect with returning ones. Design a launch experience that's fast, fun, and educational.

A smartphone is shown displaying the 'What's New' screen. The screen features a large title 'What's New' at the top. Below it are three sections, each with an icon and text:

- More Personalized**
Top Stories picked for you and recommendations from Siri.
- New Spotlight Tab**
Discover great stories selected by our editors.
- Video in Today View**
The day's best videos, right in the News widget.

The phone has a black border and a white background. The time '9:41' is visible at the top of the phone's screen.

<https://developer.apple.com/ios/human-interface-guidelines/app-architecture/onboarding/>

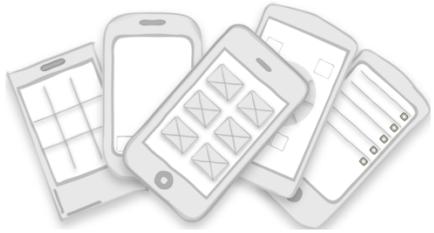


Google I/O

The screenshot shows the official website for Google I/O 2015. At the top left is the I/O logo with the text "May 28 - 29, 2015 Moscone Center West, San Francisco, CA". The top right features navigation links: ABOUT, SCHEDULE, VIDEOS, ONSITE, OFFSITE, and SIGN IN. The main visual is a photo of Sundar Pichai speaking on stage. Below him is a "Watch the keynote" button with a play icon. A central text box states: "Google I/O is for developers - the creative coders who are building what's next. Each year, we explore the latest in tech, mobile & beyond." Below this is a "WATCH THE KEYNOTE" button. At the bottom, there's a "Featured sessions" section with three circular icons containing play buttons.



<https://events.google.com/io/>



Lectura Recomendada

The header features a dark grey background. On the left is a red square icon containing a stylized 'C' logo. To its right, the words 'DESIGN CAFFEINE' are written in a white, sans-serif font. To the right of the logo is a horizontal navigation bar with five items: 'About', 'Portfolio', 'Perspective', 'Training', and 'Articles', all in a small white font.

Visual Guide to Android L Material Design: 7 Insights Every Serious Designer Needs to Know

Nov 14th, 2014 by Greg Nudelman

151
Shares



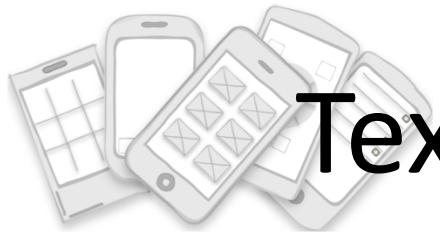
It happened again. In the seemingly never-ending battle of mobile titans, someone moved your skeuomorphic cheese. And this time it was Google, with Android L Material Design. Here are 7 hard-won insights from 4 Material Design workshops I recently facilitated with my top clients in Argentina, Abu Dhabi and United States.

What is Material Design?

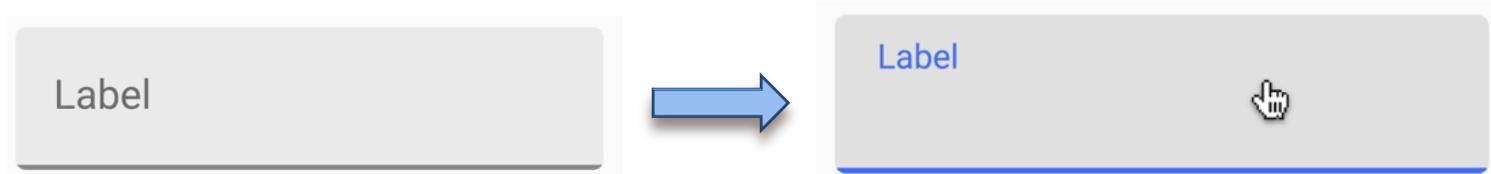
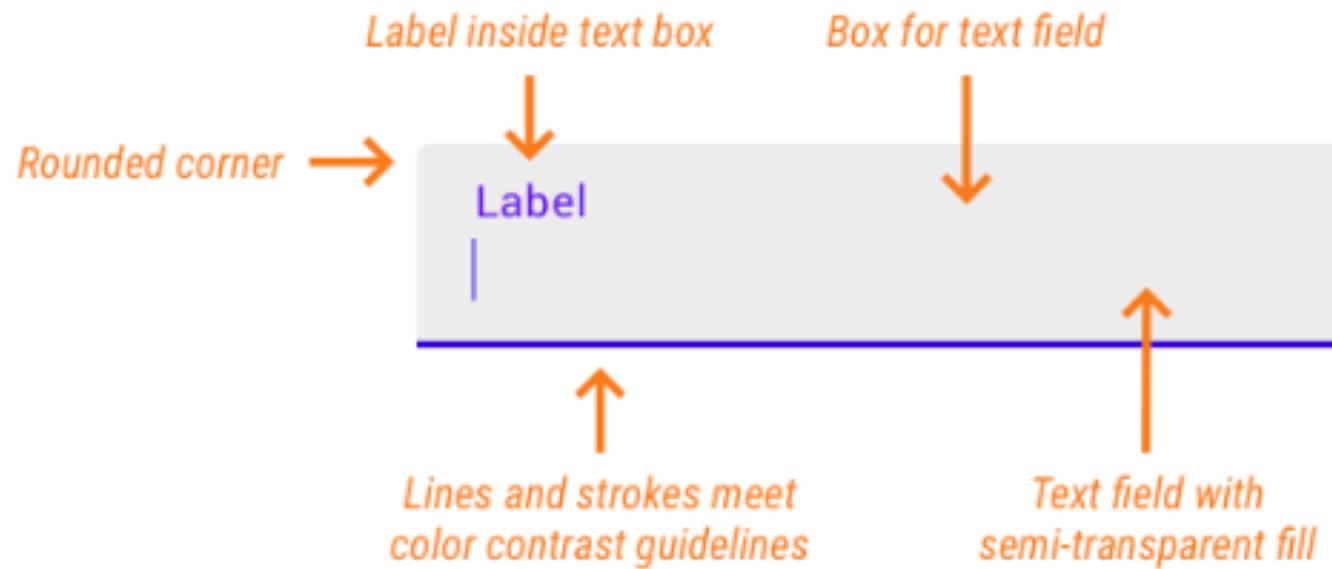
Material Design is a new Google design language that Google hopes to port to everything from mobile phones and tablets to websites and desktop apps – in short everything not including wearables (at least not at the moment.) You can get a feel for Material Design by seeing how Material Design transforms the Gmail app:

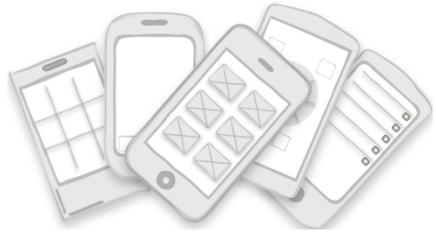
1. Starting from the current Android 4.4.4 (on the left), we
2. Remove some content complexity
3. De-clutter the action bar, remove the launch icon, and clean up fonts
4. Add standardized spacing on the 8 pixel grid
5. Add color and a substantial amount of vertical space, while also removing the overflow menu
6. And last but not least, we add a FAB (Floating Action Button) ergonomically positioned in the bottom right corner:

[SWAD/VisualGuideMaterialDesign.pdf](#)



Text Field/Labels/Pickers/Sliders





Lectura Recomendada

2/9/2018 Best Practices For Mobile Form Design — Smashing Magazine

ABOUT THE AUTHOR



Nick Babich is a developer, tech enthusiast, and UX lover. He has spent the last 10 years working in the software industry with a specialized focus on ... [More about Nick...](#)

AUGUST 28, 2018

Best Practices For Mobile Form Design

SWAD/BestPracticesMobileFormDesign.pdf

JUNE 1, 2017 • 25 comments

SMASHING MAGAZINE

Articles Books Events Jobs Membership

Design & development Physical & digital books Conferences & workshops Find work & employees Webinars & early-birds



ABOUT THE AUTHOR

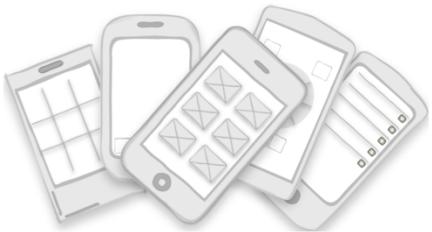
Nick Babich is a developer, tech enthusiast, and UX lover. He has spent the last 10 years working in the software industry with a specialized focus on ... [More about Nick...](#)

Designing Efficient Web Forms: On Structure, Inputs, Labels And Actions

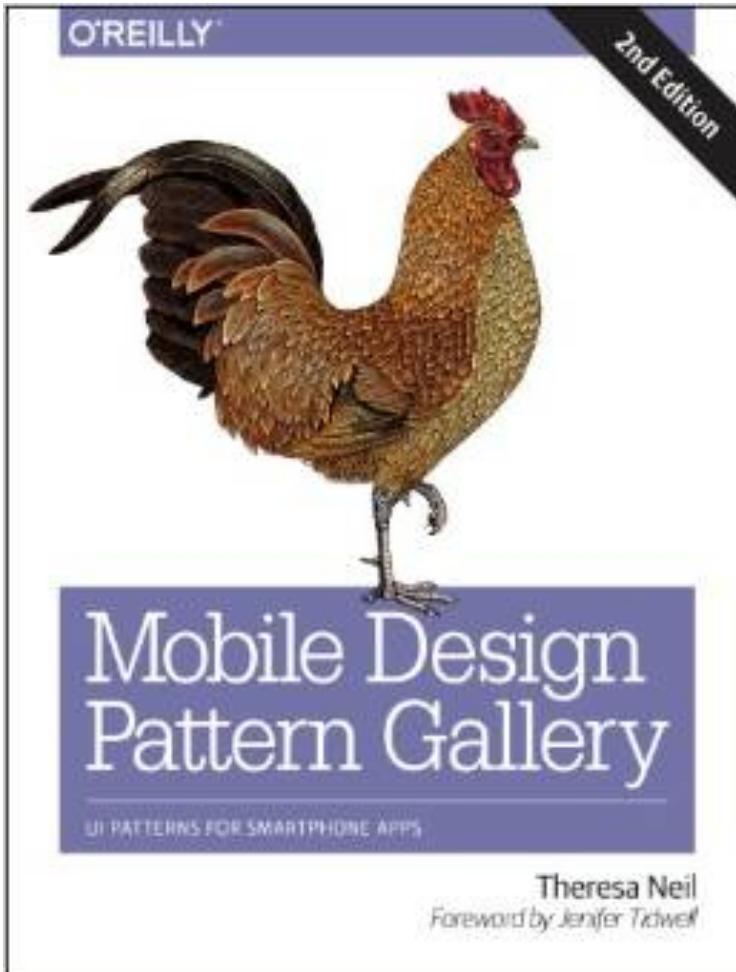
QUICK SUMMARY Someone who uses your app or website has a particular goal. Often, the one thing standing between the user and their goal is a form. Forms remain **one of the most important types of interactions** for users on the web and in apps. In fact, forms are often considered the final step in the journey of completing their goals. Forms are just a means to an end. Users should be able to complete them quickly and without confusion.

16 min read
Coding, Forms, Usability, Sponsored Content
Share on Twitter or LinkedIn

SWAD/DesigningWebForms.pdf



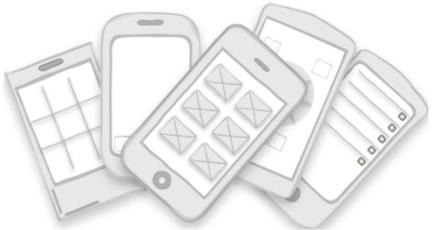
Patrones



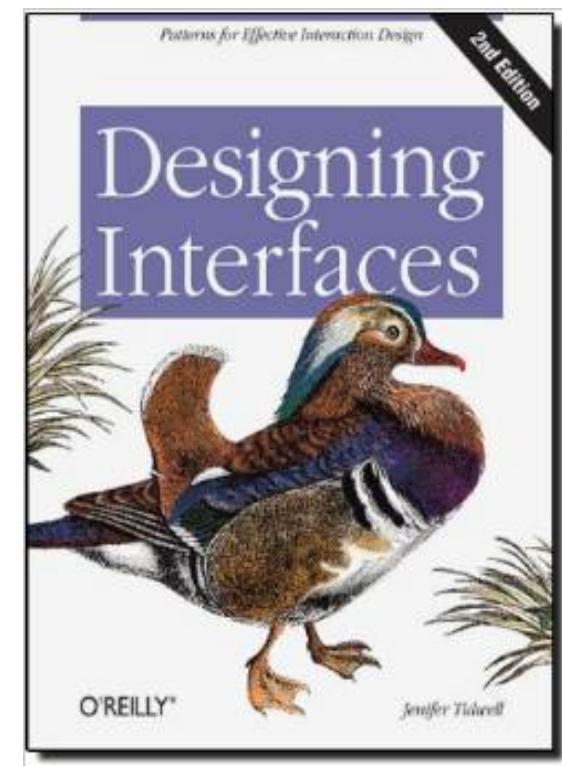
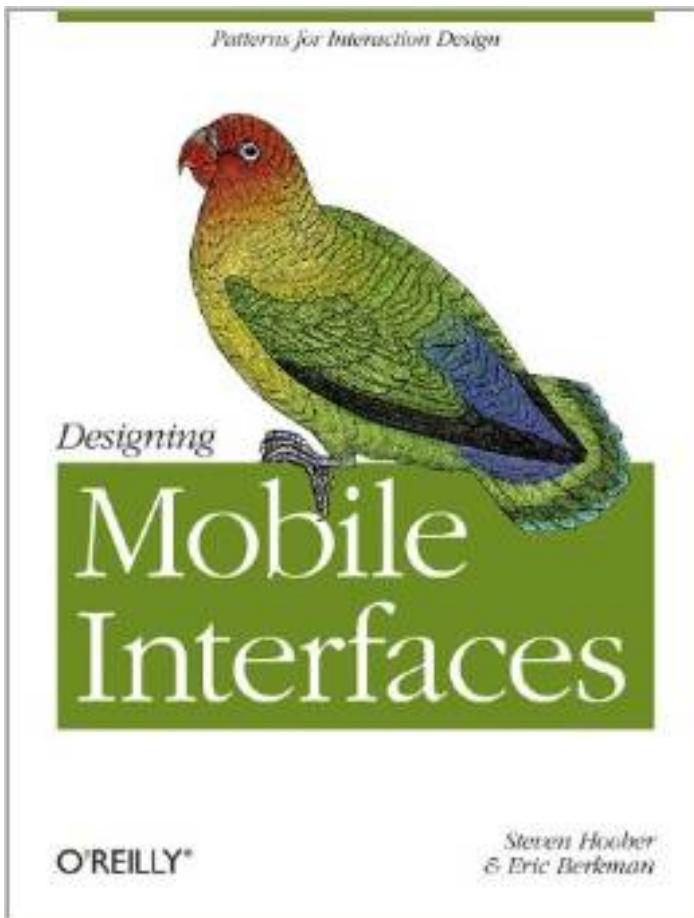
A screenshot of the "Android Design Book" website. The header includes links for "FREE DESIGN COURSE", "BOOK", "DESIGN PATTERNS" (which is the active tab), "CONSULTING", "WORKSHOPS", "CODE", "COMMUNITY", and "ABOUT". The main content area features a green Android robot icon next to the text "Android Design Book". Below this, a section titled "Chapter 5: Welcome Experience" is shown, dated May 20, 2014, by admin. It includes a thumbnail image of a man pointing, a brief description of an antipattern, and a list of tags. Another section titled "Chapter 6: Homescreen" is also visible, dated May 19, 2014, by admin, with a thumbnail image of a homescreen grid and a brief description. At the bottom of the page is a blue navigation bar with links for "Home", "About", "Contact", "Privacy", "Terms", and "Help".

<http://www.androiddesignbook.com/category/design-patterns/>

<http://proquest.safaribooksonline.com/9781449368586?uicode=goliat>



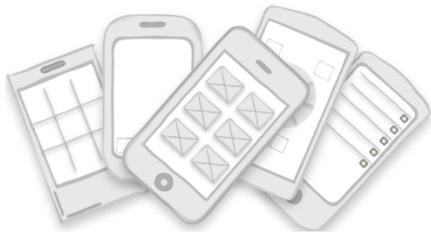
Patrones



<http://proquest.safaribooksonline.com/0596008031?uicode=goliath>

<http://proquest.safaribooksonline.com/9781449318451?uicode=goliath>

Buscar inspiración ...



A screenshot of a Tumblr blog page titled "Android Niceties". The page features a header with a "Choose your image size:" dropdown and a "Tweet" button. Below the header, there are two main sections: "Inbox" and "FlightTrack 5". The "Inbox" section shows a grid of small screenshots of various mobile apps. The "FlightTrack 5" section shows flight status cards for flights from San Francisco to London, including departure times, arrival times, and flight numbers.

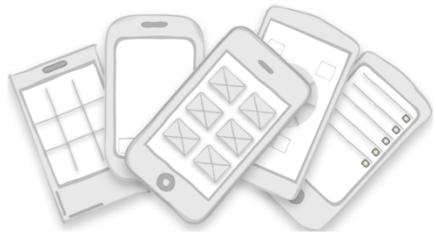
<http://androidniceties.tumblr.com>

A screenshot of the Inspired UI website. The top navigation bar includes links for "RECENT" and "CATEGORIES". Below the navigation, there are three cards with news snippets: "The best way to keep in touch with your network", "Just five minutes a day can help build stronger relationships", and "Get the right info about your network at all the right times". Each card has a "Sign in with LinkedIn" button at the bottom.

<http://inspired-ui.com>

A screenshot of the Pptrns website. The top navigation bar includes links for "Search", "About", "Donate", and "Feedback". The main content area features several mobile application screenshots, including a purple icon for a camera app, a red "F" logo for Flipboard, and a dark-themed news app showing a woman's face and the headline "William Burroughs's drugs cure inspires Alzheimer's researcher". A sidebar on the left lists various UI design categories such as Activity Feeds, Browser Calculators, Calendars, Capture, Check In, Checkout, Coach Marks, Comments, Content Sitemaps, Coverage, Create & Edit, Customization, Discovery, Empty States, Find Friends, Friends, Games, Home, iTunes Screenshots, Launch Screen, Lists, and Logins.

<http://www.pttrns.com>



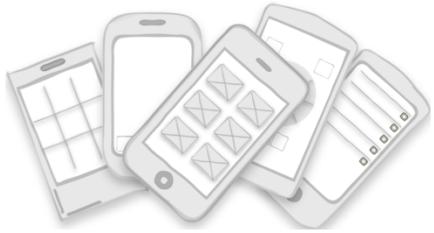
Buscar inspiración ... (MD)

The screenshot displays the materialup website's homepage. The header features the site's name and navigation links for materialup, iosup, siteup (soon), CHAT, LOGIN, INSPIRATION, RESOURCES, FREEBIES, MARKET, and COLLECTIONS. Below the header is a search bar with the placeholder "Search for material design apps, icons, tools & more...". The main content area is a grid of cards, each representing a different UI design or application. The cards include:

- Presentation for Drive (by Salomon Aur...)
- Afisha search (by Slava)
- Uber (by Pieter Goris)
- Music App For Tv/Pad (by 李响_Xerlee)
- Play Books (by Kevin Aguilar)
- Be Optimistic ^ ^ (by Jiaxin Chen)
- SM Music Player (by Raaz Das)
- Webmoney UI App (by thanhloc)
- Signal Android Icon (by Open Whisper Systems)
- Material Design: Why implementation is crucial to the Floating Action Button (by Parth)

Each card includes a small circular badge with a number (e.g., 12, 7, 1, 6, 9, 8, 5, 8, 7, 5) and a "GIF" button.

<http://www.materialup.com>



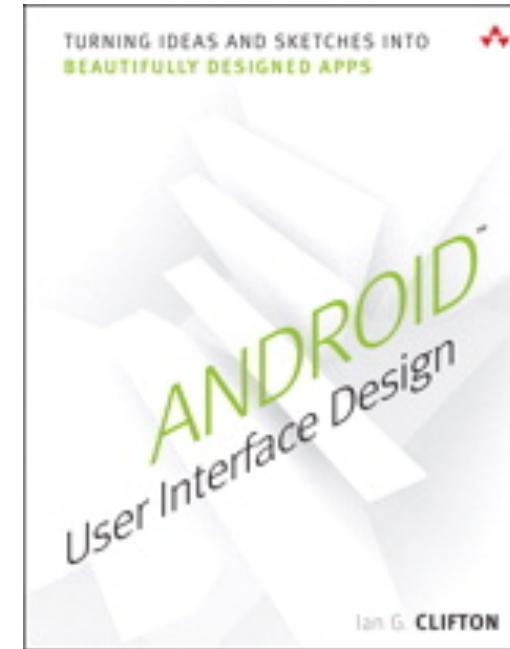
Bibliografía



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(2)

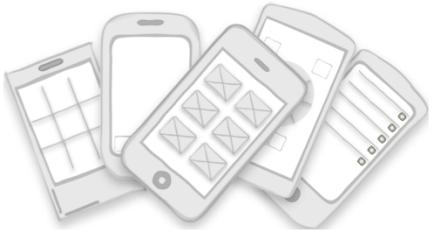


(3)

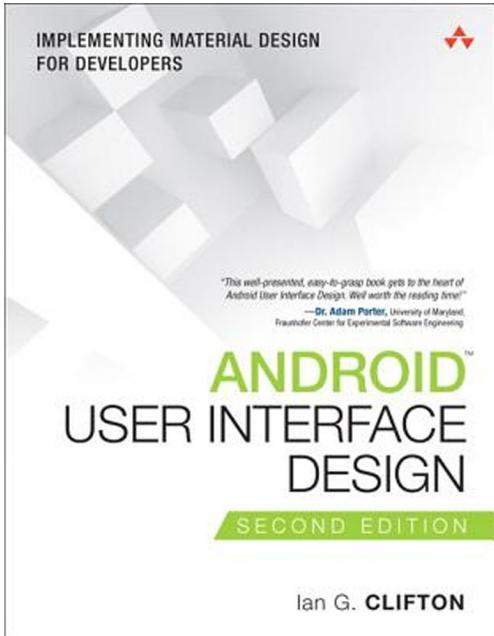
[\(1\) http://proquest.safaribooksonline.com/9781118417553?uicode=goliat](http://proquest.safaribooksonline.com/9781118417553?uicode=goliat)

[\(2\) http://proquest.safaribooksonline.com/9780133154849?uicode=goliat](http://proquest.safaribooksonline.com/9780133154849?uicode=goliat)

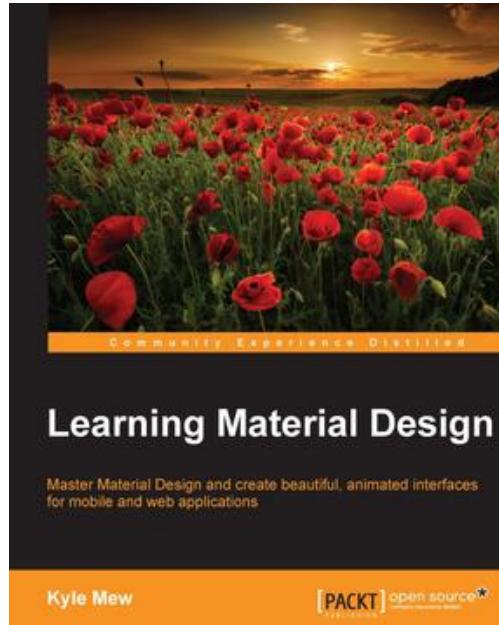
[\(3\) http://proquest.safaribooksonline.com/9780124095144?uicode=goliat](http://proquest.safaribooksonline.com/9780124095144?uicode=goliat)



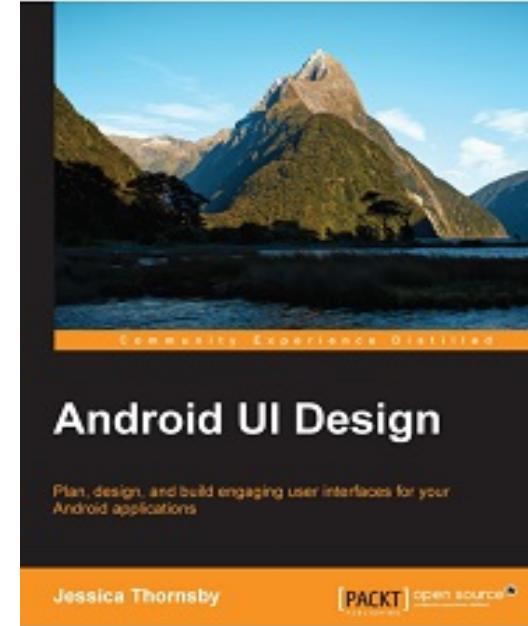
Bibliografia



(1)



(2)



(3)

[\(1\) http://proquest.safaribooksonline.com/9780134191942](http://proquest.safaribooksonline.com/9780134191942)

[\(2\) http://proquest.safaribooksonline.com/9781785289811?uicode=goliat](http://proquest.safaribooksonline.com/9781785289811?uicode=goliat)

[\(3\) http://proquest.safaribooksonline.com/book/programming/android/9781785887420](http://proquest.safaribooksonline.com/book/programming/android/9781785887420)