

Track Title: Design Track

Track description:

An essential element of modern software development is design, but unfortunately at hackathons design is often neglected for the sake of completing a functioning back end within tight time constraints. This year at HackRice, you'll have the option to work on a User Interface design project and be judged on the merit of your design rather than the backend functionality. We're looking for innovative and creative user interfaces that rethink interaction between people and software across all platforms.

Track prompt:

This track is intentionally broad; we're open to seeing your design implemented on any platform. The only requirement is you construct a unique user interface that can be demoed for judges. While nothing needs to happen behind the scenes in response to user interaction, visual responsiveness is required.

Ideas for how to get started:

- Calendar apps are notoriously difficult to use on mobile, how could you incorporate swipe gestures to improve user interaction with mobile calendars?
- The checkout process on many websites is tedious, and businesses can lose out on sales when customers get overly frustrated when using their website. How can you expedite the checkout flow on an e-commerce site?
- Snapchat is well known for its complex set of gesture interactions that seem natural to young, native smartphone users, but are inaccessible to older audiences. How could you incorporate tooltips to make gestures more accessible to wider audiences?
- Or, think of other topics in UI/UX design, and build out those ideas!

Resources:

<https://uimovement.com/>

<https://www.producthunt.com/topics/user-experience>

<http://startupstash.com/design/> (list of more resources)

<http://www.uiparade.com/>