

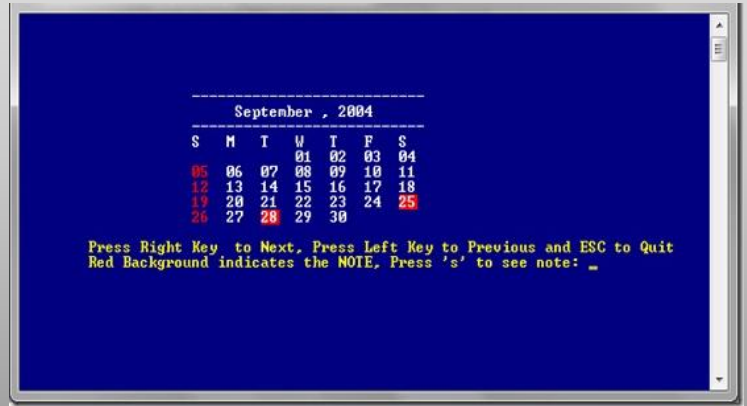
UI DEVELOPMENT – THEN & NOW

UI/UX IS AN INTEGRAL PART OF ANY **APPLICATION** TODAY

Let's take a look at how UI development has changed over the last two decades...

1996

- Command Line Interface
- Interactions/Navigation
 - Keyboard Input
- Standard Fonts/Colours
- Development Tools
 - Very few (MS-DOS, Turbo IDE)



2006

- Interactions/Navigation
 - Keyboard, Mouse Click
- Crisp/Simple Navigation
- Standard Fonts/Colours
- Focus Interaction (Modal dialogs)
- Development Tools
 - Xcode, Visual Studio etc.



2016

- **Design** is a separate process in product development (UI/UX)
- **Creative Navigation**
- Interactions
 - Keyboard, Mouse,
 - **Touch, Gestures,**
 - Audio, Visual
- **Typography** – Increased emphasis on fonts and readability
- Focus Interaction (Overlays)
- Fresh **Colour** palettes
- **Engaging Content**
- **Responsive** and Adaptive Design
- Futuristic design for Wearable Tech
- Hundreds of Development Tools and platforms

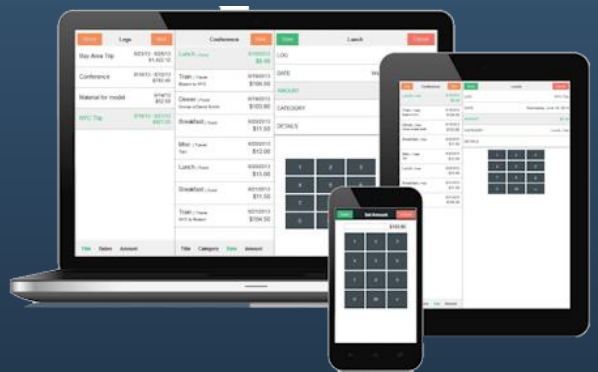


Image Sources:

<http://www.tenouk.com/visualcplumfmc/visualcplumfmc18.html>

<http://www.programming-techniques.com/2011/09/mini-project-calendar-application-using.html>

<https://www.alphasoftware.com/blog/responsive-design-html5-web-application/>