

Web Development

Plan & Design

Goals for Today

- Gain some insight on UI/UX
- Understand the planning and design phases of web development
- Plan and design your school's website

What is UI/UX?

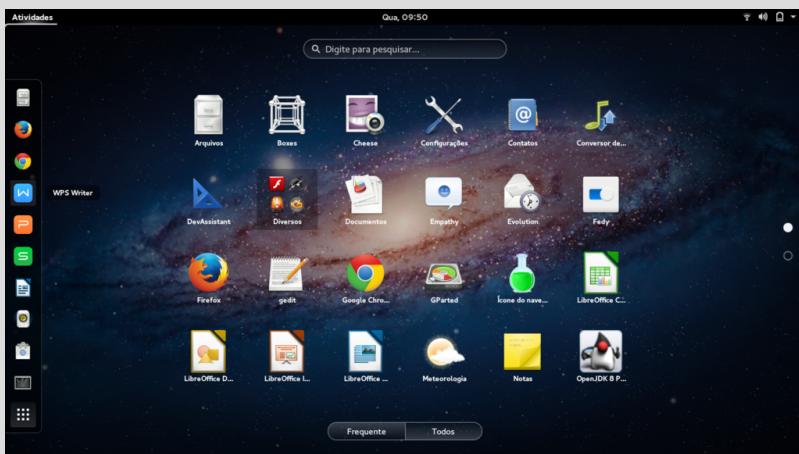
User Interface (UI)

- A user interface is the means by which the user, physical or software based, interacts with a given technology.
- In web applications, it consists of the screens, pages and visual elements that a user can use to interact with an application or device

What makes a great UI?

- **Clarity:** Is everything clear? Can you use it without a manual?
- **Concision:** Is there too much information on the screen? Is it straight to the point?
- **Familiarity:** Is it familiar?
- **Responsiveness:** Does it provide information of what's happening?
- **Consistency:** Is it consistent?
- **Aesthetics:** Does it look pleasing to the eyes?
- **Forgiveness:** How does it handle human error?

User Interface Examples



User Experience (UX)

- User experience encompasses all aspects of the user's interaction with a given technology, product or service.
- How did you feel or what did you think of when using a product, system or application?
- Think of a time where you interacted with a product, application or service that you liked/hated. Why?

User Experience Factors

Useful: Is it useful? Does it fulfill a need?

Usable: Is it simple to use?

Findable: Are things easy to find or navigate?

Desirable: Does it look good?

Accessible: Will everybody have the same user experience?

Credible: Is it trustworthy?

Valuable: Do you find it valuable?

Morville's User Experience Honeycomb



UI vs UX

- UI focuses on the visual elements and functionality of a product or application
- UX focuses on the user's journey to fulfill a need or solve a problem

Can you tell me
which one is better?



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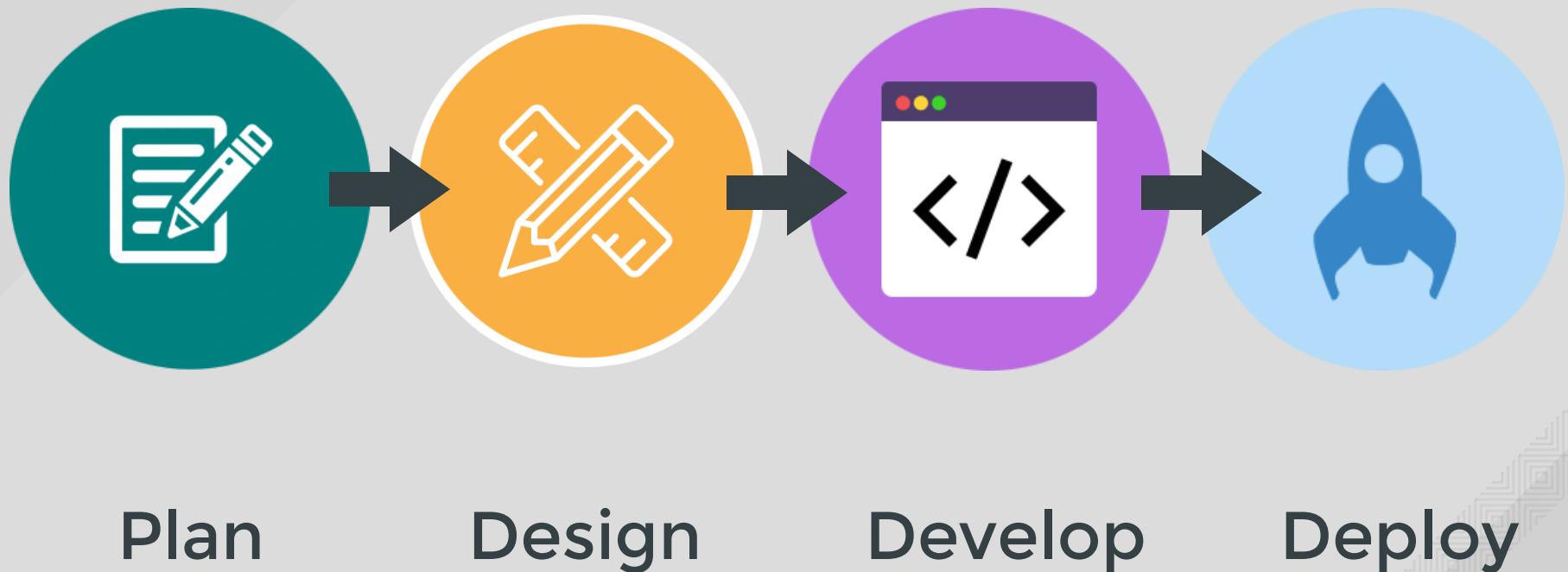
MOTORBIKES 3,220 ads

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Everything 200,000+ ads Cars & Motor 412,206 ads Farming 80,000+ ads House & DIY 10,000+ ads Clothes & Lifestyle 10,000+ ads Baby & Kids 10,000+ ads Electronics 114,470 ads Sport & Hobby 114,470 ads

Web Development Process

Web Development Process



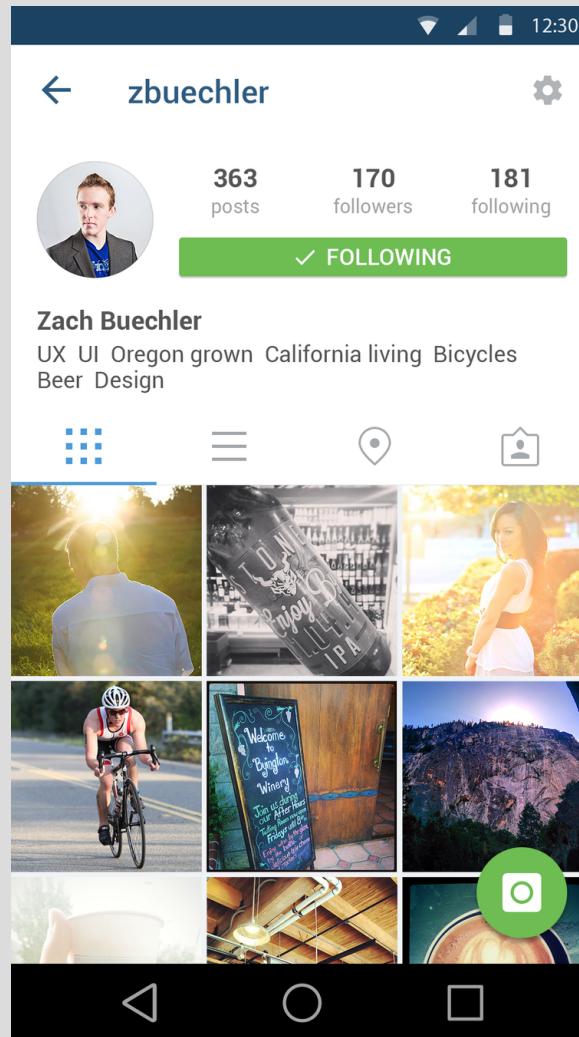
Phase 1: Planning

- Research and gather information
 - Goal: What is the purpose of your site?
 - Audience: Who will use your site?
 - Content: What information do you want to provide?
- Identify feature requirements
 - What will the site require in order to achieve its goal?
- Identify technologies to be used

What kind of features were required here?



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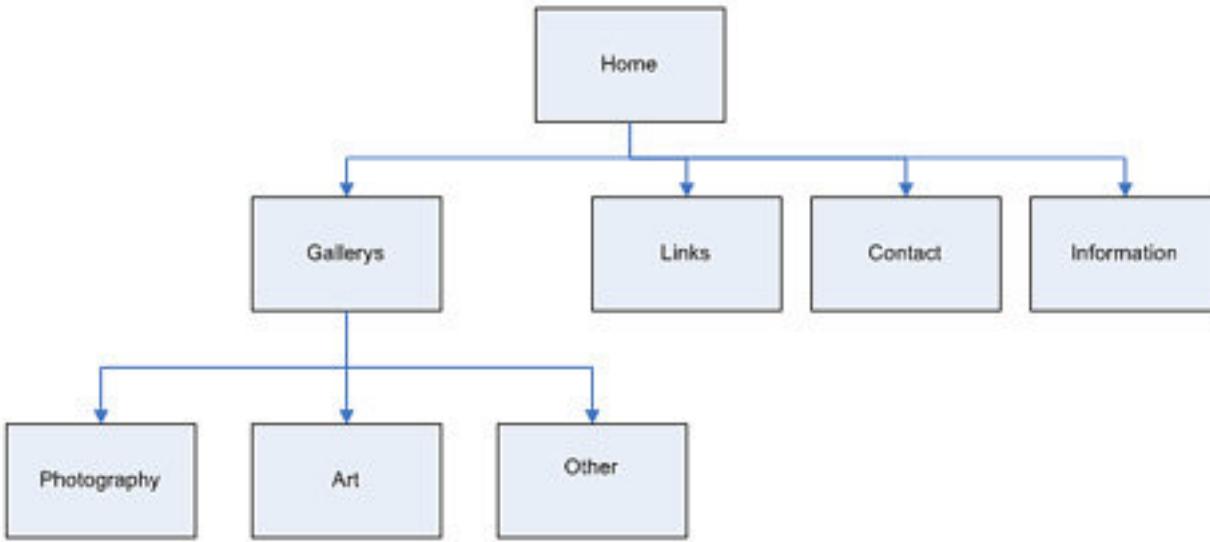
Exercise: Requirement Gathering

As a group, gather requirements
for your school website

Phase 2: Design

- The design for the application needs to be determined according to the information gathered from the previous phase.
- Sitemaps, wireframes and prototypes are created
- In this phase, communication is crucial to those involved in order to determine the best design

Sitemaps

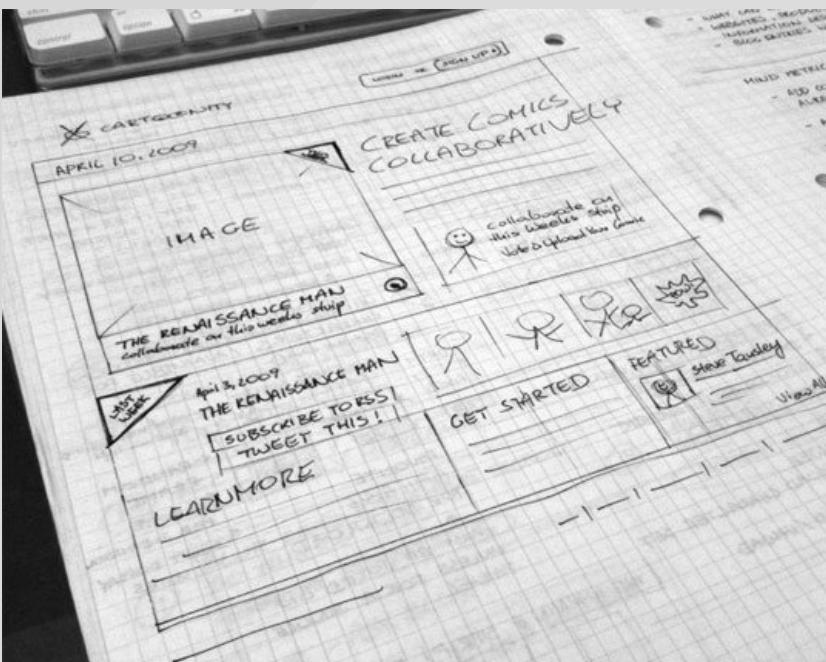


- Sitemaps are created to visualize the overall architecture of the website
- It helps explain the relationship between the application's pages more clearly

Wireframe

- Wireframes are basic layouts that outline the structure of the application
- They are created to create a visual preview of what the website may look like.
- This is reviewed and often changed according to feedback until a final design is achieved
- Tools that are used to create wireframes/prototype includes:
 - Pen and paper
 - Software applications such as Photoshop, Balsamiq, Moqups, Sketch, FluidUI, etc.

Examples of Wireframes



A screenshot of a web browser window titled 'A Web Page' showing a wiki homepage. The URL bar shows 'http://'. The page title is 'Wiki'. On the left, there's a sidebar with 'Page Operations' (selected), 'Browse Space', and 'Add Content'. The main content area features a welcome message: 'Welcome to our Wiki!', last edited by Peldi on Oct 17, 2013. It includes a placeholder image with a large 'X' and some sample text. At the bottom, there are links for '10 Children', 'Show Children', 'View in Hierarchy', and 'Add Child Page'. There are also links for '0 comments' and 'Add Comment'.

Exercise: Wireframe Creation

Create a wireframe for your school website