# UX & UI Design

teachers:

Fassina Lorenzo
Marazzita Samuele
Ruscelli Gabriele

slides: Blackboard

# These slides

These slides are part of the course "UX & UI Design".

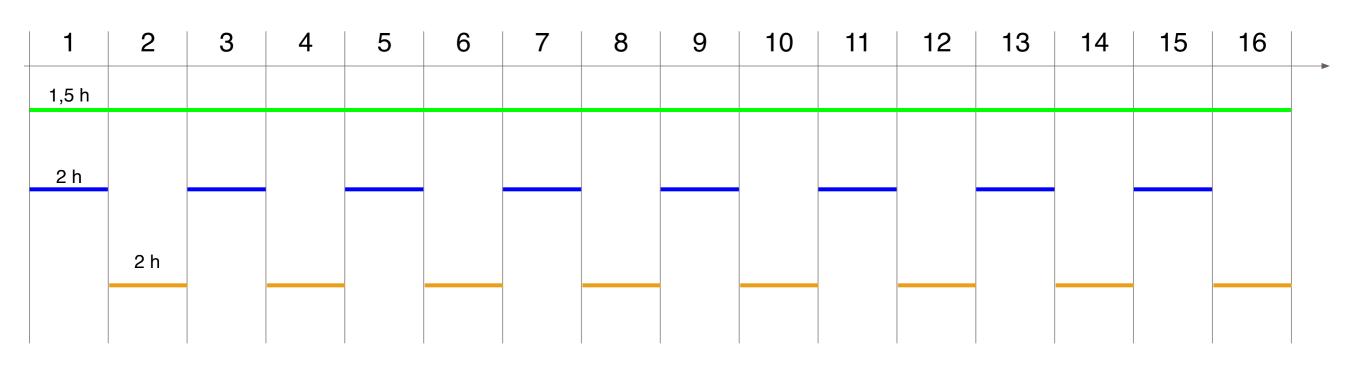
The course website with the complete material can be found at learn.naba.it
Due to the rapid evolution of the network, the course is updated every year.

This material is published under Creative Commons license "Attribution - Non-commercial - Share the same way - 3.0". (<a href="http://creativecommons.org/licenses/by-nc-sa/3.0/it/deed.it">http://creativecommons.org/licenses/by-nc-sa/3.0/it/deed.it</a>):



The license does not extend to images from other sources and screen shots, the rights of which remain with their respective owners, who, where possible, have been indicated. The author apologizes for any omissions, and remains available to correct them.

# Program



online hours

class hours subgroup 1

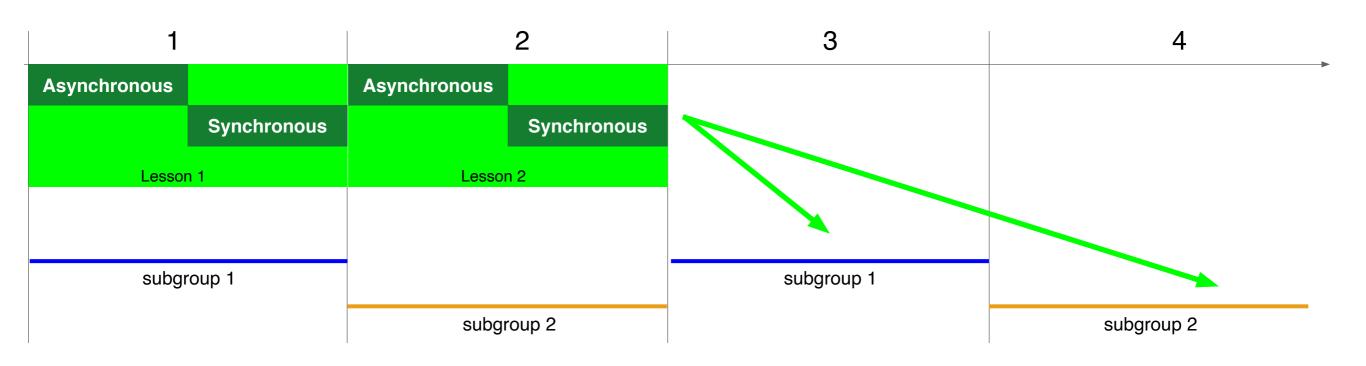
class hours subgroup 2

#### 16 weeks divided into:

- 16 one-and-a-half hour online lessons involving the whole class.
- Example: the entire B group
- 8 lessons in class (offline) for each individual subgroup.

Example: 8 for subgroup B1 and 8 for subgroup B2

# Schedule



#### **Sprint**

#### composed by:

- 2 lessons on linem each one divided in:
  - -theoretical asynchronous lesson (recorded)
  - -synchronous <u>tutorial</u> lesson (on line with teacher)
  - -synchronous exercises assignment part
- -1 in the presence for each subgroup

#### **Revisions and corrections**

During the next sprint, in this example the one involving lesson 3 and 4, the tasks and projects assigned in the previous sprint will be corrected and reviewed.

Each sprint prepares the student through theory, tutorials and assignment of exercises to the next sprint.

	1	2	3	4	5	6	7	8
	Sprint 1				Spri	nt 3		
			Sprint 2				Sprint 4	
	Web 1 Integrative elements to create a good project	Web 2 Dynamic and surprising effects with the code	Web 3 Manage a re- sponsive layout	Web 4 Interactivity in the web world	Web 5 Integrate complex interactive effects		UX 2 Medotics and tricks to create functional archie- tetics	UX 3 Define your project
	CSS3, Form Before & After	Animation Transition	Media Query Viewport	jQuery introduction	jQuery Plugin	Study parameters and contexts	User Flow Flow Chart	Unique Value Proposition
	Brief delivery		Review on exercise Web 1		Review on exercise Web 3 Responsive layout		Review on exercise Web 5 Carousel & Query UI tab	
	Review	exercise	Review on ex	xercise Web 2 animation	Review on ex	rercise Web 4 es bar	Review on e	exercise UX 1  UX strategy
		subgroup 2		subgroup 2		subgroup 2		subgroup 2

	9	10	11	12	13	14	15	16
	Sprint 5				Spri	int 7		
			Sprint 6			 	Sprint 8	
	UX 4 Interpret data to design unique experiences	UX 5 Put your desing to the test	<b>UI 1</b> Readability on small screens	UI 2 L'interattività nel mondo APP	<b>UI 3</b> Design System	Revisione 1 How to upload your APP	Revisione 2	Revisione 3
	User Research	User Test	Strategies for drawing an app	Transform graphics into prototype	Zeplin introduction	         		
	Review on exercise UX 2 Create an User Flow and an User Chart		Review on exercise UX 4 Project: User Research & analysis		Review on exercise UI 1 Project: bring 2 or more interfaces		Project review class meetings for code deve- lopment coaching	
	Pro	xercise UX 3 ject: d UVP definition	Pro	exercise UX 5 bject: wireframes	Pro set a desi	exercise UI 2 ject: ign system coding		
	subgroup 1		subgroup 1		subgroup 1		subgroup 1	
		subgroup 2		subgroup 2		subgroup 2		subgroup 2

# Project Brief 1/4

The final project consists in creating **a digital app**. This must be done using HTML/HTML5, CSS3 and jQuery code Minimum 10 Screens Maximum 20 (Excluding collateral UI: modals, Login, password recovery...)

#### The evaluation is based on 3 parameters:

- 10 points for UX
- 10 points for UI
- 5 points for presence in all revisions
- 5 points for the final prototyping (code)

On the day of the exam the candidate will connect his smartphone to the projector and present the application in terms of usability, design and functionality.

This is NOT a group project.

# Project Brief 2/4

The app to be developed will be decided by a random extraction of 2 elements that will determine it, following these parameters:

#### Typology:

- From micromobility to teleportation
- What is mine is "almost yours"... (sharing economy)
- Dream, reality, fiction
- Food for the mind
- Anxiety and related worlds
- The new beauty (person)
- Digital Adrenaline

#### Target:

- Baby (2 6) or Parents
- Kids 2 (6 12)
- Teen (13 19)
- Young (28 35)
- Adults (36 50)
- Senior (50+)

#### **Device:**

- Smartphone
- TV
- Tablet
- PC/Laptop
- Console
- Vending machine
- Digital signage

# Project Brief 3/4

#### What to do?

It will have to be realized all the graphics of the app through Sketch going also to create the prototyping.

A research analysis will have to be presented where it will be reported:

- UI

Study of naming and logo

Style analysis

Style Guide (colors, fonts, icons, graphic elements...)

- UX
  - Abstract of app operation (UVP)
  - Competitors (apps and not)
  - Target analysis
  - User Research and User Flow

#### **Briefly**

- -App coded in HTML, CSS and jQuery
- -UI layouts in Sketch
- -Presentation (pdf/keynote)



# Project Brief 4/4



#### **Contents:**

all content must be original, or created directly by you or with attribution of the contributor.

OK: unsplash, audio libraries, illustrations made by a friend, thenounproject, Freepik

# Project revisions management

frrom week 9 to 12

#### **Project formalisation:**

The student will bring an initial phase of the app with a UX and UI setting.

Key points:

architecture

wireframe

interfaces

low fidelity prototype

from week 13 to 16

#### Start of high fidelity prototyping (code)

The student, after having studied the structure of their app, will try to develop the most complex pages in order to be supported by the teacher.

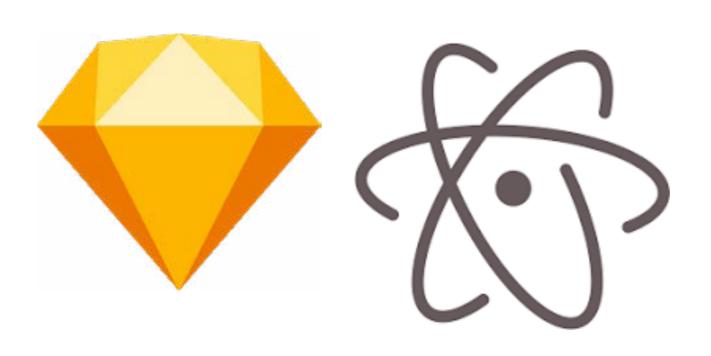
Key points

set navigation

insert external plugins

upload the app

# Software we will use





Design Sketch Invision Studio /Sublimetext Adobe XD

Code Atom/Dreamweaver

Display on smartphone:

Android: Full screen browser

iOS: FOO screen

You will be given a web space where you can put your miniAPPs online

# 

# INTRODUCTION

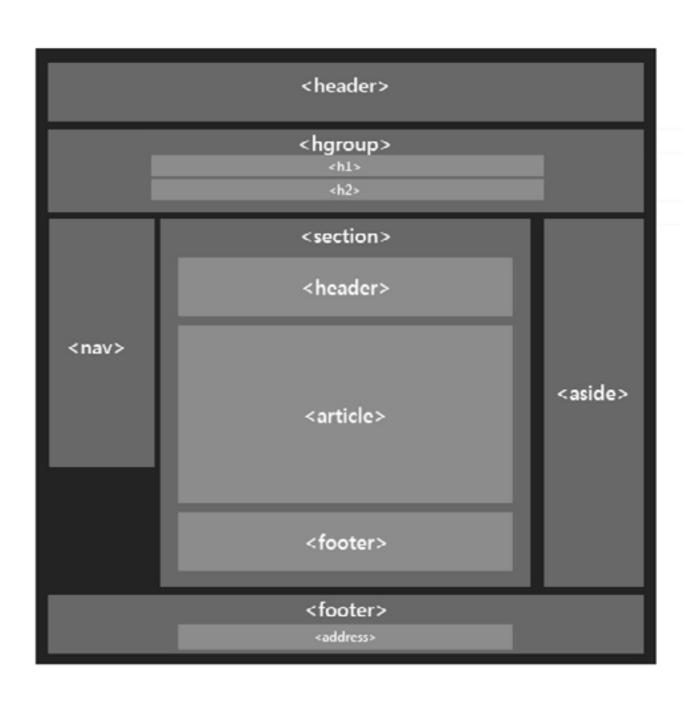
HTML5 is the latest evolution of the standard that defines HTML.

This is a new version of the HTML language, with new elements, attributes and behaviors.

# KEY ELEMENTS

#### STRUCTURAL

The definition of the structure of an HTML 4 document is very rough and causes many problems. HTML5 adds precision to the sectioning and header functionality, allowing a predictable document structure used by browsers to improve the user experience.



# KEY ELEMENTS

#### MULTIMEDIAL

Over the years the insertion of multimedia elements such as audio and video has always been a problem and required the use of sophisticated plugins for their correct reading. Fortunately the HTML5 specification has had these features added natively, with the <video> and <audio> elements.

<video> <audio>

#### **HEADER**

Positioned at the top of the page usually contains the site header and/or company logo

```
<header>
<img src="logo.png" />
<a href="#">Link</a>
</header>
```

#### **NAV**

This is where the site navigation menu will be located. Usually it will be placed either in a sidebar or in a header.

#### **ASIDE**

It is where additional content is placed in addition to the main content and is positioned to the side.

It may contain additional information about the page you are viewing or links to it.

#### **SECTION**

It represents a generic section of a document, i.e. a thematic group of content, typically with a header. It replaces the more generic <div>

```
<section>
     <h1>Section title</h1>
     Lorem ipsum dolor
</section>
```

#### **ARTICLE**

It represents a self-contained composition in a document, a page, intended to be distributed independently or reuse, for example, in aggregation. Examples are a forum article, a magazine or newspaper article, a blog article, a comment posted by a user, an interactive widget or gadget, or any other independent content.

```
<article>
  <h4>A really great article</h4>
  Such fantastic text.
</article>
```

#### **FOOTER**

It represents the footer of its nearest section. A footer usually contains information about the author of the section, copyright or links to related documents.

```
<footer>
   Copyright or informations
   of the article
</footer>
```

## MULTIMEDIAL

#### **AUDIO**

It is used to incorporate sound content into documents. It can contain several audio sources, represented using the src attribute or the <source> element; the browser will choose the most suitable one.

```
<audio src="foo.ogg">
    <track kind="captions" src="foo.en.vtt"
srclang="en" label="English">
    <track kind="captions" src="foo.it.vtt"
srclang="it" label="Italiano">
    </audio>
```

## MULTIMEDIAL

#### **VIDEO**

It incorporates a media player that supports video playback in the document.

# Before After

## INTRODUCTION

The pseudoelements ::before and ::after in CSS allows us to insert content into a page without having to insert it into HTML. While the final result is not actually in the DOM, it appears on the page as if it were.

```
div::before {
    content: "before";
}
div::after {
    content: "after";
}

<div>
    before
    <!-- The actual HTML content of the div -->
    after
    </div>
```

DOM: Document Object Model, represents the structure in which each web page is organized.

### DIFFERENCES

#### ::before

The content is generated before the HTML content of the element.

```
div::before {
  content: "before";
}

<div>
  ::before
  <!-- div's HTML
  content -->
  </div>
```

#### ::after

The content is generated after the HTML content of the element.

```
div::after {
   content: "after";
}

<div>
   <!-- div's HTML

content -->
   ::after
</div>
```

### CONTENTS

To display a ::before and ::after element it is mandatory to define a content

text

image

```
div::before {
  content: "your text";
}

<div>
  ::before
  <!-- div's HTML
  content -->
  </div>
```

```
div::after {
  content: url(icon.png);
}

<div>
    <!-- div's HTML
  content -->
    ::after
  </div>
```

## CONTENTS

You can also generate an element with empty content and manipulate it like an html tag.

#### **CSS**

```
div::before {
   content: "";
   display: block;
   width: 100px;
   height: 100px;
   background: red;
}
```

#### HTML

```
<div>
    ::before
    <!-- div's HTML
content -->
</div>
```

# 

# INTRODUCTION

CSS3 is the new version of CSS that allows all designers to implement effects, give animations and create new formats.

Unfortunately, their compatibility is not yet universal, however, modern browsers do not create any effects.

The developers are therefore encouraged to create new effects in order to make websites faster and more accessible.

## SUPPORT

http://www.w3schools.
com/cssref/css3\_browsersupport.asp

http://caniuse.com



# **PREFIXES**

For the implementation of CSS3 we need to insert prefixes for full compatibility between all browsers.

CSS1 / CSS2

CSS3

```
div{
   font-size: 32px;
}
```

```
div{
   border-radius: 10px;
   -moz-border-radius: 10px;
   -webkit-border-radius: 10px;
   -o-border-radius: 10px;
   -ms-border-radius: 10px;
}
```

# **MAINS**

The main CSS3 can be divided into several areas:

style and color	transform	animations	responsive
border-radius box-shadow text-shadow rgba	rotate skew scale translate	transition animation	media query flexbox viewport

# **TRANSFORM**

The instruction to use is called "transform" to it you identify the type of property to use, then you enter the value.

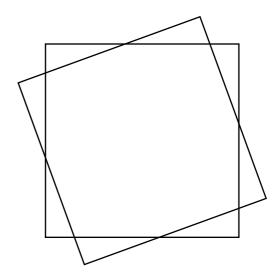
```
property value

div{
   transform: rotate(25deg);
}
```

## **TRANSFORM**

#### **Rotate**

```
transform: rotate(25deg);
transform: rotateX(25deg);
transform: rotateY(25deg);
transform: rotateZ(25deg);
transform: rotate3d(25deg);
```



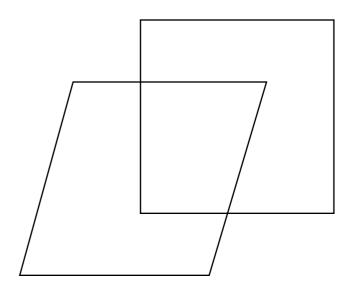
#### NB

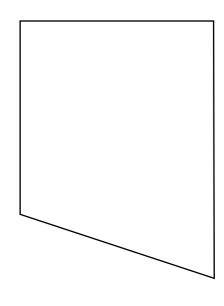
transform-origin: XXXX;

## TRANSFORM

#### Skew

```
transform: skew(20deg);
transform: skewX(20deg);
transform: skewY(20deg);
```

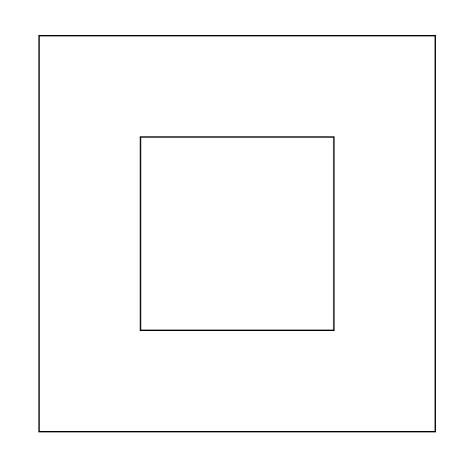




## **TRANSFORM**

#### Scale

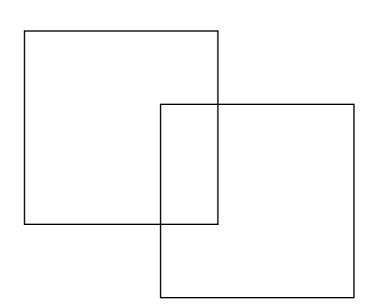
```
transform: scale(2);
transform: scaleX(2);
transform: scaleY(2);
transform: scaleZ(2);
transform: scale3d(2);
```



## **TRANSFORM**

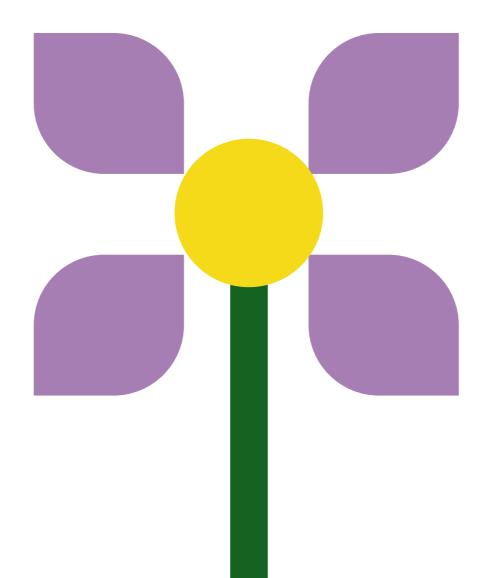
#### **Translate**

```
transform: translate(20px);
transform: translateX(20px);
transform: translateY(20px);
transform: translateZ(20px);
transform: translate3d(20px);
```



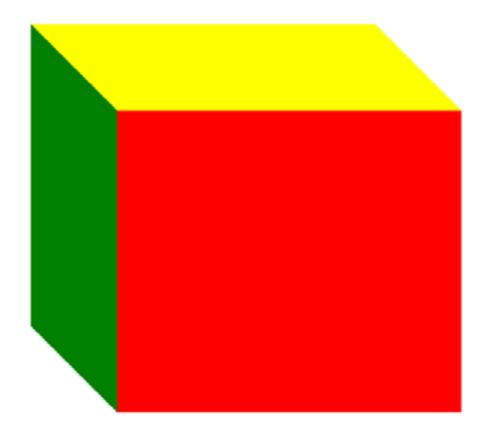
# Exercise

Given the following image recreate it in CSS3



# Exercise

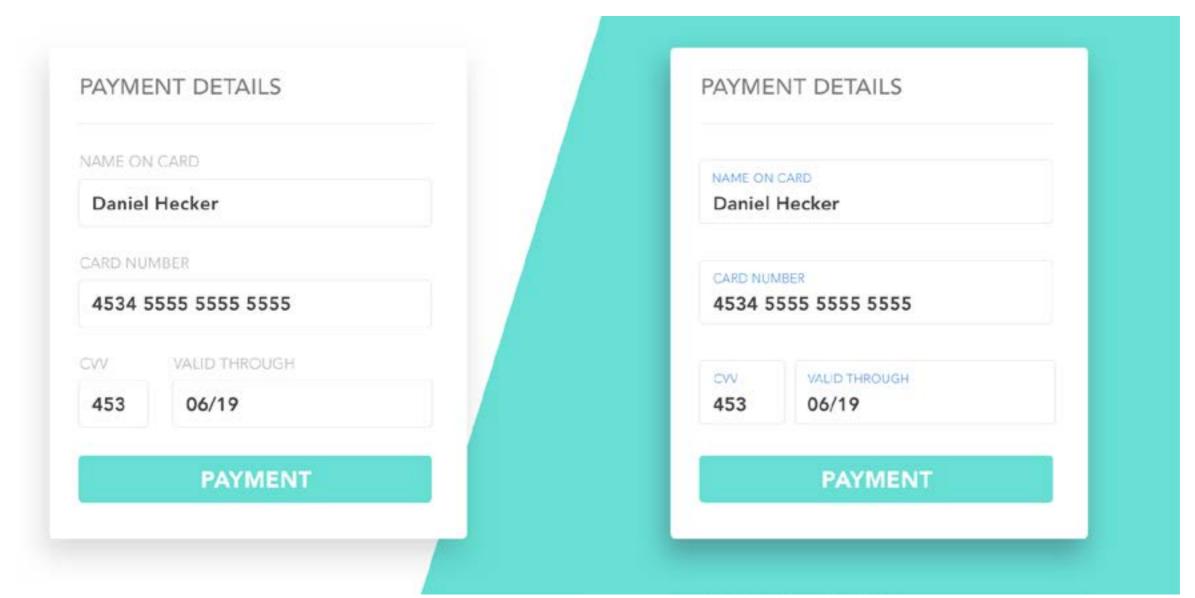
Given the following image recreate it in CSS3



# Form

## Introduction

Among the various elements of HTML, great importance are the forms that represent the meeting point with the user offering an interactive way to send data.



# Input type

```
<input type="password">
<input type="button">
                                       <input type="radio">
<input type="checkbox">
                                       <input type="range">
<input type="color">
                                       <input type="reset">
<input type="date">
                                       <input type="search">
<input type="datetime-local">
                                       <input type="submit">
<input type="email">
                                       <input type="tel">
<input type="file">
                                       <input type="text">
<input type="hidden">
                                       <input type="time">
<input type="image">
                                       <input type="url">
<input type="month">
                                       <input type="week">
<input type="number">
                                            Email Address
 Text
                      Password
                                            URL Address
 Number
                      Search
                        mm/dd/yyyy
                                             Week --, ----
```

#### Select

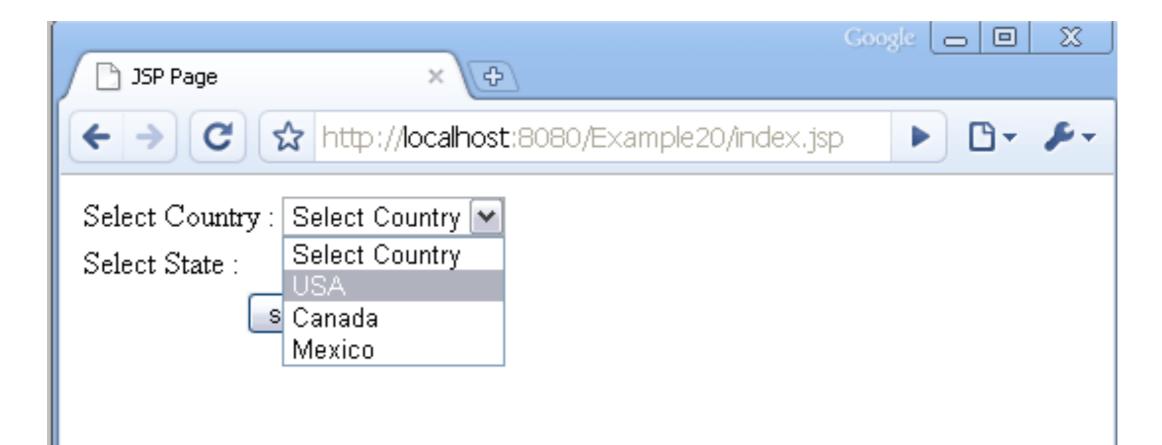
```
<select>
    <option value="volvo">Volvo</option>
    <option value="saab">Saab</option>
    <option value="mercedes">Mercedes</option>
    <option value="audi">Audi</option>
</select>
```



#### Label

#### <label for="cars">Choose a car:</label>

```
<select>
    <option value="volvo">Volvo</option>
    <option value="saab">Saab</option>
    <option value="mercedes">Mercedes</option>
    <option value="audi">Audi</option>
</select>
```



## **TextArea**

```
<label>Feedback:</label>
<textarea>
Type something here
</textarea>
```

```
Feedback:
Type something here...
```

# Complete form

```
<form>
  <label>Name
  <input type="text">
  <label>Choose a course
  <select>
    <option value="graphic">Graphic</option>
    <option value="design">Design</option>
    <option value="fashion">Fashion</option>
  </select>
  <label>Your biogrphy</label>
  <textarea>
    write here
  </textarea>
  <button>send/button>
</form>
```

#### CSS reset rule

```
form input,
form select,
form textarea,
form label,
form button
  font-family: inherit;
  color: inherit;
 border: none;
 border-radius: 0;
  display: block;
 width: 100%;
  padding: 0;
 margin: 0;
  -webkit-appearance: none;
  -moz-appearance: none;
```