# QtQuick Training Course

Module Six

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Module Six

# Objectives

## 1 Design Workflow

Product success factors

UX driven development modules

Not all designers are the same

Designs deliverables

## 2 QtQuick and Design

How QtQuick and design get together

Interaction design

Easy prototyping and testing

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Module Six

# Topics

1 Design Workflow

2 QtQuick and Design

3 Questions

4 Lab

# Product success factors

According to Nokia these are the factors necessary for a product to achieve success. Some of them are UX responsibility. Which ones?

Technology

Appearance

Interaction

Business

Functionality

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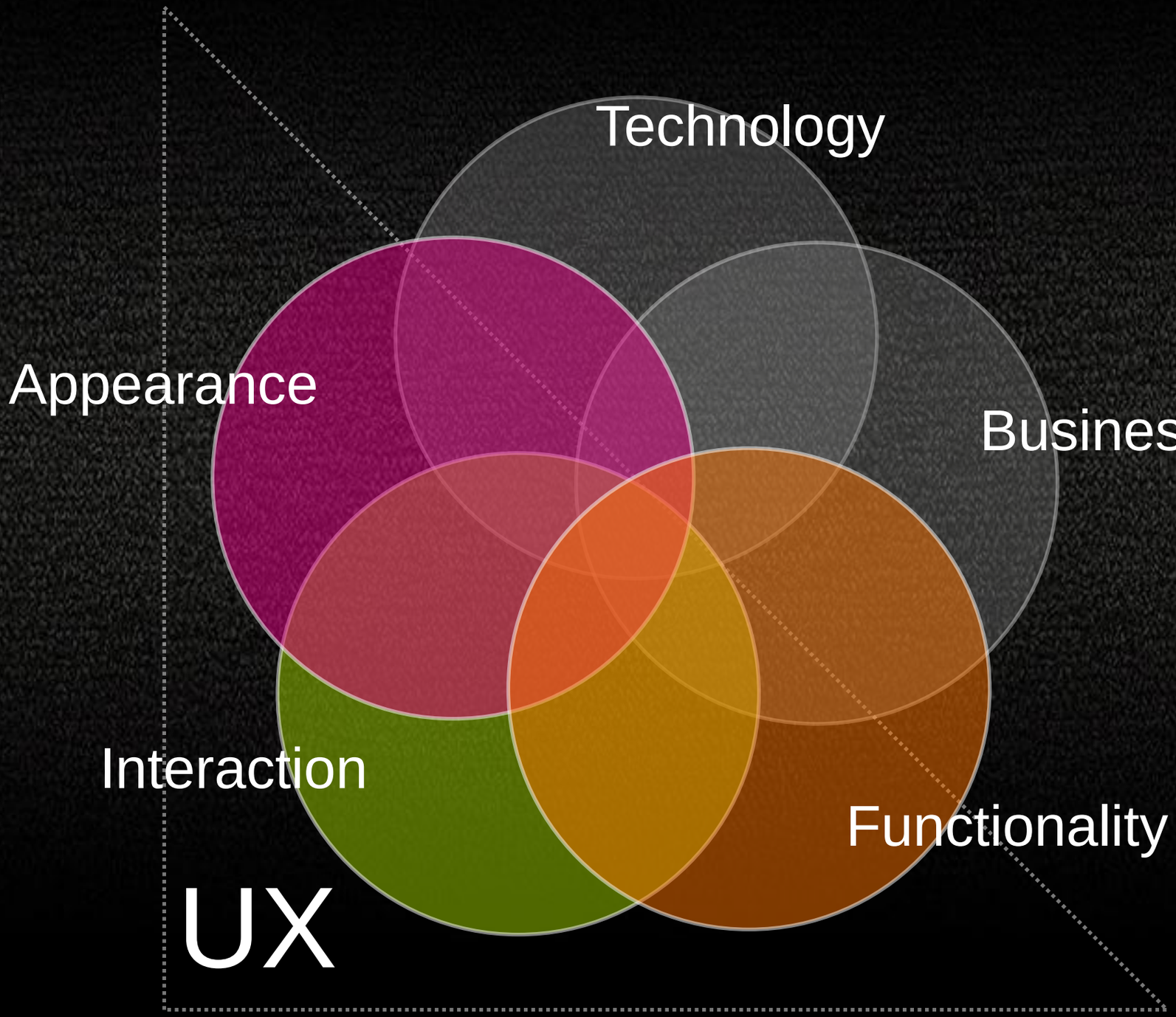
Design Workflow

# UX product focus

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Design Workflow

# UX Driven development modules

1. Why and what people will use it for and under what conditions they will use it
2. Identify the target user segments
3. UI production: sketches, wireframe, graphic, prototyping
4. Evaluate UI designs (preferably done with real users)

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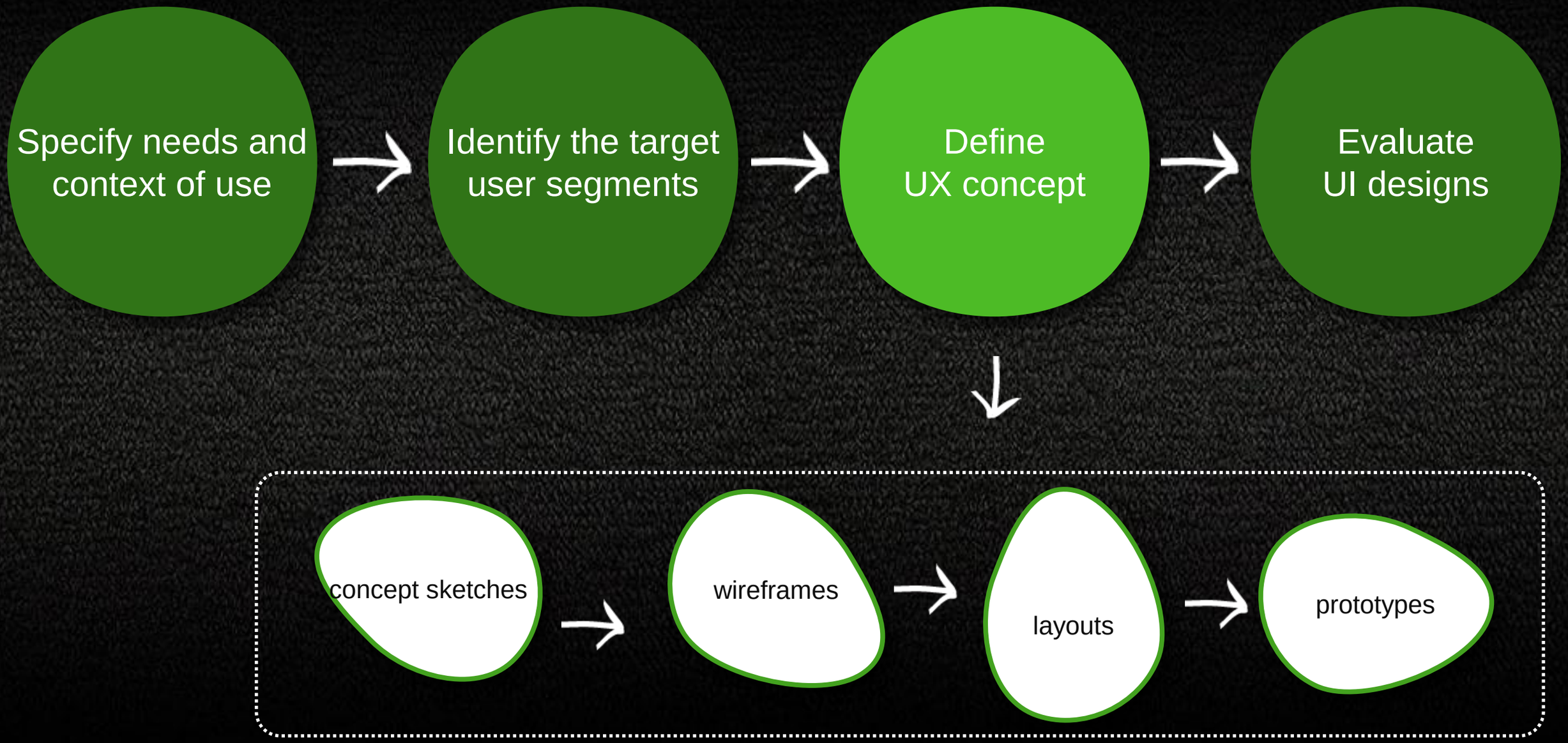
# Workflow process

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Design Workflow

# Not all designers are the same

wireframes → Interaction Designer

layouts → Graphic Designer

prototypes → Motion Designer

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Design Workflow

# Designers 101

Flows and logics are a designer’s task

If it moves, it has to be designed

Not all designers have an artistic background

Designers can be testers

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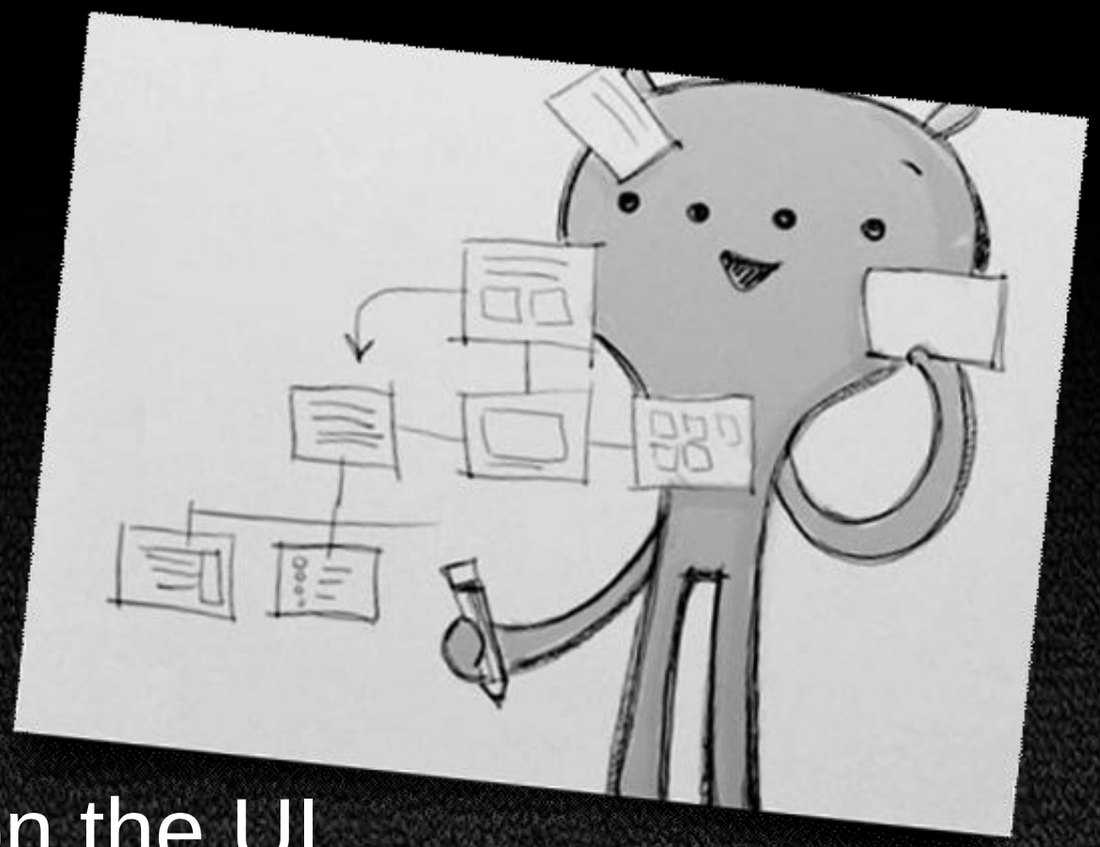
Design Workflow

# Interaction



Color blind designer

Interaction is about:

- User’s perception of what is on the UI
- User’s inputs
- User’s perception of what the system is doing
- User’s perception of the system outputs

UI structure, data, functions, events, components

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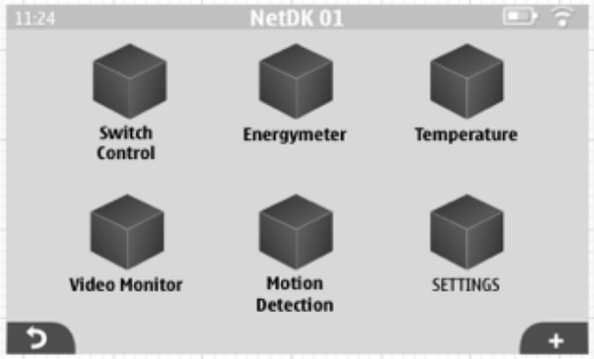
Design Workflow

# Interaction Deliverable

## Nokia Smart Home

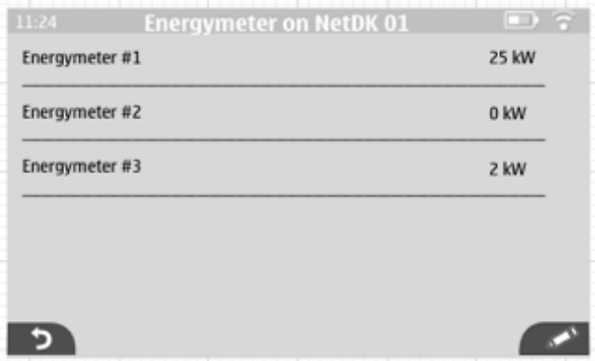
### 4. ENERGYMETER

**2.** Device Groups screen



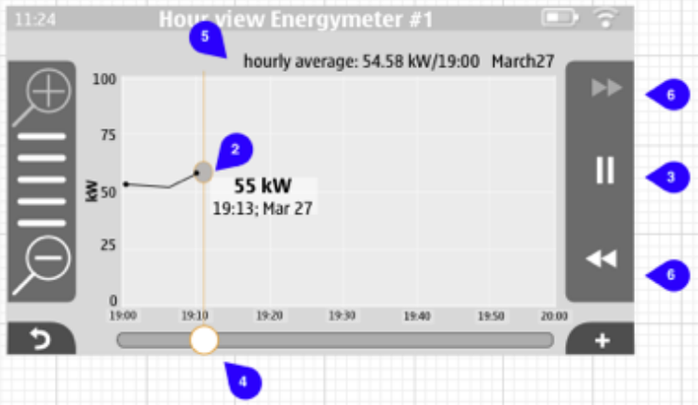

Tap
**Energymeter**

**4.** Energymeter screen




Tap
**label item**

**4.1** The 60 minutes of current hour — X: 1 hour of 10 in 10 minutes




**Notes**

**1. Zoom control**

The graphics starts on the maximum zoom, showing the "Hour View" and the user can zoom out until the "Year View".

**2. Last measurement**

The graphic shows the last measurement and it continues measuring until the user Tap in PAUSE button **( 3 )**. So, the data is updated automatically and in real time.

**4. Measurement**

Through the navigation bar the user can check every point of the graphic. So, if the graphic is the Hour View it is possible know every minute of that hour. In the same way, it is possible know every month and every week measured of a Year View graphic.

**5. Average**

On the top of the each graphic is possible know the average measured. For instance, hourly average, daily average, weekly average, monthly average, yearly average.

**6. Browsing**

Through the FAST FORWARD and FAST REWIND keys it is possible change the page, getting a new whole graphic of Day, Week, Month or Year, respectively.

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Design Workflow

# Graphic

Visual part of the product

It doesn’t hurt to look cool

Layouts, colors, typography, icons and decorations

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Design Workflow

# Graphic Deliverable

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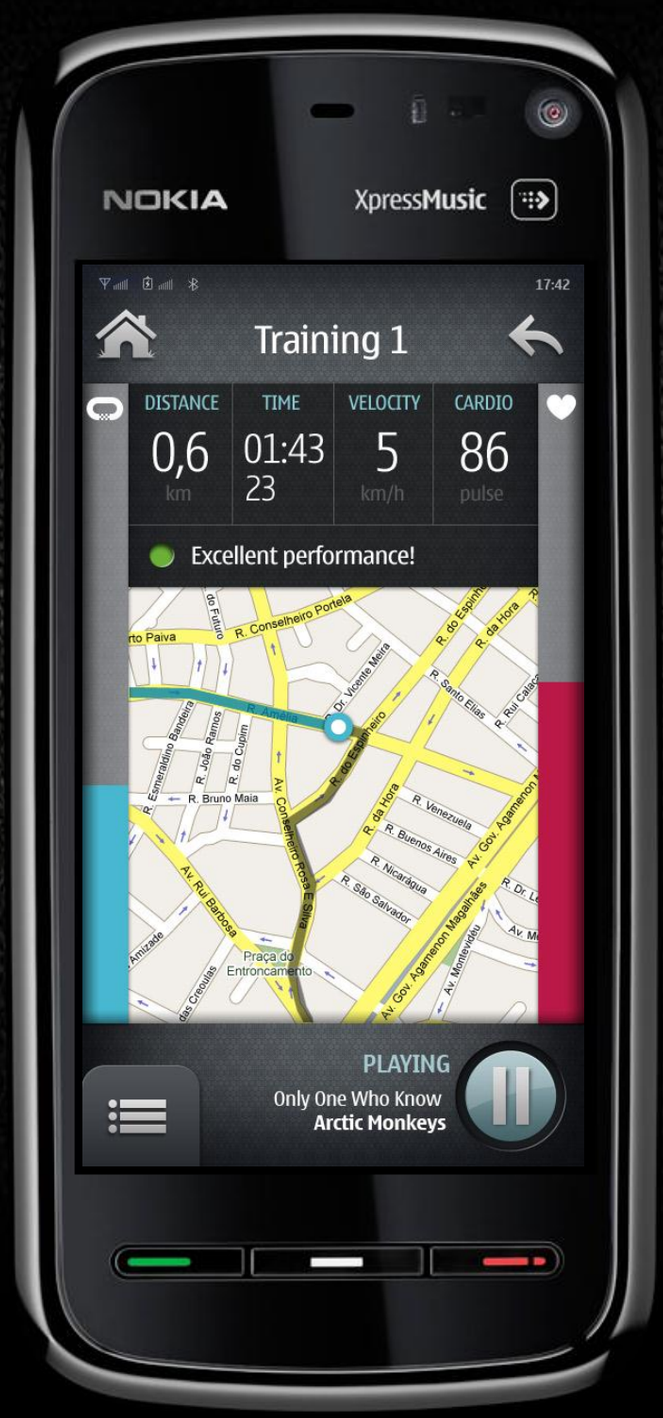
Design Workflow

# Graphic Deliverable

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Design Workflow

# Motion

Brings things to life in the UI

Animations/Transitions

Mock-ups

Prototypes

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# Motion Deliverable

## Traditionally done using Flash

See video: addon/module-006/videos/canola_podcast.mov

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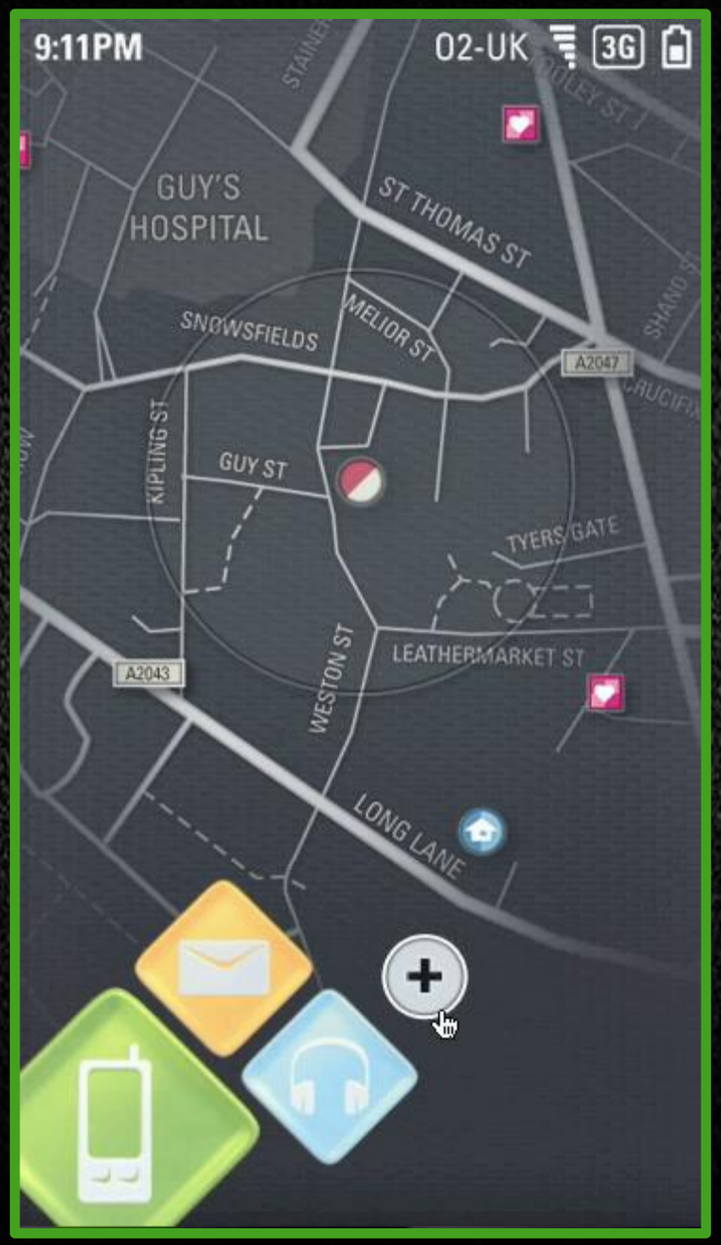
Design Workflow

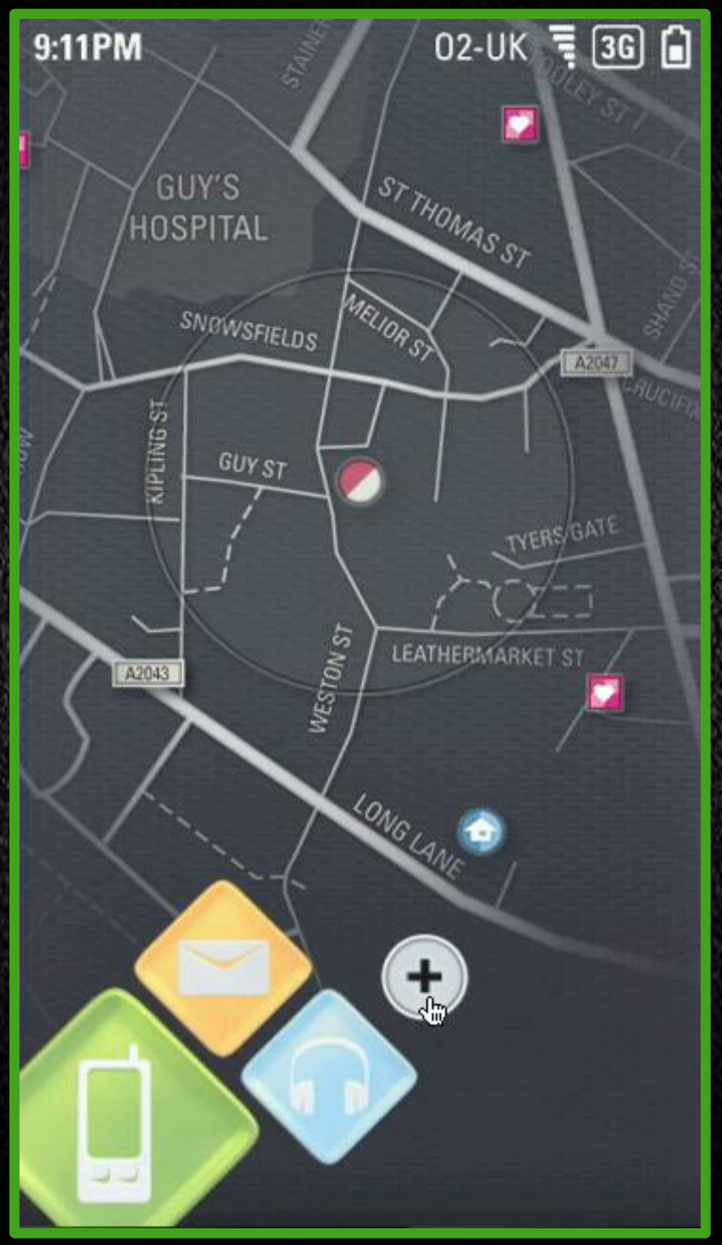
# Motion Deliverable

## Traditionally done using Flash

See video: addon/module-006/videos/m_1.mov




See video: addon/module-006/videos/m_2.mov




See video: addon/module-006/videos/m_3.mov

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Module Six

# Topics

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# How QtQuick and design get together

A tool for motion and interaction designers

Fast prototyping

Final user testing

Detailed layout specs is replaced by QtQuick

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# A step forward

Let’s face it. C++ developers don’t use Flash

Your code can be reused by the devs

Future UI reviews and refinements are easier

It’s pretty easy to test on a Maemo or Meego device

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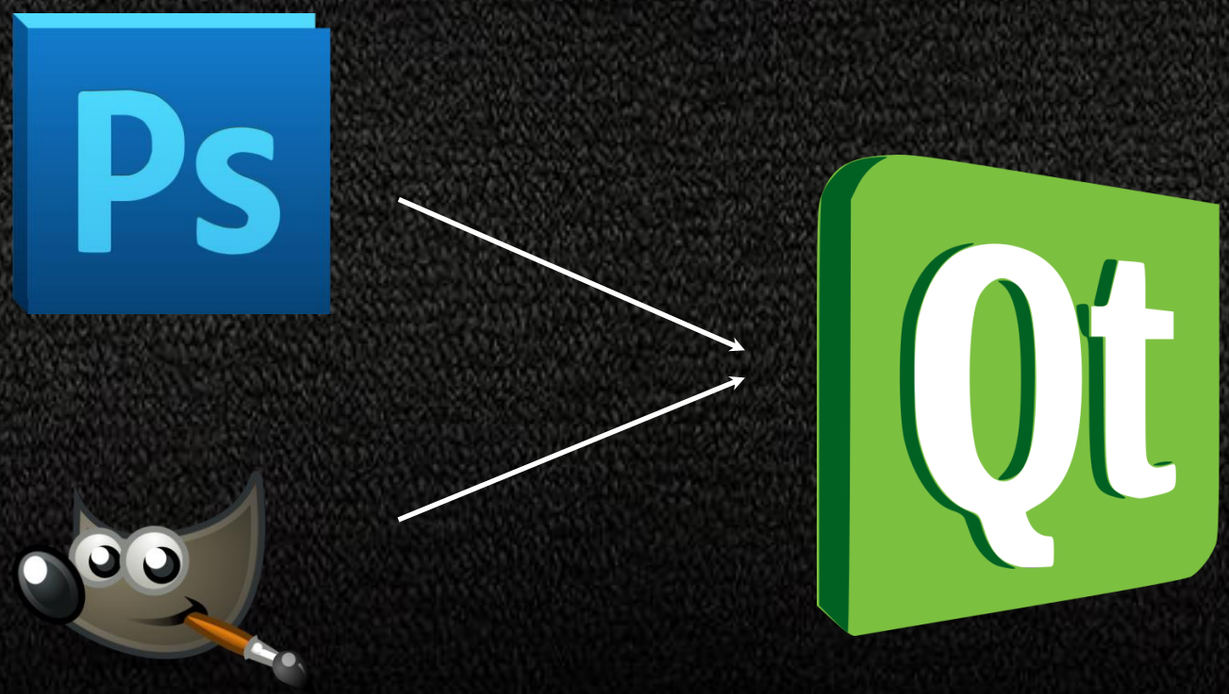
# Quick and easy start

Export your designs from Adobe Photoshop or from Gimp directly to QML.



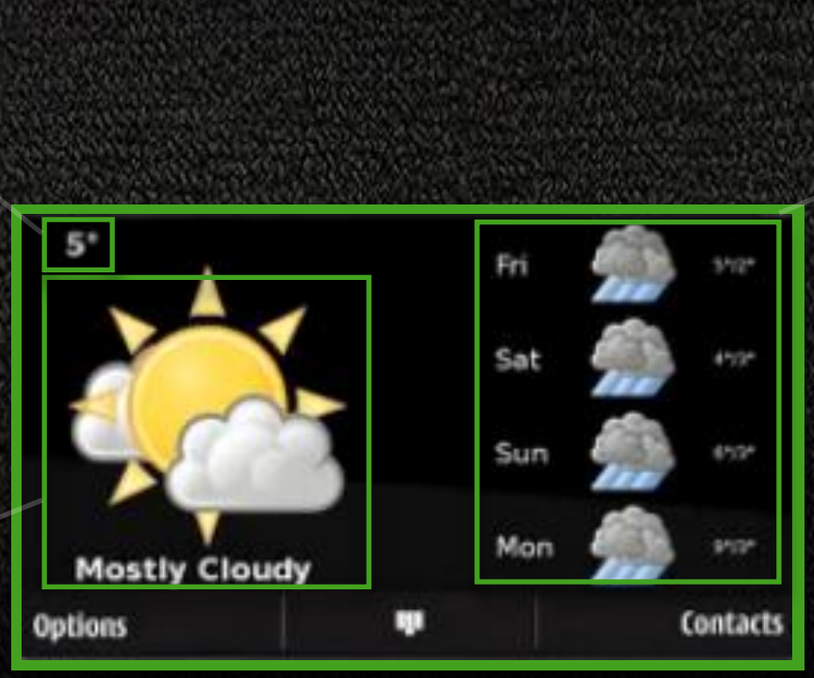

To know more about this script:
http://doc.qt.nokia.com/qtcreator-snapshot/quick-export-to-qml.html

# Weather Case

The job was to make this app more beautiful and more functional. First we had to list all its features and problems

Current temperature

What about today's forecast?




Where is the city?

Too much information

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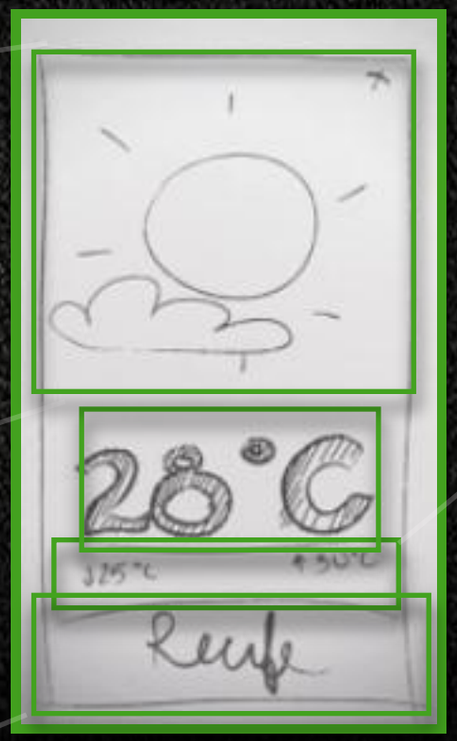
# Sketching

Then we started to sketch and try to solve the problems that were enumerated before

Clean design

Current temperature bigger

Actual City




Today's forecast

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QtQuick and Design

# Final drawings

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QtQuick and Design

# Final motion presentation

See video: addon/module-006/videos/weather.mp4

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# It’s developer time

See video: addon/module-006/videos/dev_job.mp4

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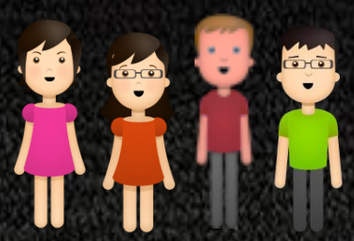
QtQuick and Design

# Project Timeline



Whole Team

Sketching

New ideas

Concepts

Understand the project

Interaction

Understand user's perception

UI structure

Data

Functions

Events

Graphic

Drawings

Layouts

Typography

Icons

Motion

Animations

Transitions

Mockups

Prototypes

Developer

App Core

Architecture

Optimize Code

External data connections

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Module Six

# Topics

1 Design Workflow

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## Questions

How QtQuick can improve the design workflow?

What is the job of an Interaction Designer?

According to Nokia, what are the factors necessary for a product to achieve success?

How is a design workflow process?

How QtQuick helps to improve the integration between designers and developers?

Module Six

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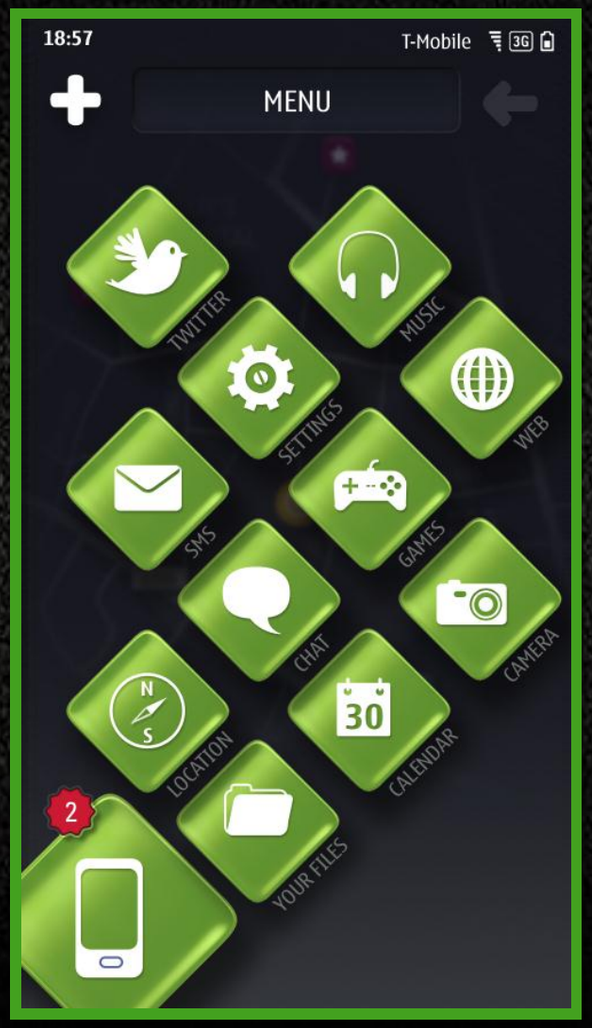
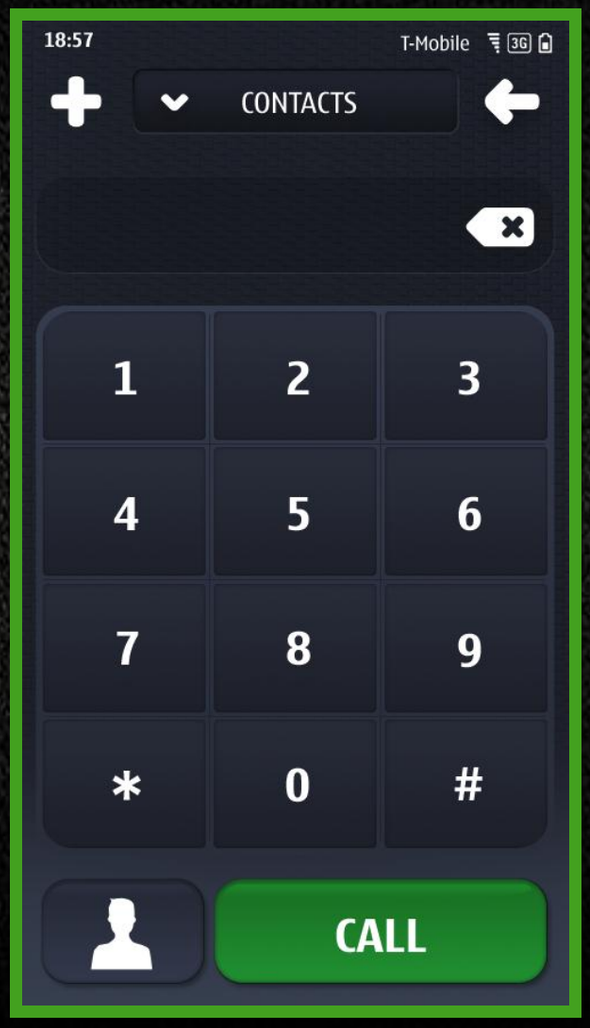
Lab

# How would you create this?

## You must create the transition between these two screens




Optional: Create also the transition from the dialer to the menu

See lab: addon/module-006/labs/lab-transition/labSix.qmlproject

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