

# Design Languages for Mobile

ID 405: Human-Computer Interaction Spring 2015

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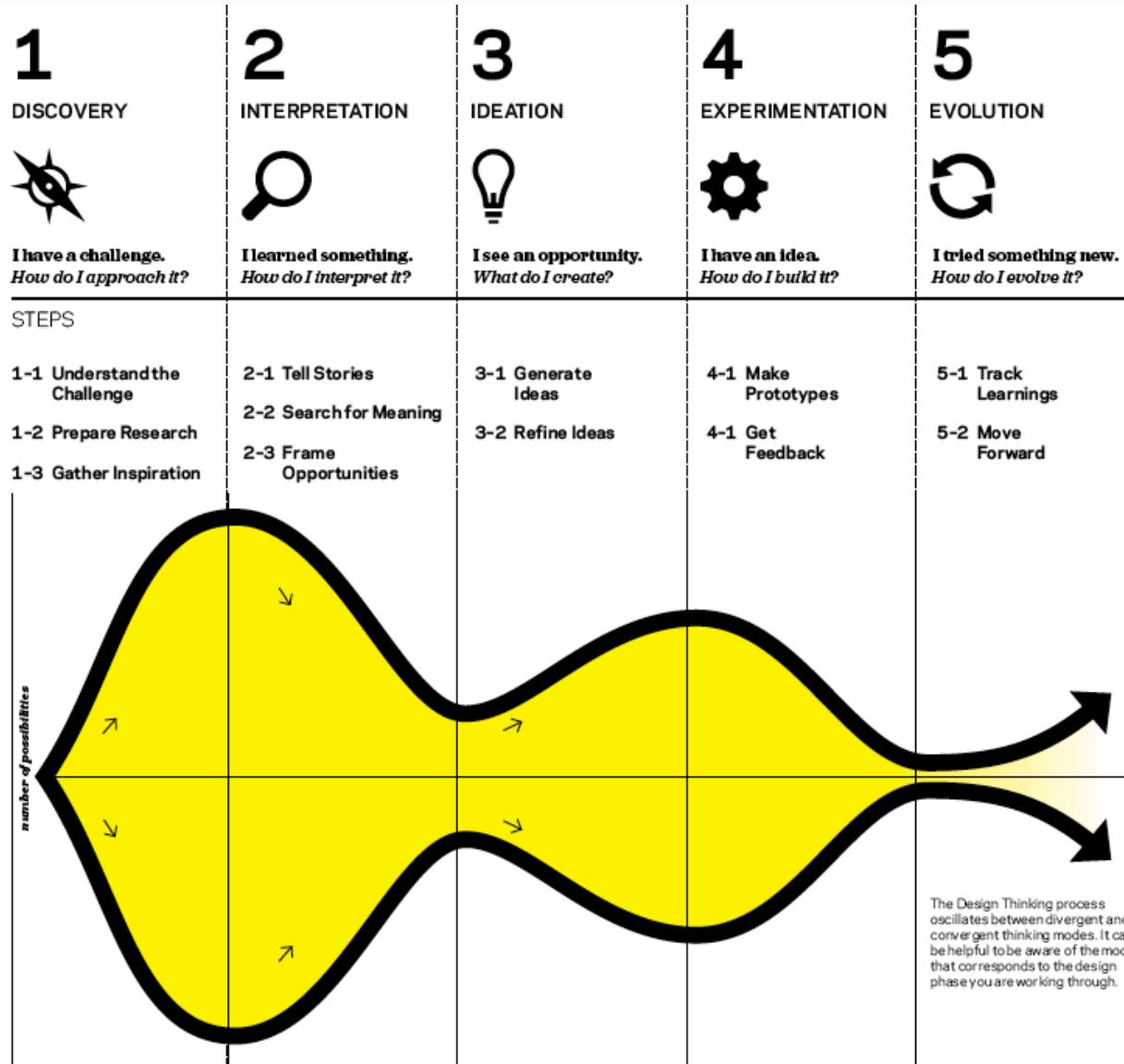
<http://info-design-lab.github.io/ID405-HCI/>

# Outline

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- Design Process & UX
- Digital Domain
- Mobile Platforms
- Design Guidelines
- Activity
- Summary

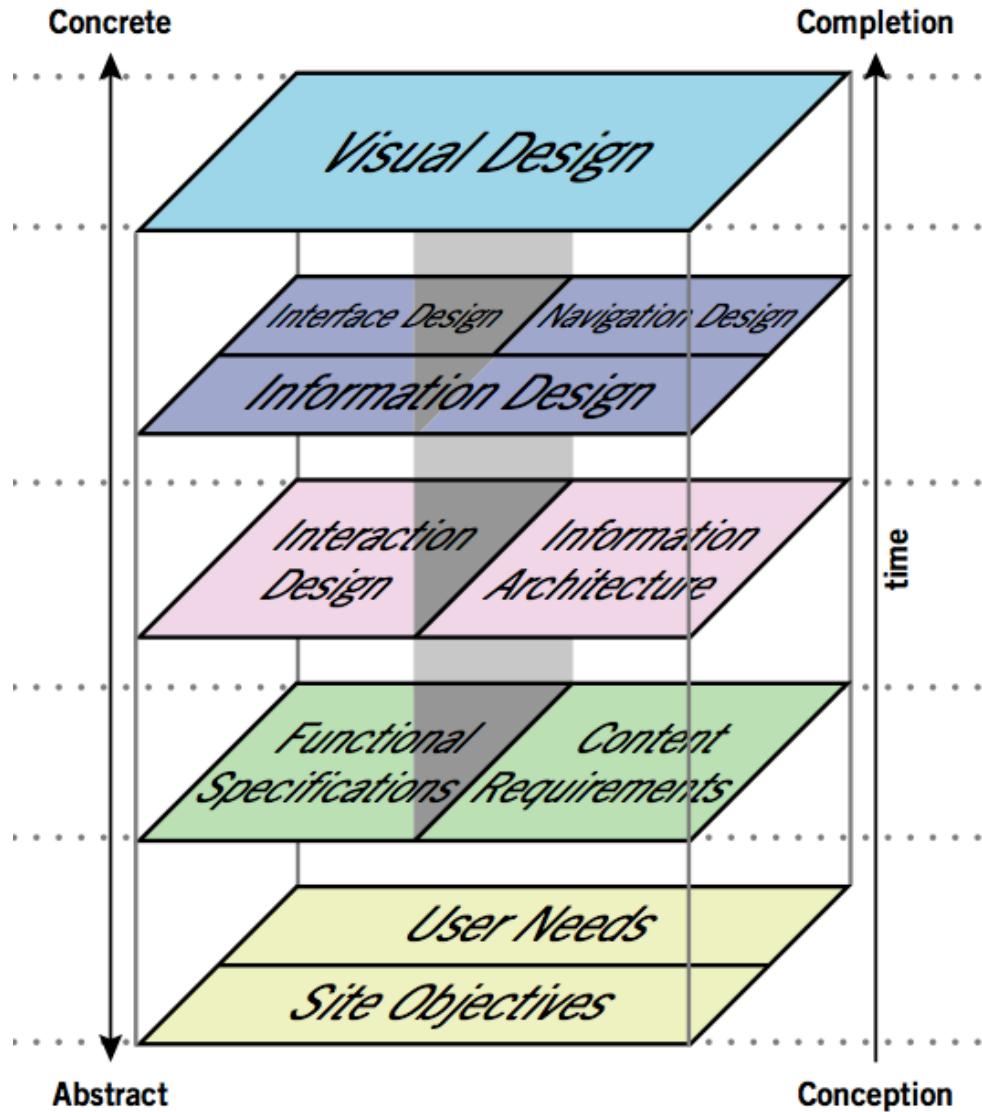
# Typical Design Process



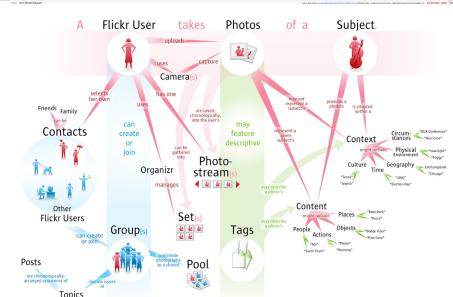
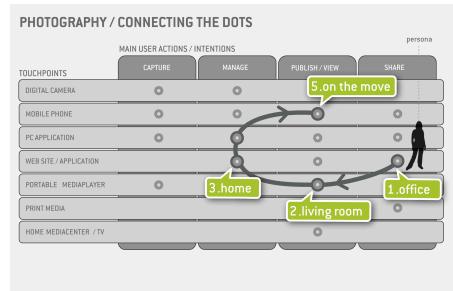
## What your solution will be judged on



# Elements of User Experience

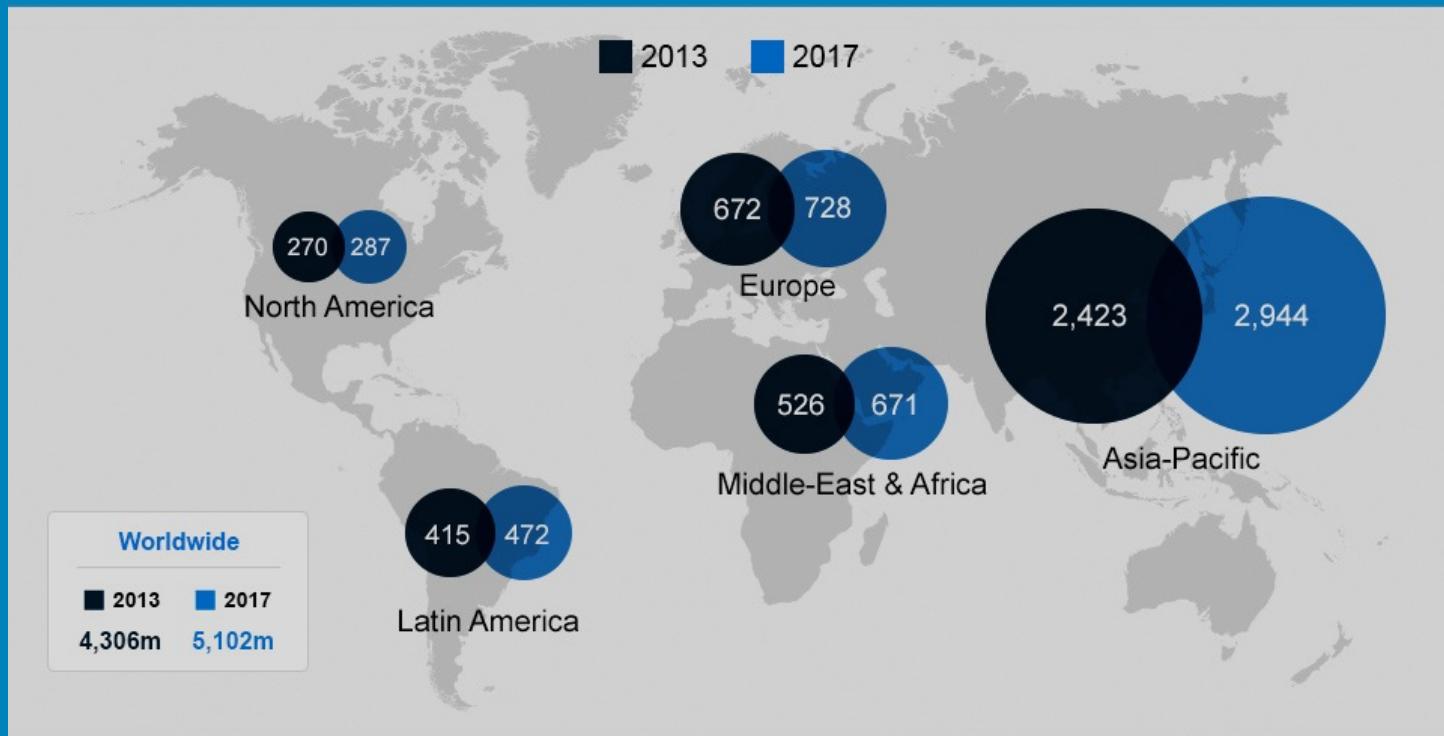


# Medium of the Solution



Eames Molded plastic-fiberglass chair (Wikipedia), Air Display: <http://www.awwwards.com/23-essential-ipad-apps-for-web-designers-and-developers.html>, Photography Touchpoints Matrix <http://www.servicedesigntools.org/tools/108>, Flickr User Model <http://www.flickr.com/photos/bryce/55749985/>

# World View



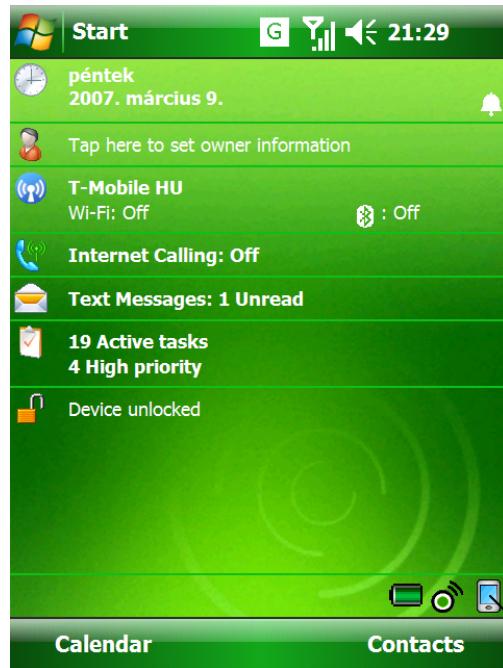
5 Billion People to Use Mobile Phones by 2017

<http://www.statista.com/chart/1517/worldwide-mobile-phone-users/>

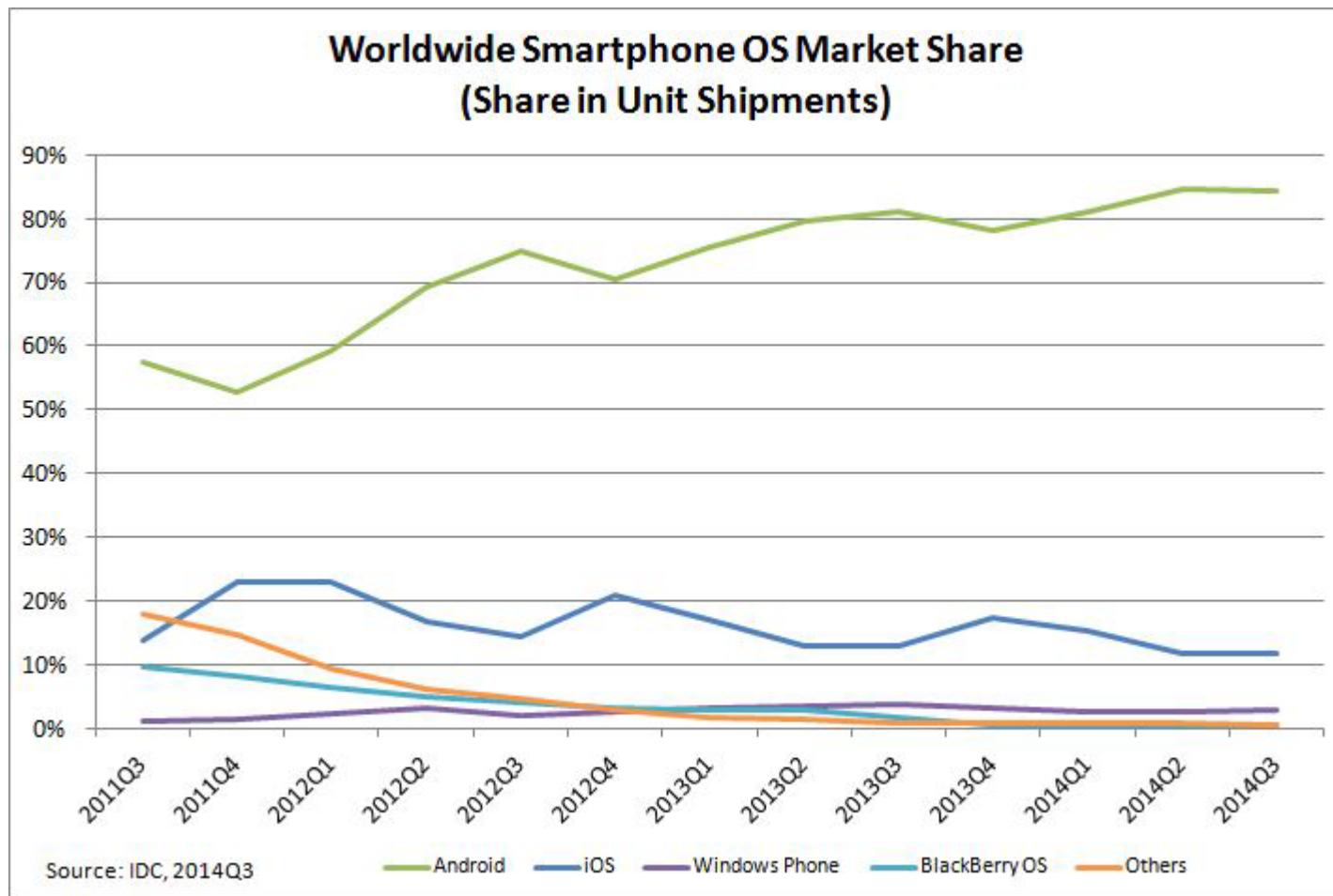
Which phone do you have?



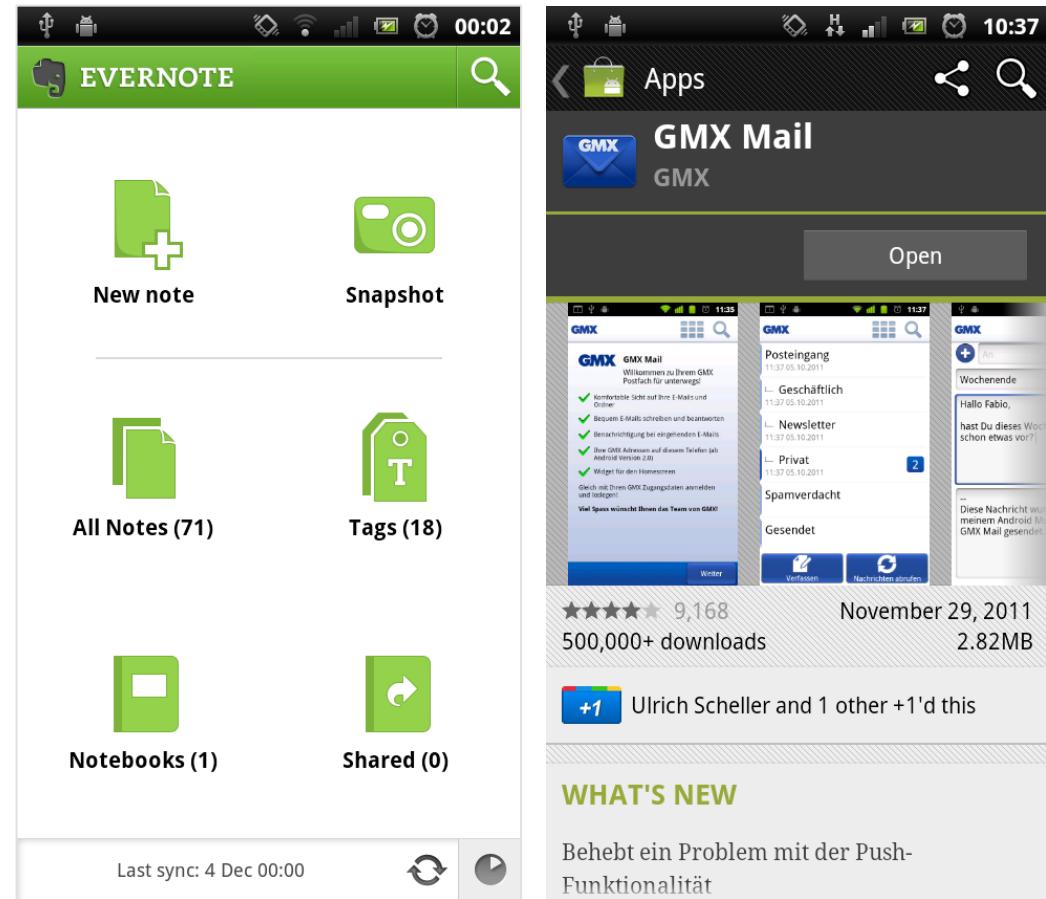
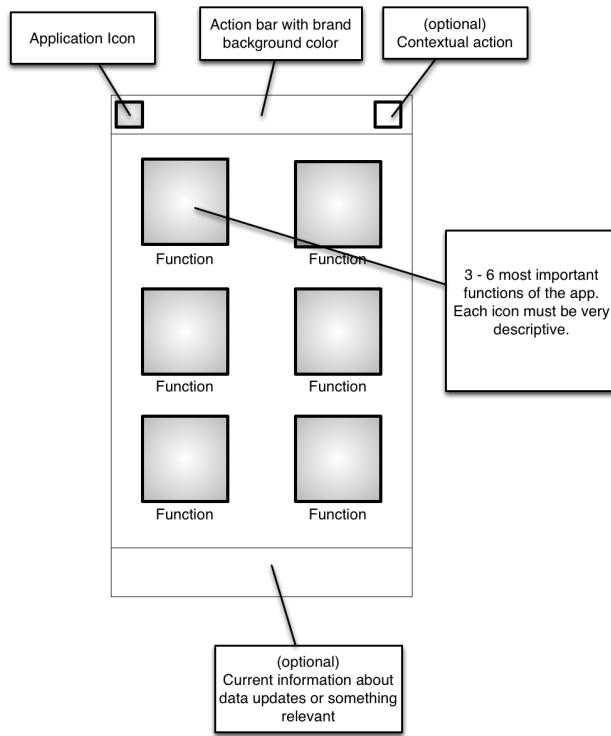
# State of mobile platforms in 2007



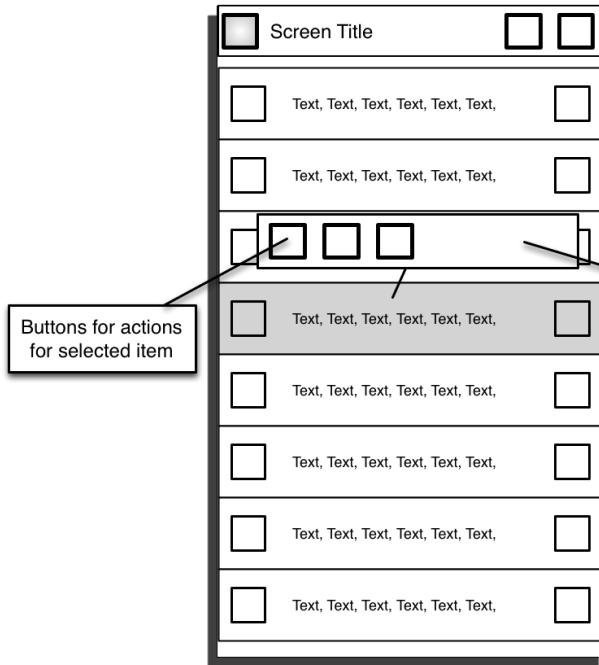
# The three current players: Android, iOS, Windows Phone



# UI patterns vs design languages

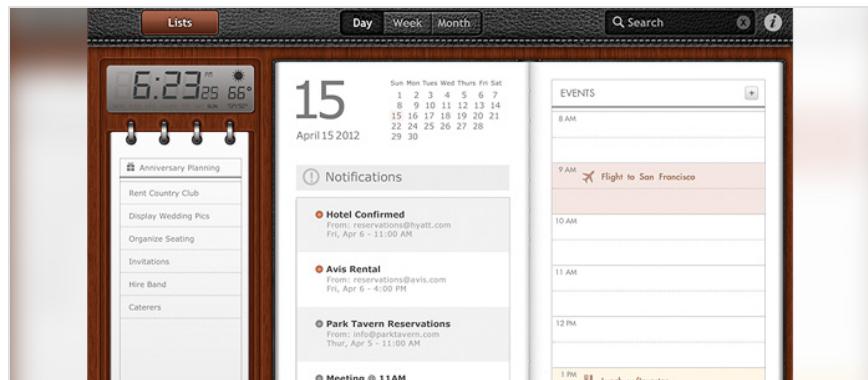


# UI patterns vs design languages



# Skeuomorphism

A skeuomorph is a derivative object that retains ornamental design cues from structures that were necessary in the original.



# Metro & Windows Phone



# Metro & Windows Phone

The image displays the Zune app interface across two platforms. On the left, a Windows Phone screen shows the Zune home screen with a large "music+videos" header, a "history" section, and a play button for a track by Sera Cahoone titled "Runnin' Your Way". Below the phone are navigation icons: back, home, and search. On the right, a larger desktop window shows a "new" video feed with various video thumbnails, including "VS.UEN", "Bassekou", "road trip", "Playlist", and "Retribution Gospel Choir". To the far left of the phone, a vertical sidebar lists menu items: zune, music, videos, podcasts, radio, and marketplace. To the far right of the desktop window, there are promotional banners for "marquee" (KidSafeTunes, Streaming Delight) and "C" (likely referring to a Windows Phone model).

zune

music  
videos  
podcasts  
radio  
marketplace

music+videos

history

Sera Cahoone  
2:36  
Runnin' Your Way

VS.UEN

Bassekou

road trip

Playlist

Retribution Gospel Choir

new

marquee

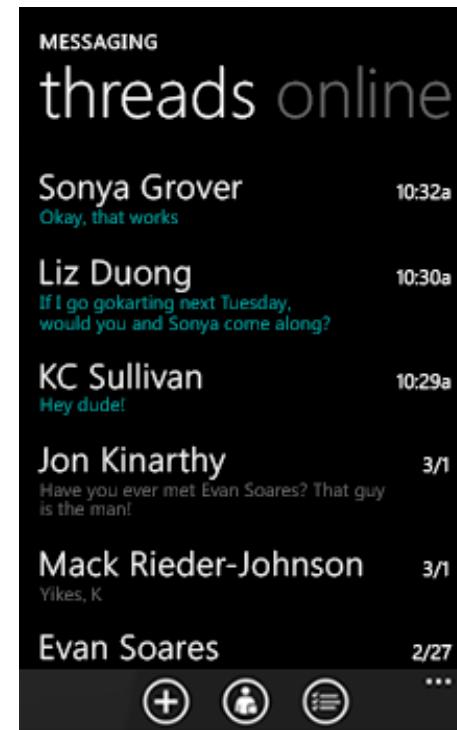
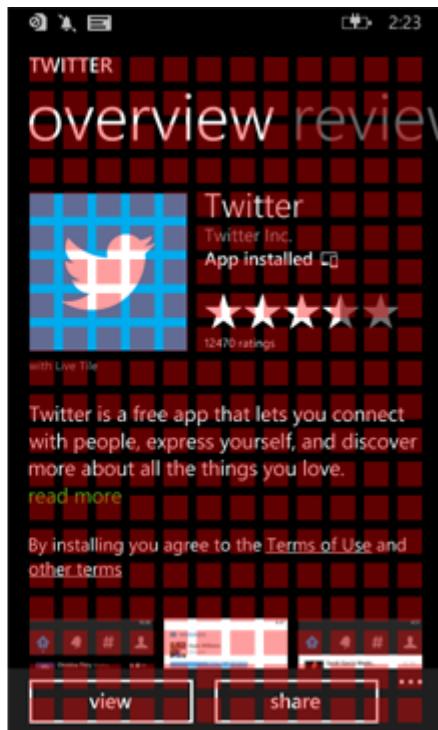
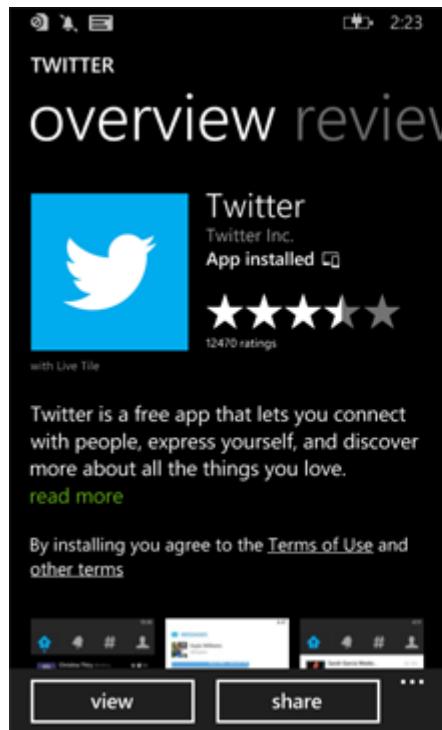
KidSafeTunes  
Streaming Delight

# Inspiration



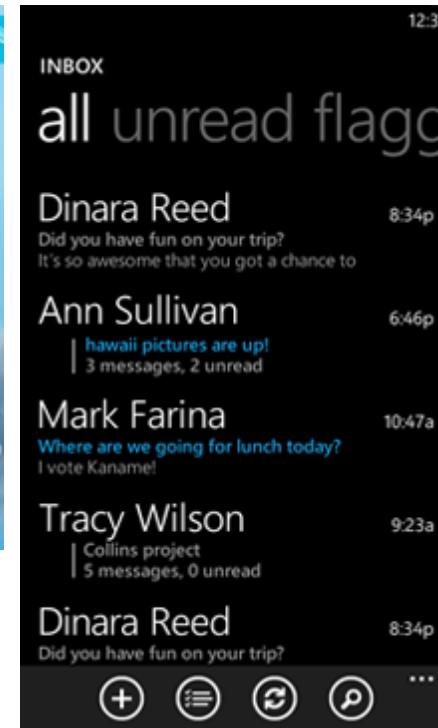
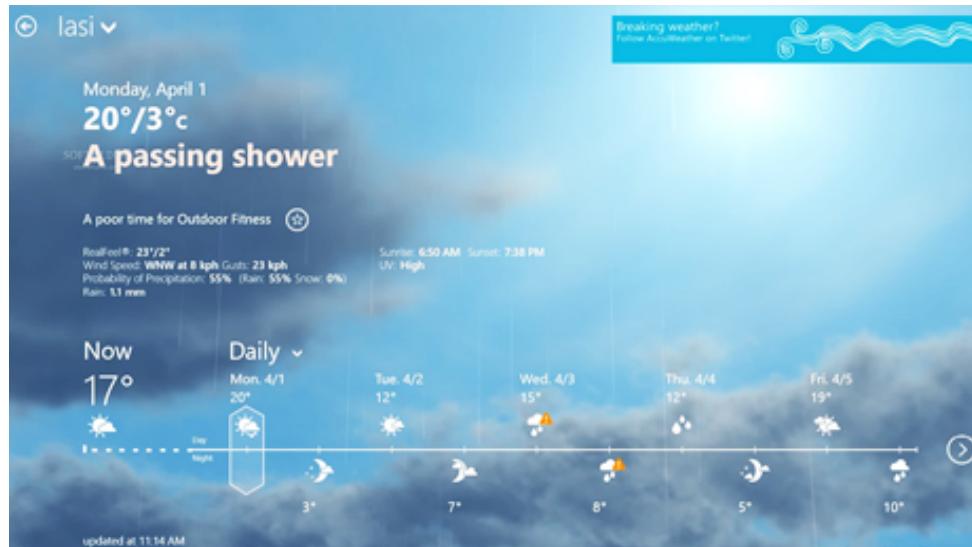
# Principles

## Pride in craftsmanship



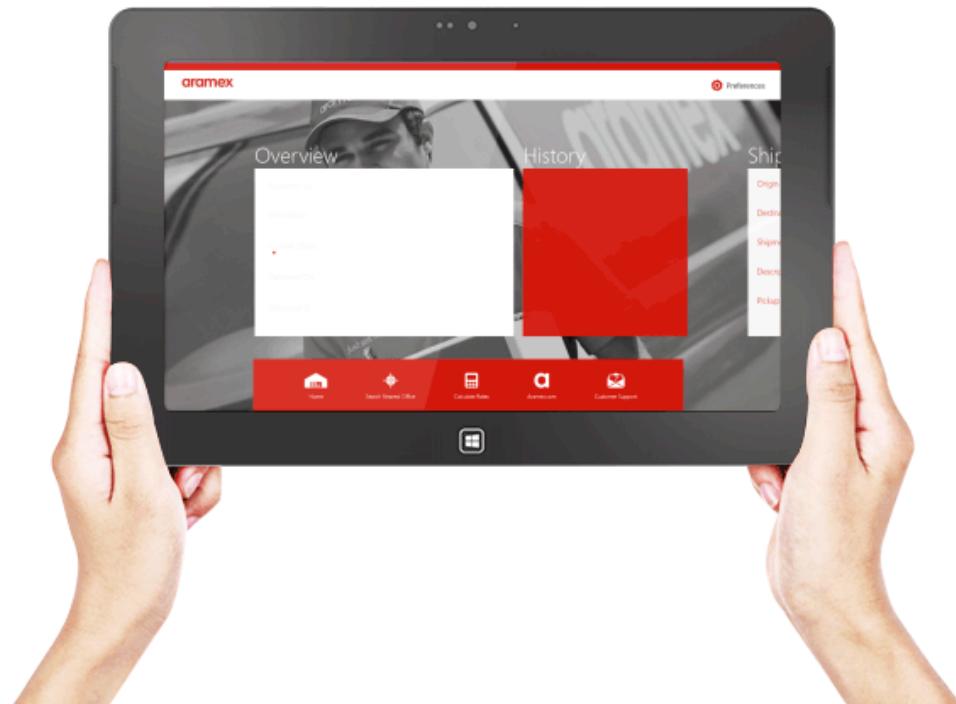
# Principles

Do more with less



# Principles

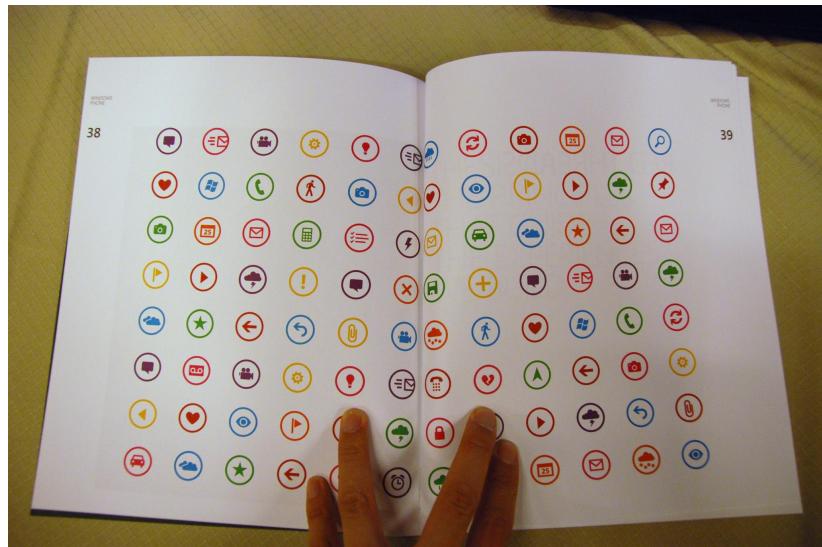
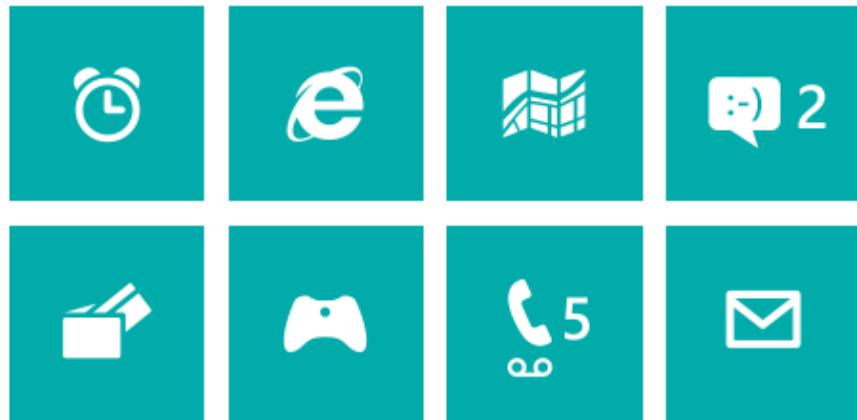
## Fast & Fluid



WP Apps Inspiration: <http://understandingexistence.net/2012/12/29/microsofts-design-language/>  
Aramex Windows 8 App: <http://prototype-interactive.com/our-work/aramex-windows-8-app>

# Principles

## Authentically Digital



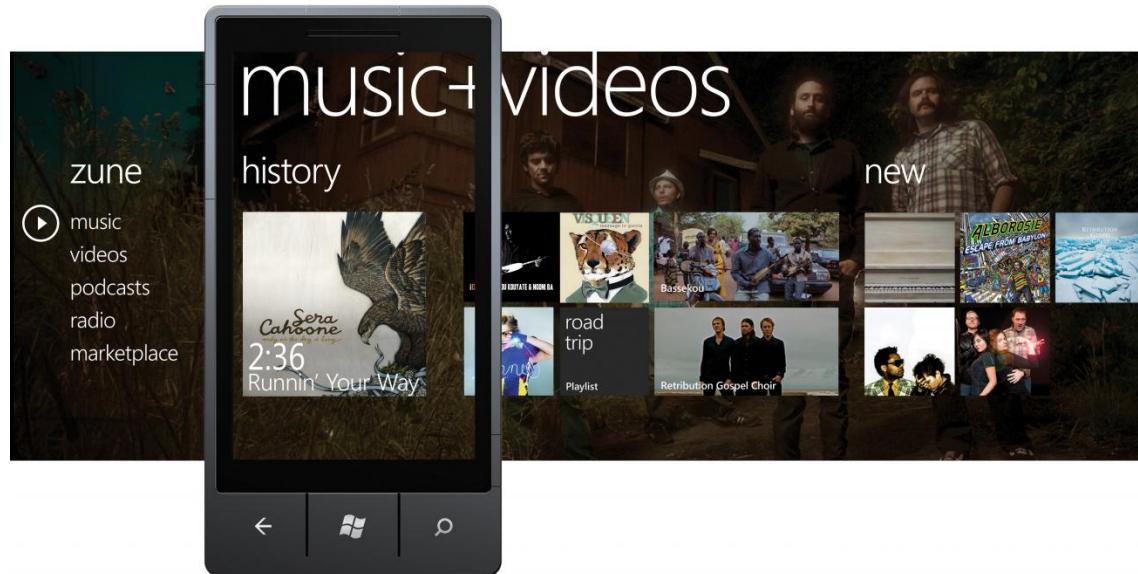
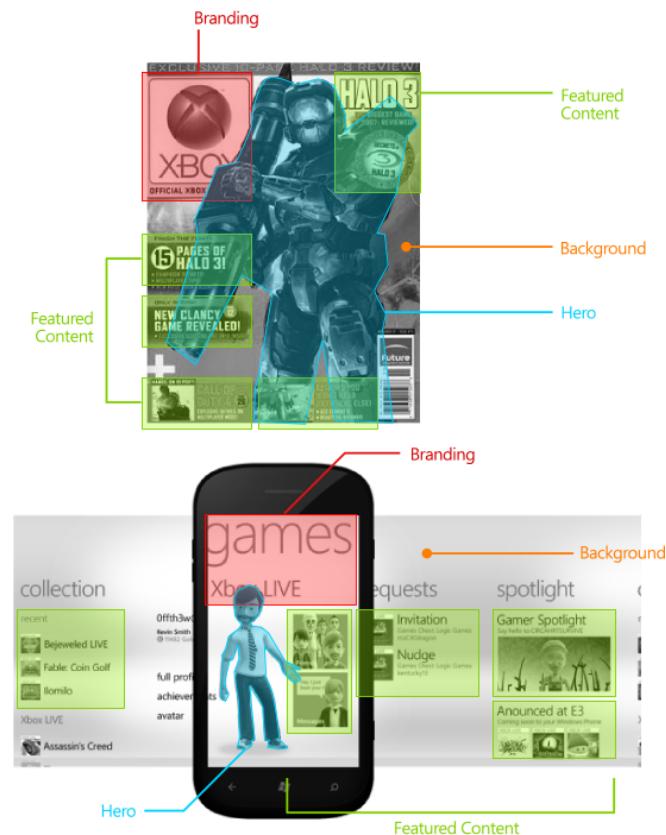
# Principles

Win as one

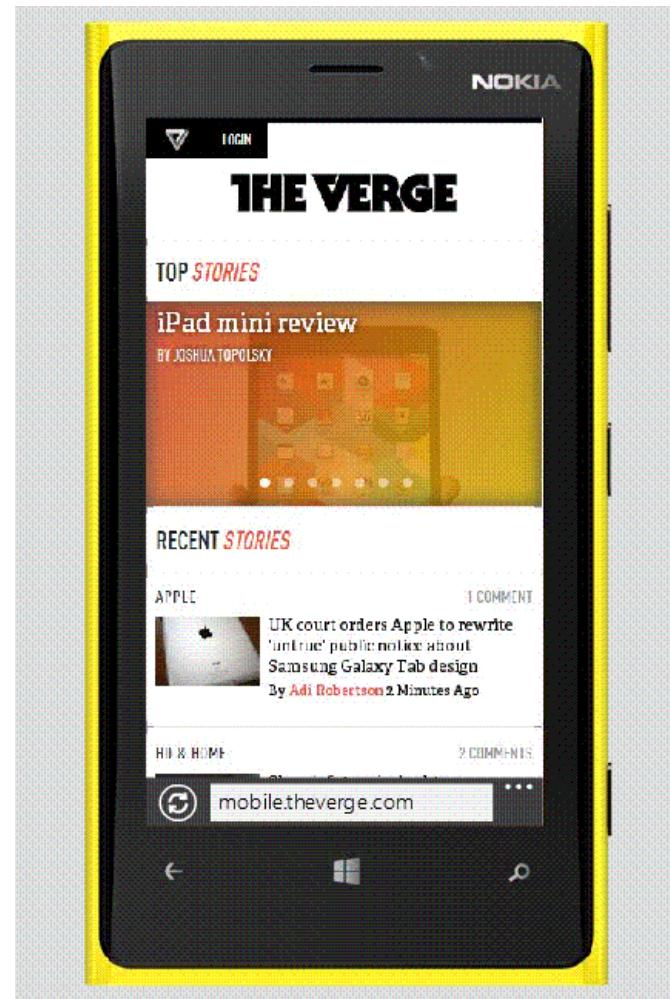
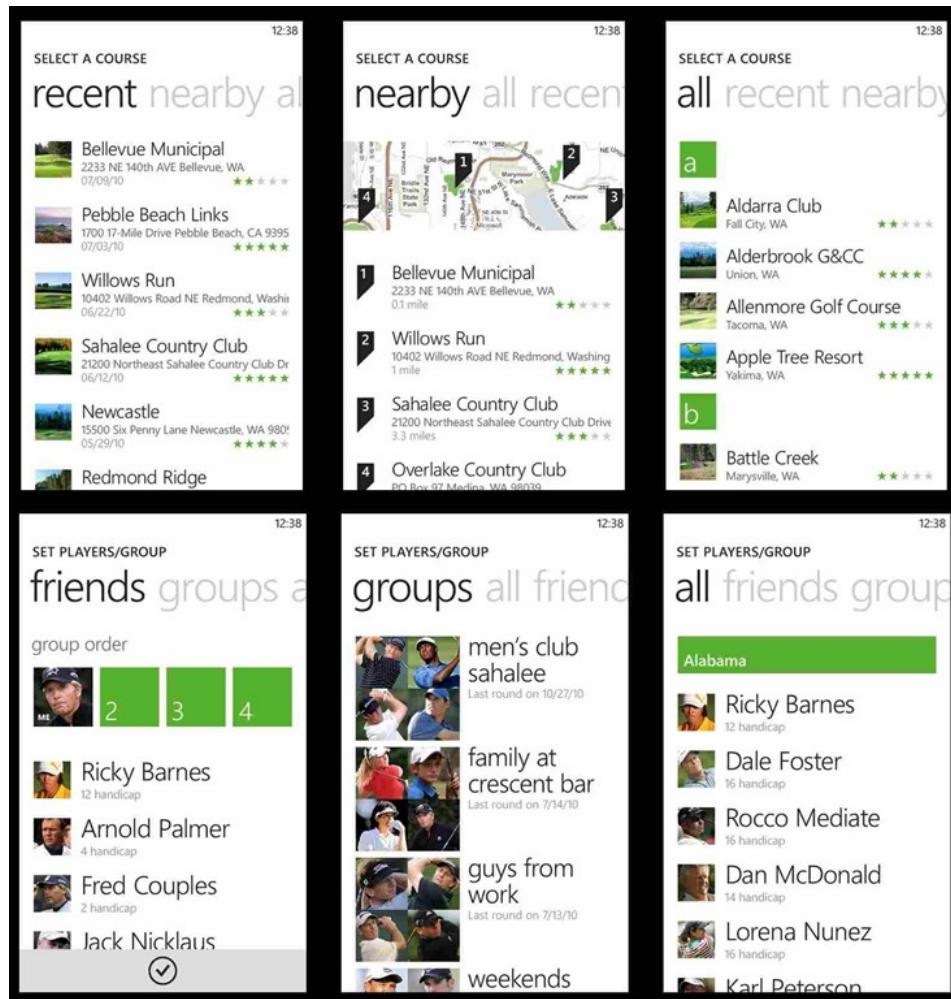


# Key Aspects: Panorama/Hub

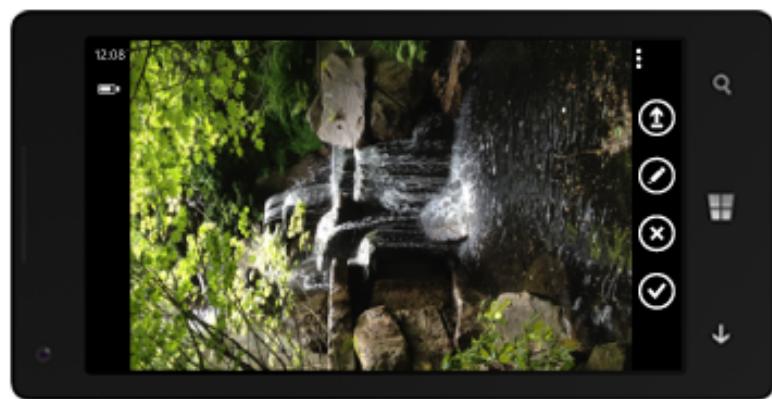
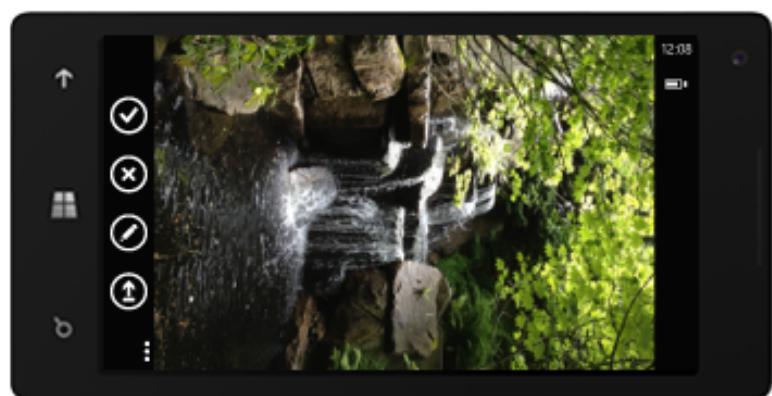
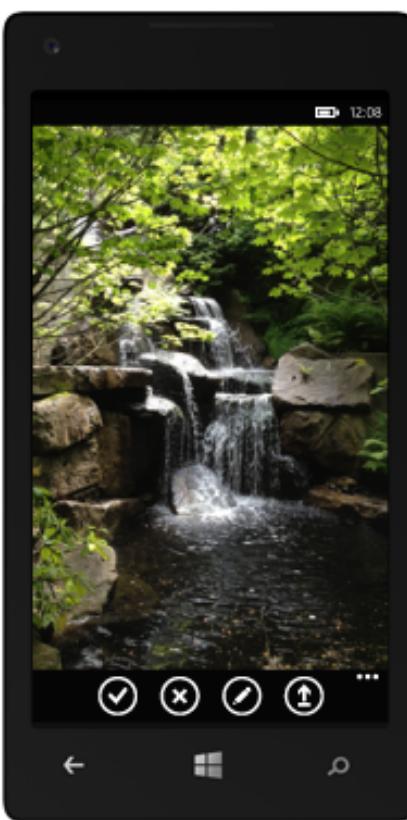
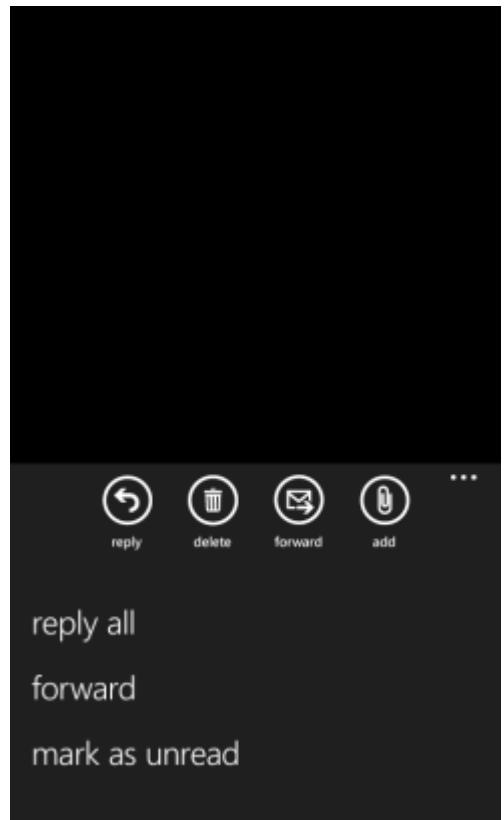
Panoramas are like Magazine Covers



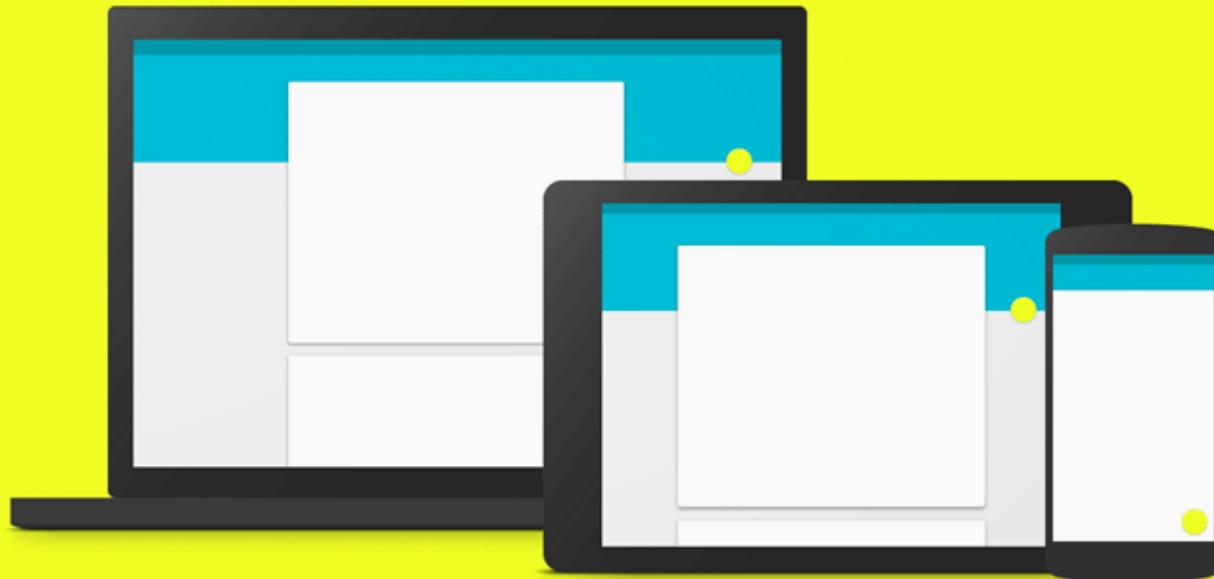
# Key Aspects: Pivot & Tiles



# Key Aspects: Application Bar



# Material Design for Google's Android

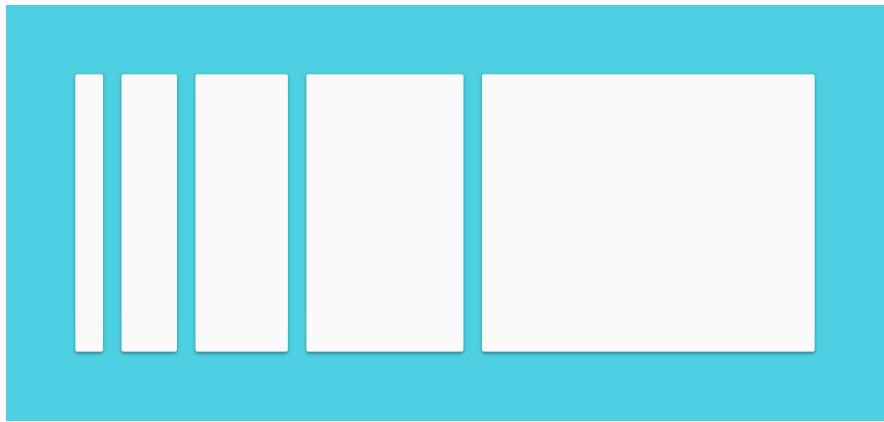
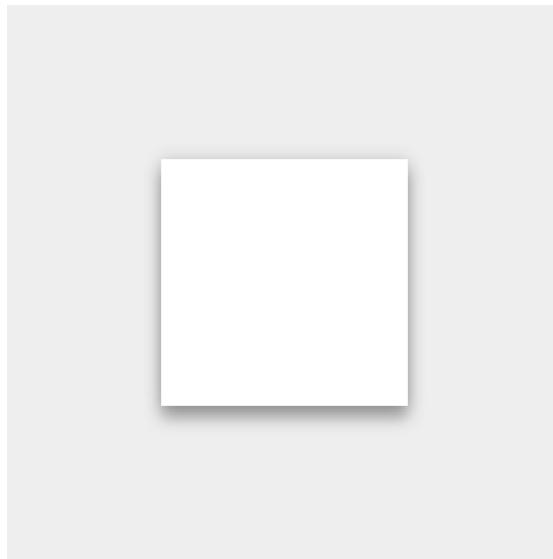
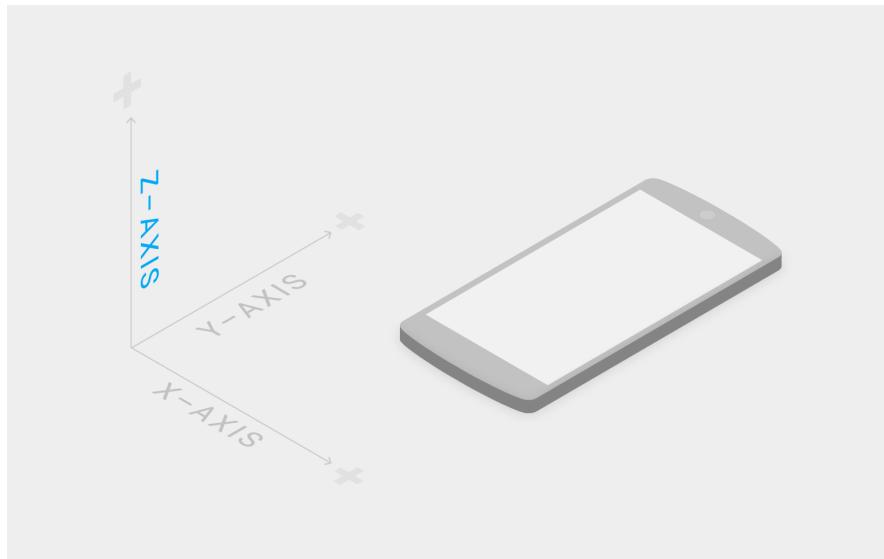


# Material Design for Google's Android

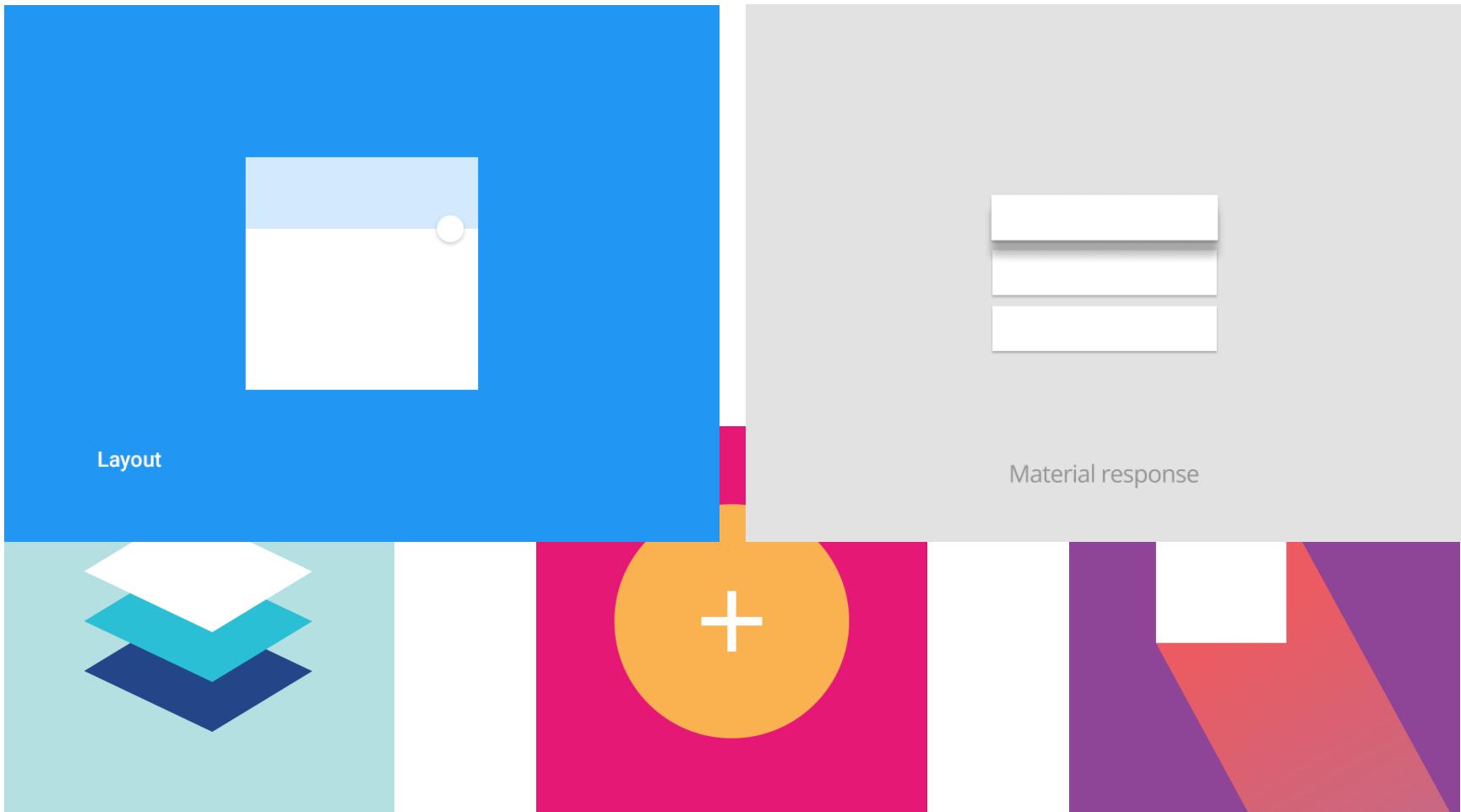
*Google Material Design Intro*

<https://www.youtube.com/watch?v=Q8TXgCzxEnw>

# Inspiration



# Principles

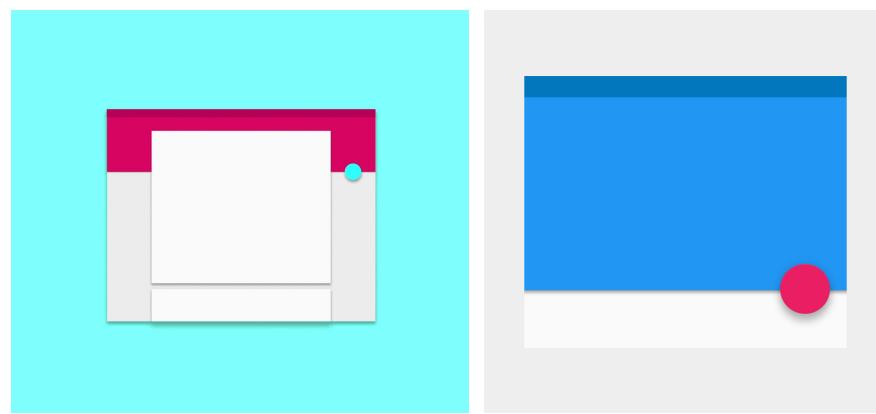
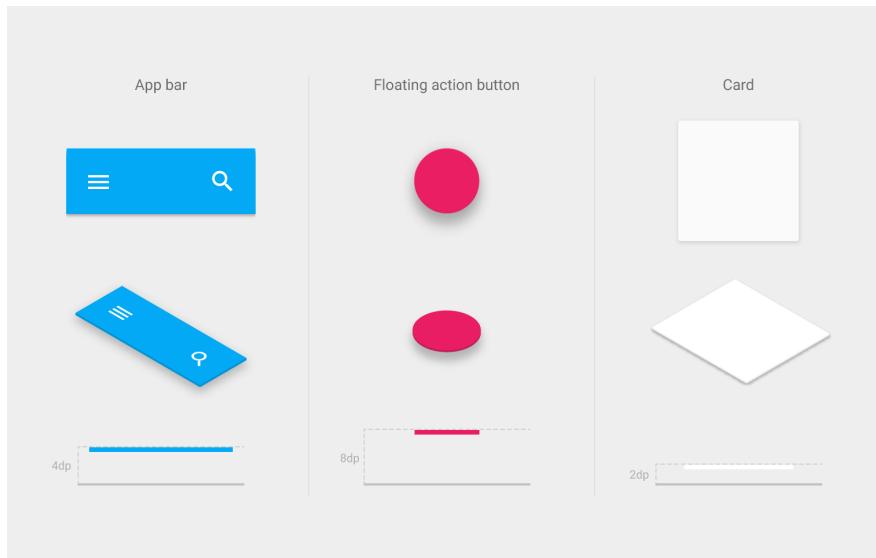


Material is the Metaphor

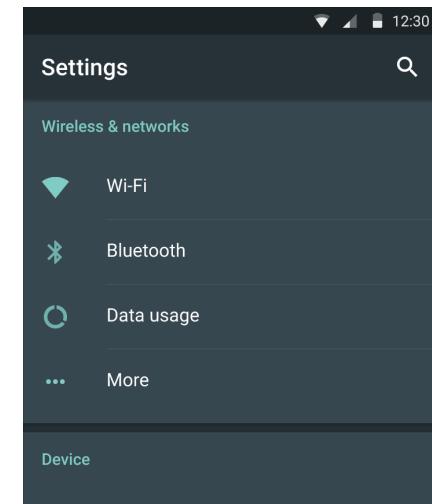
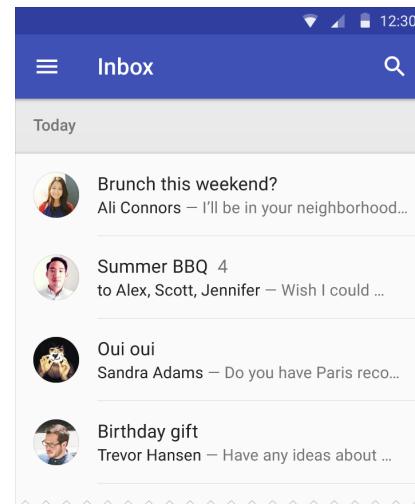
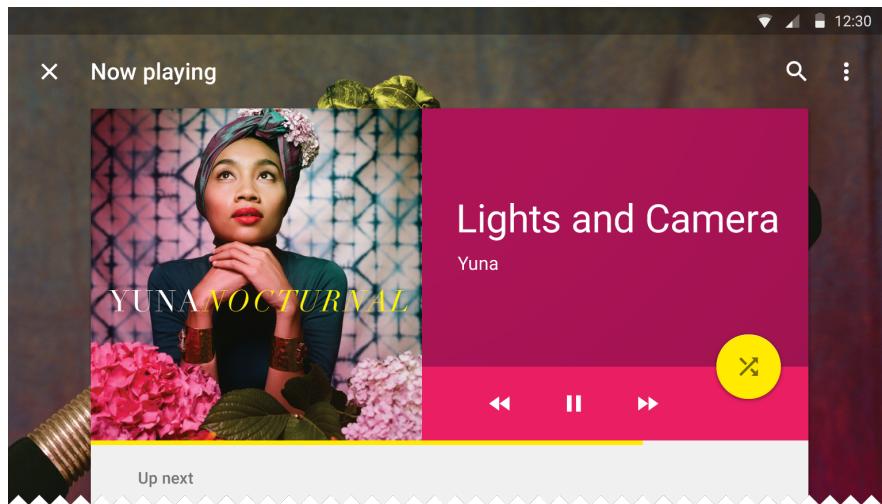
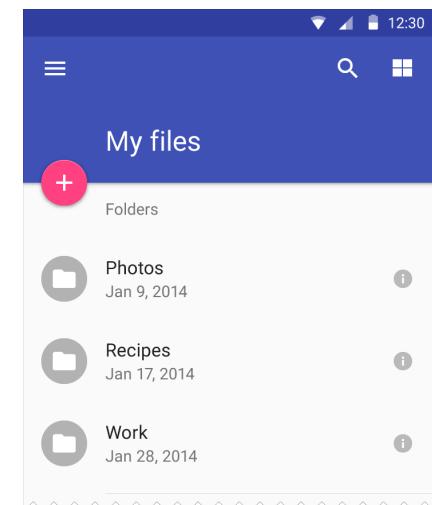
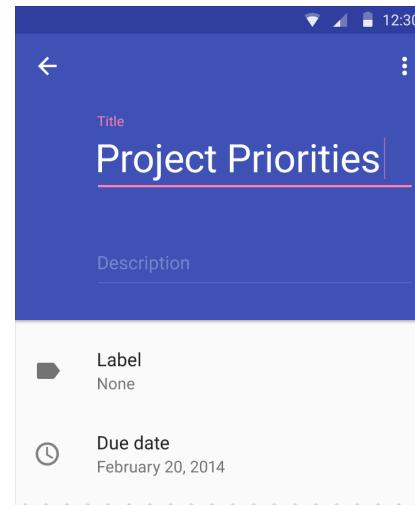
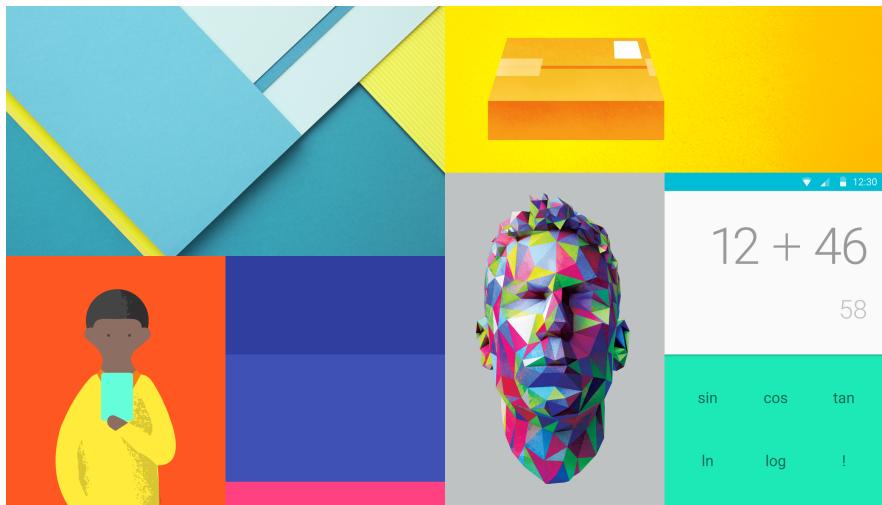
Bold, Graphic, Intentional

Motion provides meaning

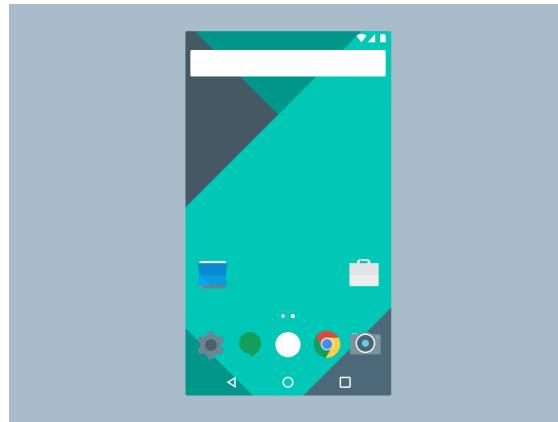
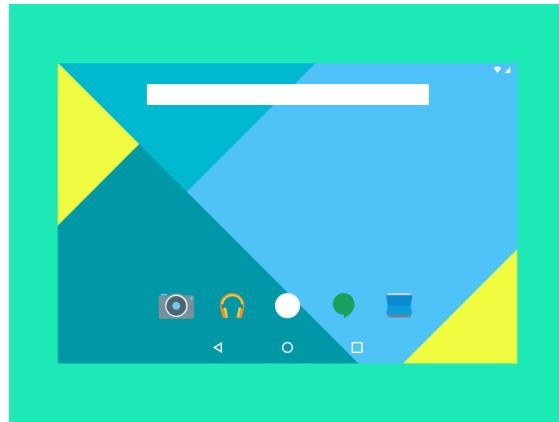
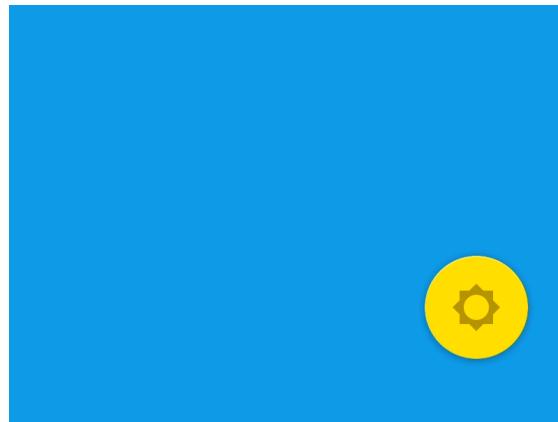
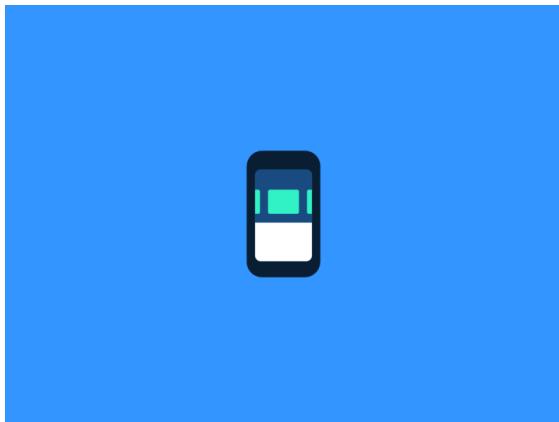
# Aspects: Material metaphor



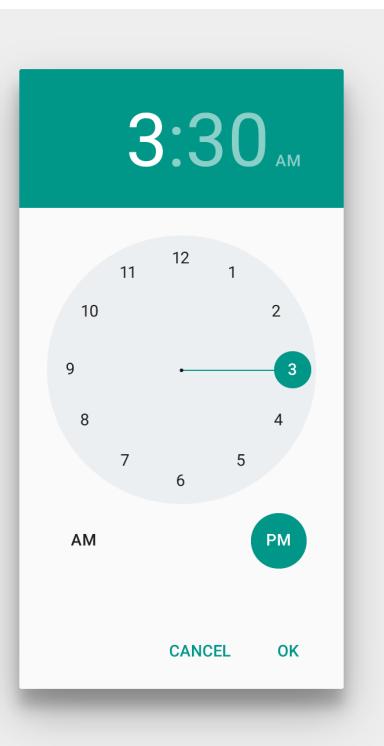
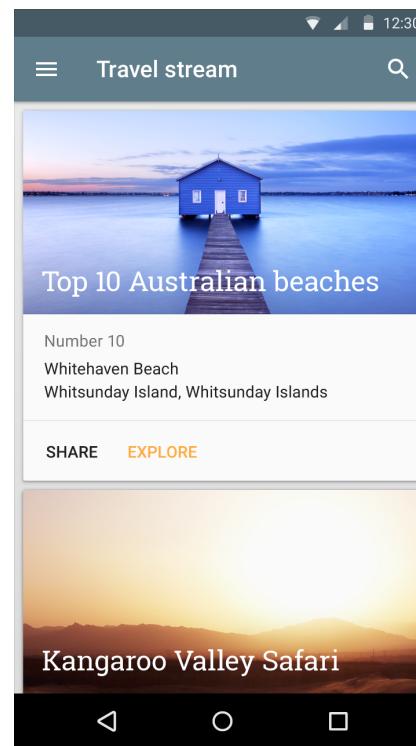
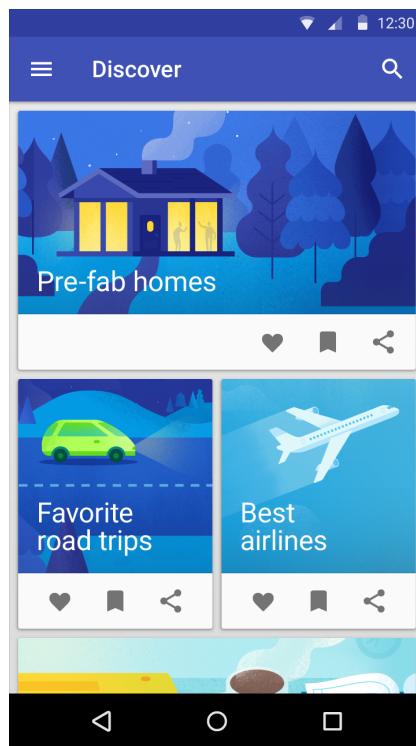
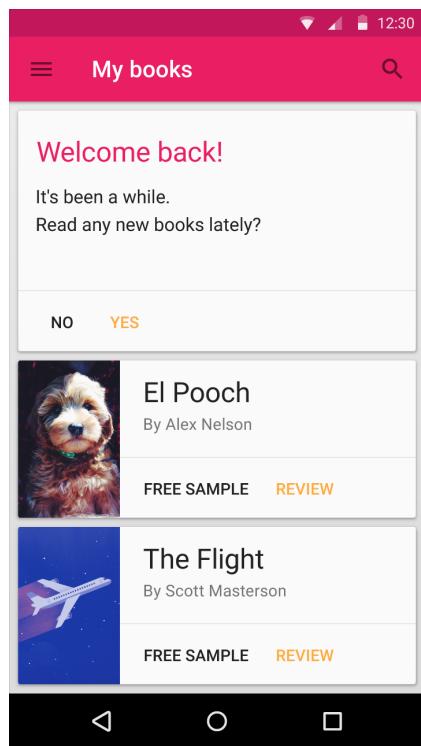
# Aspects: Colors & Type



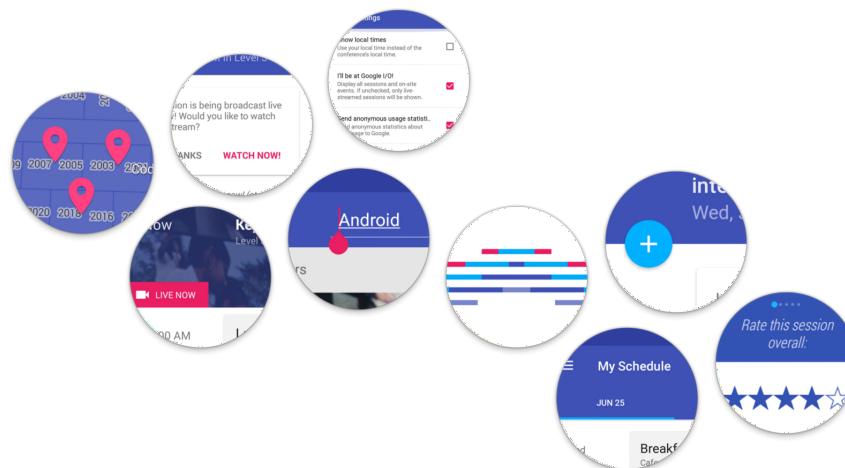
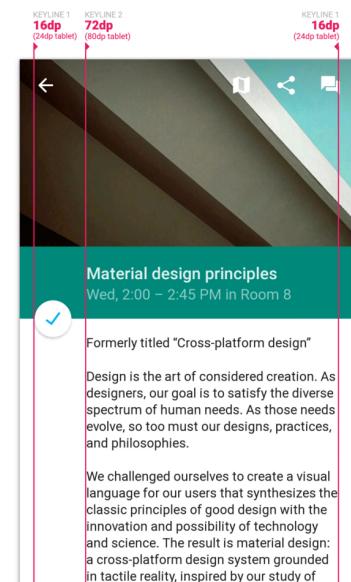
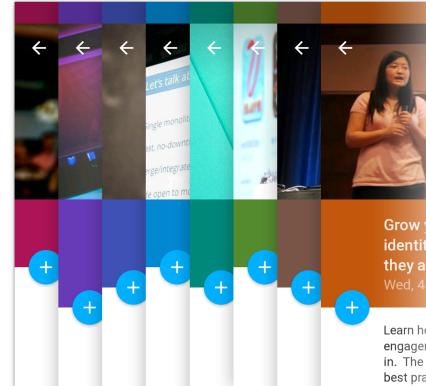
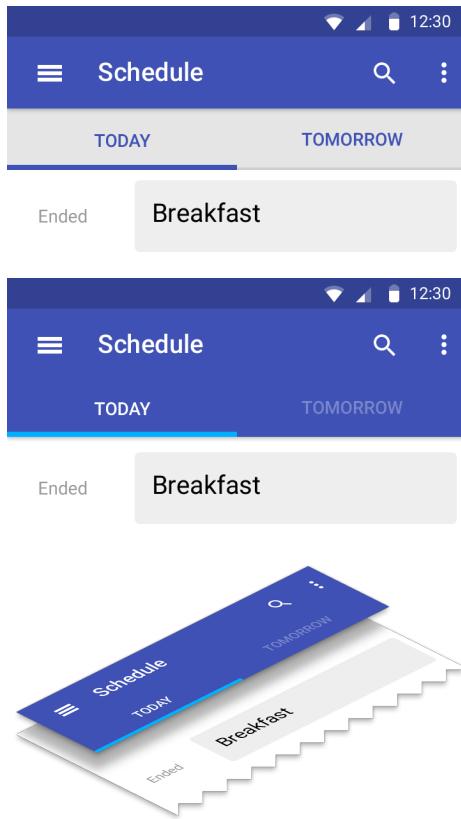
# Aspects: Animation (Transitions)



# Aspects: Cards & Dialogs



# Case Study: Google I/O App



## Task + Discussion

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*(Identify principles & patterns in use in your own mobile phone)*

# Apple: iOS



# Flat Design (*kind of!*)

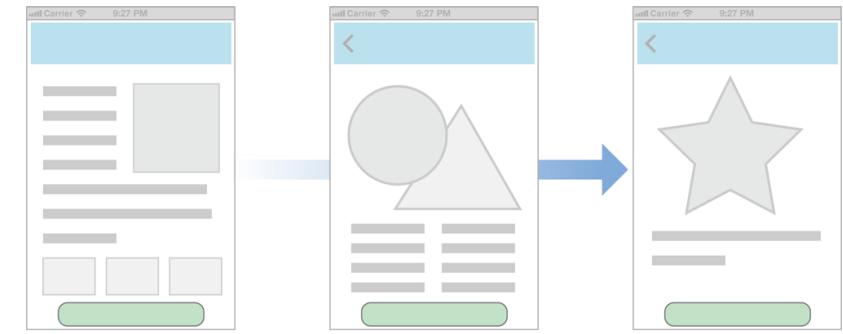
## iOS 6 vs iOS 7 icon comparison



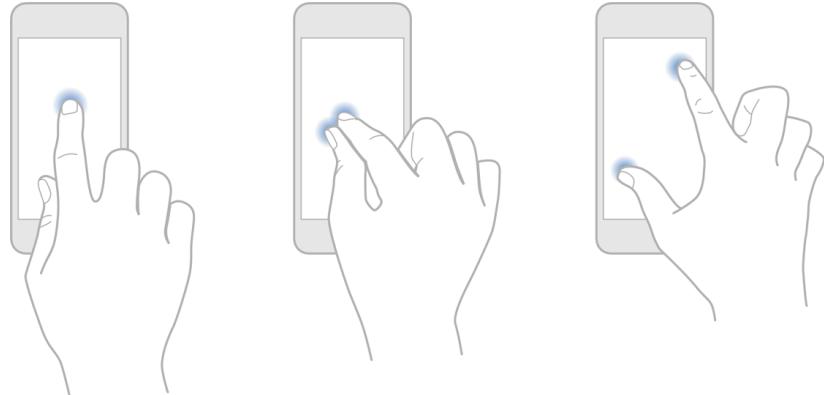
# iOS Human Interface Guidelines (Design Principles)



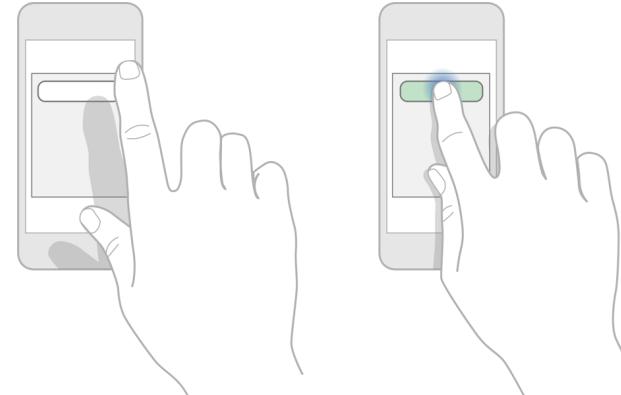
Aesthetic Integrity



Consistency



Direct Manipulation



Feedback

# iOS UI Design Principles



## Deference

The UI helps users understand and interact with the content, but never competes with it.



## Clarity

Text is legible at every size, icons are precise and lucid, adornments are subtle and appropriate.

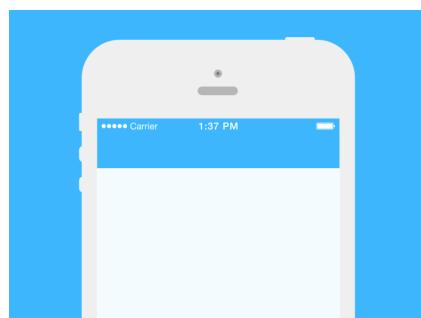
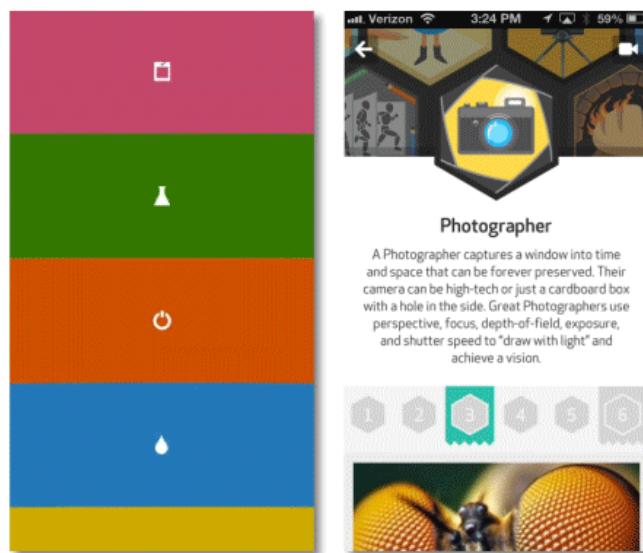
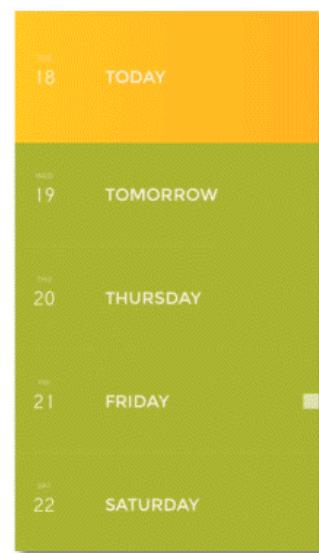
A sharpened focus on functionality motivates the design.



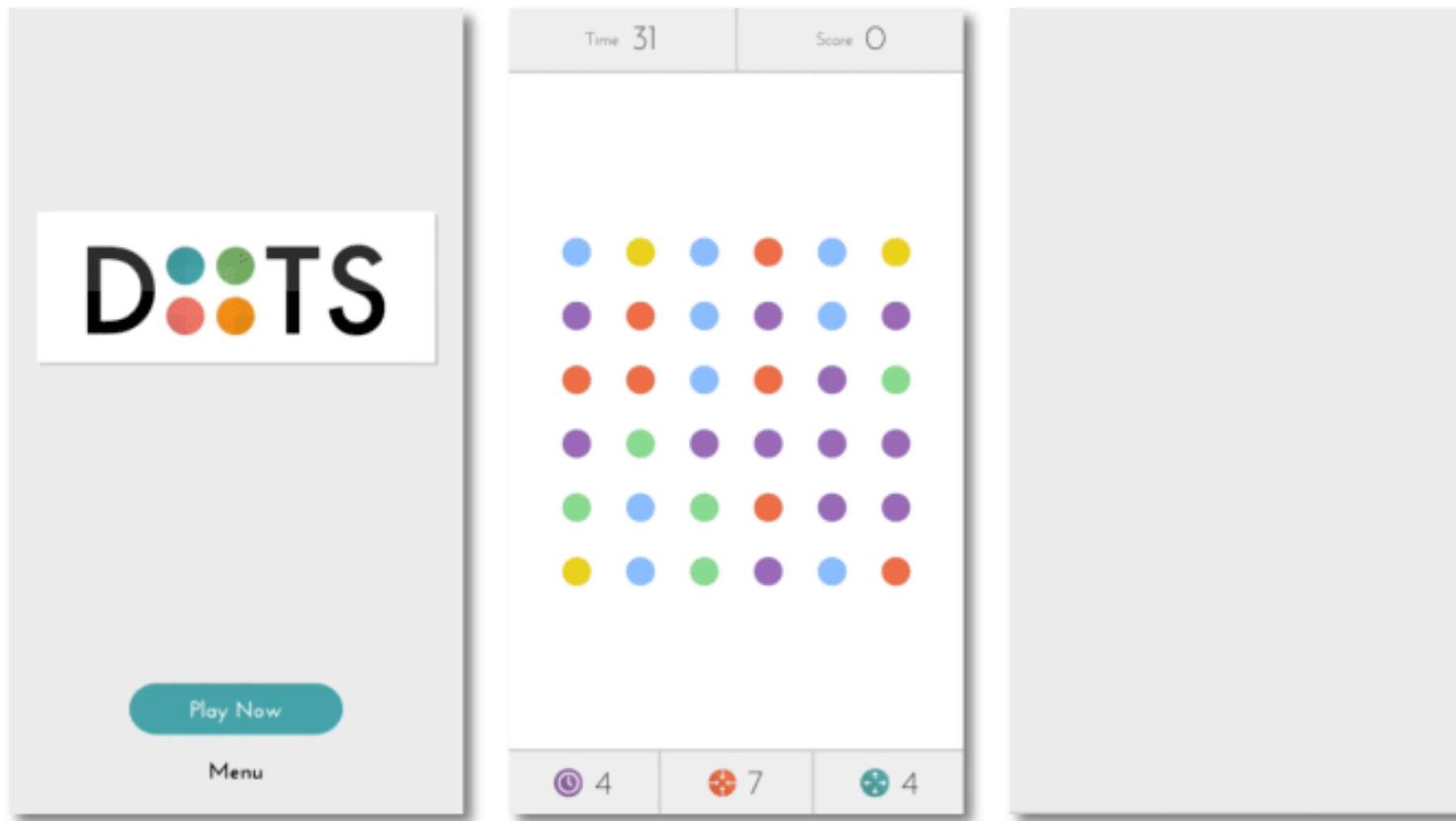
## Depth

Visual layers and realistic motion heighten users' delight and understanding.

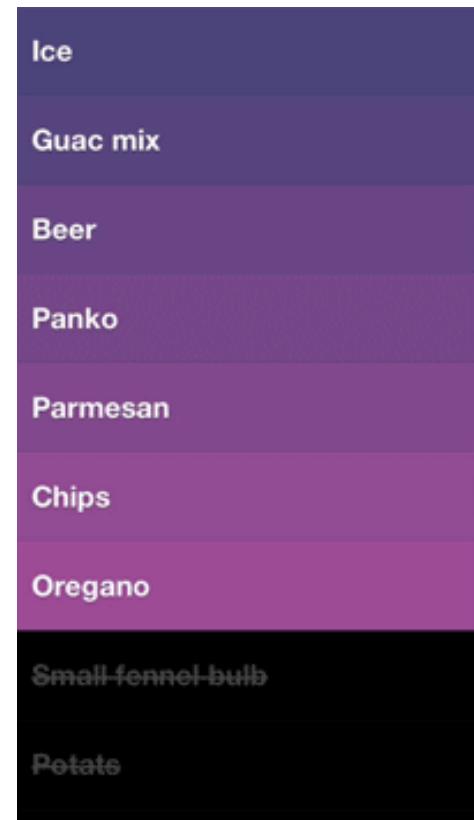
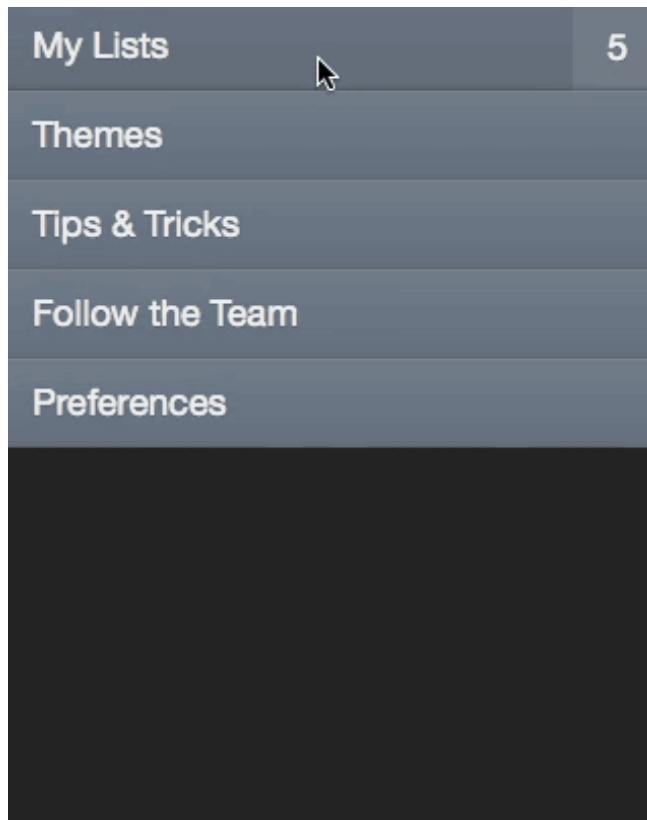
# iOS Transitions



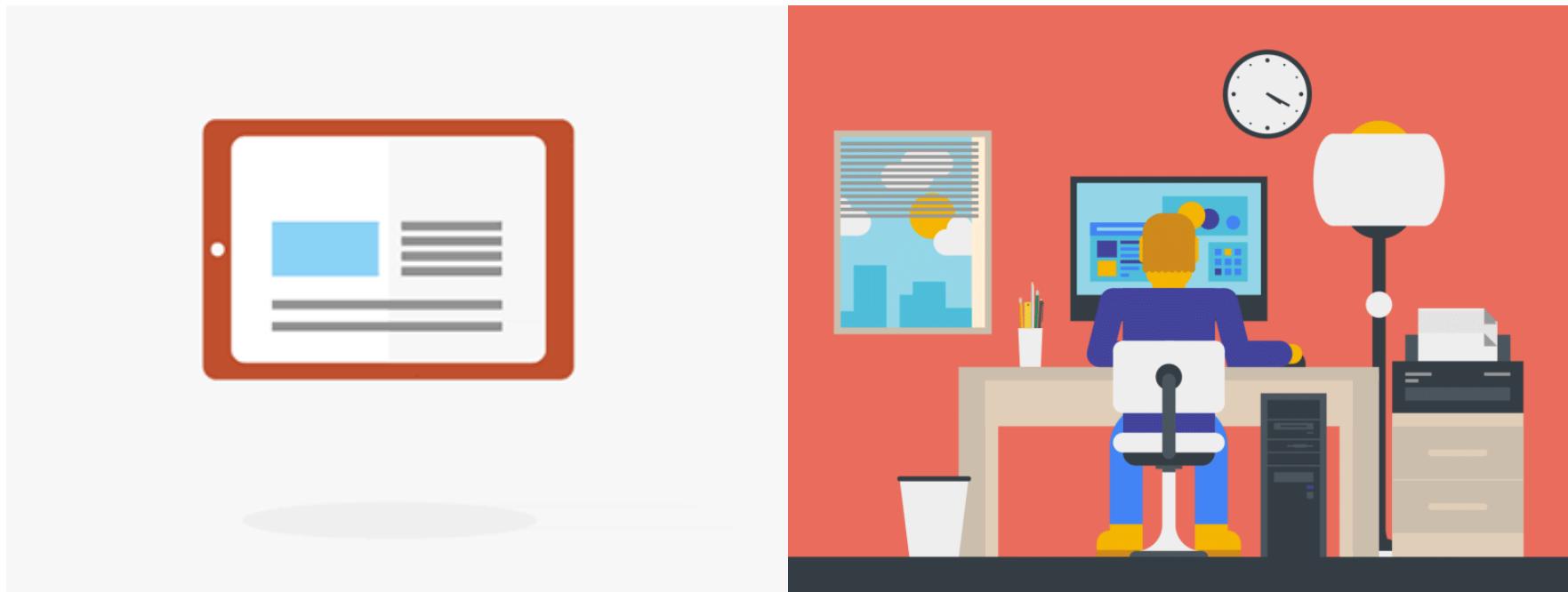
# Breaking the rules: Games



# Breaking the rules: App



# Thank you!



Read Transition: <https://dribbble.com/shots/1431210-Read-stuff>

Homework Transition: <https://dribbble.com/shots/1443011-Homework-animation>