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Web 425 Angular with TypeScript

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Discussion 5.1 – Material Design

Material Design is a design language created by Google in 2014, first code-named ‘Quantum Paper’. The goal of Material Design is to create user interfaces that use principles of depth, lighting, animation and universal symbolism to earn user trust and reduced cognitive load. This is the standard Google has implemented across its entire suite of public facing tools, and it offers many benefits.

Quantum Paper is an apt description of the underlying principles of Material Design. The goal was to break away visually from the two dimensional standard and use light, motion, bold shapes and graphics in a three-dimensional presentation to infer interactivity. Material Components are the building blocks of that design principle, and they cover display, navigation, actions, input and communications. Material Theming acts much like CSS does for HTML, enabling precise control of layout and color to customize a theme for interfaces. Colors are chosen from a color palette to represent primary, secondary, tertiary, and specific functionality roles throughout the interface. Type fonts are chosen from the Google Fonts library and shapes can be applied to Components to help with inference or draw attention.

For Google, having an established ‘look’ for every Google interface means that whenever a user sees this design pattern, they have an automatic subconscious understanding that this is a Google tool. This means anyone that already trusts Google’s tool suite will be more accepting of new tools. The universality of the controls means there is an intuitive benefit for the user, especially when exploring something new.

For developers external to Google, this intuitive interface and associative trust carry over when we use Material Design in our own applications. The comprehensive approach of Components and Theming tools reflects on the CSS/HTML paradigm but offers a more advanced approach. This comes together to offer a compelling system to adopt for our own interfaces.

**References:**

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