Week 8 Lab - Workbook

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1. Introduction

Welcome to the week 8 computer lab. Before you begin this weeks lab I recommend that you complete the self- and peer- assessment ([available here](#)).

This week you will be carrying out the following activities:

- General Questions
- Design Patterns
- System Onboarding
- Sketches and Wireframs /Wire-flows for Part B

2. General Questions

Please answer the following questions:

1. What are the different types of menus?
2. When is it appropriate to use the different types of menus in applications?
3. Why do you think that icons are easier to remember than commands?
4. How does the concept of realism vs abstraction (in the text) link to the current trend of flat/material design?

3. Design Patterns

1. What is a Design Pattern?
2. What is the importance of Design Patterns?

You are to review the following websites discussing Design Patterns:
- http://www.welie.com/patterns/index.php
- http://ui-patterns.com/
- http://designinginterfaces.com/patterns/

 Which of these Design Patterns could be appropriate for your group project?

4. System Onboarding

User Onboarding is a user's first impression of a system.

Read:
- https://uxplanet.org/user-onboarding-designs-for-inspiration-251d7aee84d4
- https://www.appcues.com/blog/the-5-best-user-onboarding-experiences
- https://www.lukew.com/ff/entry.asp?1995

1. What has your past experiences of Onboarding been like?
2. Have you ever abandoned the Onboarding process? Why?
3. Do you believe that the sign in with Google or Facebook has improved this process?
4. Will you need to Onboard users in your group project?

5. Sketches and Wireframes / Wire-flows

Individually you are to start working on your own versions of basic wireframes and wire-flows of your group project (this is for Part B).

The idea is that each group member would have their own interpretation of the interfaces needed for the system. Once you have created your initial designs you need to show them to your group members and discuss your ideas and design patterns used.