Skeumorphism

CS 88SA | Kevin Tan | Lecture 4

MISS UNIVERSE 2015 ELMININA	
USA	
2nd Runner Up	
COLOMBIA	
1st Runner Up	
	MISS UNIVERSE 2015
	PHILIPPINES

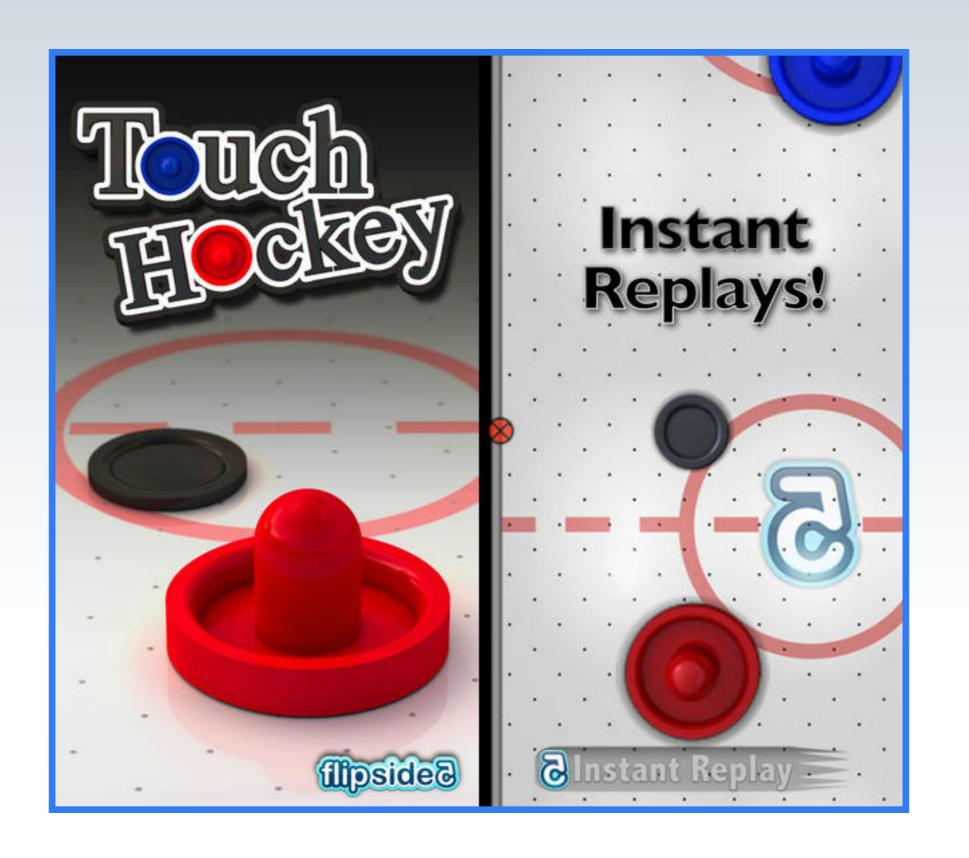
Let's take a journey back in time...













Aside

Design is heavily influenced by current societal norms and standards

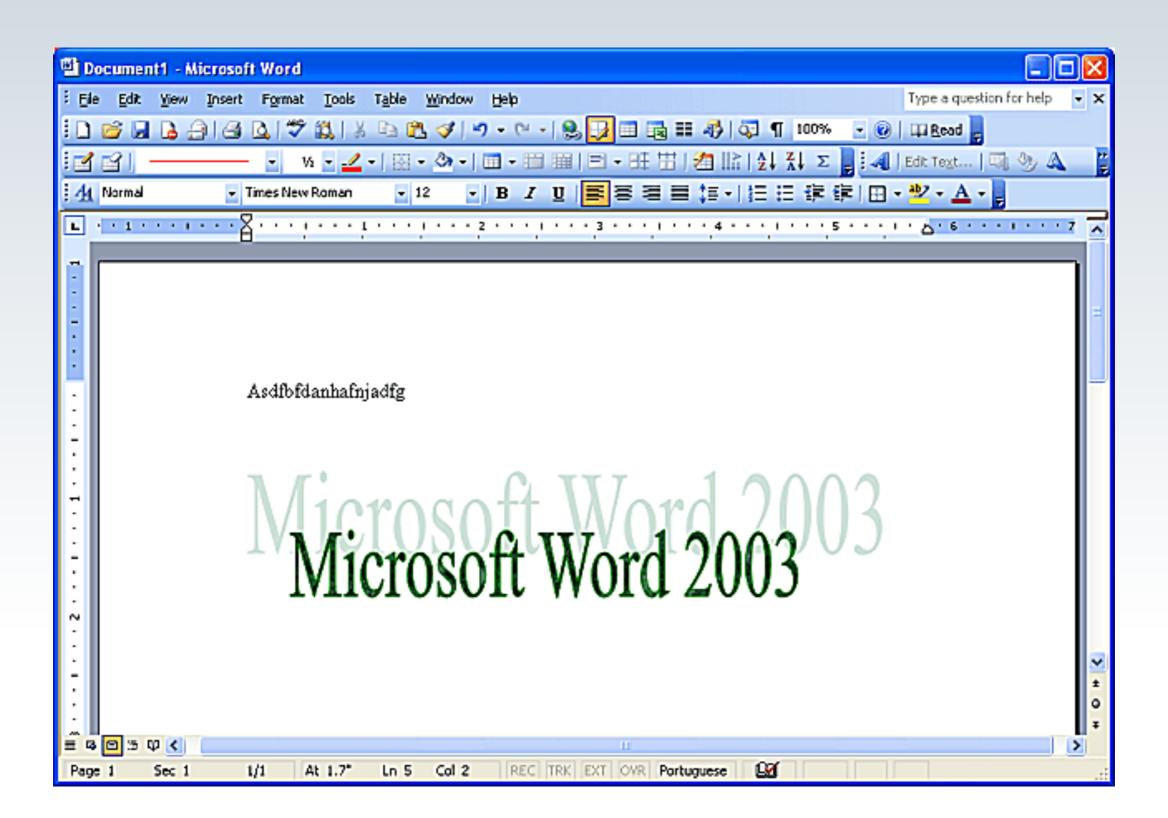
Skeumorphism

What is Skeumorphism?

- Describes digital interface objects that mimic their real-world counterparts
- Can include both their visuals and how the user can interact with them
- Makes heavy use of affordances and mapping

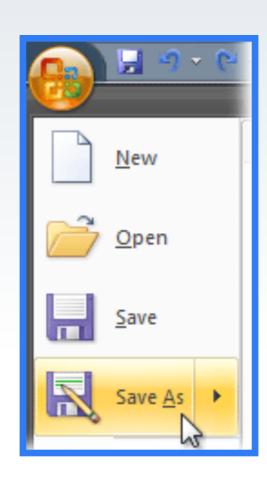
Notes on Skeumorphism

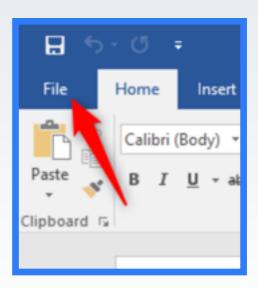
- Includes sound or tactile effects:
 - Twitter notification sound effect to mimic a bird (more of a brand than design thing)
 - Game controller that vibrates when you get hit
- Game Center looks like a Billiards table



The Save Button







Notes on Save Button

- Example of an icon using skeuomorphism
- Most of us have never actually used a floppy disk to save something before
- However, at the time, people did! So it was most natural to model the save button after a floppy disk

Daily Bruin

Assignment

DAILY BRUIN

a

Tuesday, April 23

News Sports Arts Opinion Photo Video Illustrations Graphics PRIME The Quad The Stack

In the news: Beyond the Reports Athletics Admissions Scandal



NEWS | April 22, 7:12 pm

Two UCLA buildings potentially exposed to measles, one student infected

BY TEDDY ROSENBLUTH UCLA was identified as a site for possible



measles exposure Monday, according to a press release from the Los Angeles County Department of Public Health. An infected UCLA student attended classes in Franz Hall on April 2, 4 and 9 and in Boeller Hall between 10 a.m.

NEWS | April 28, 12:09 am

Pre-med students overwhelmingly want greater diversity, study shows



Graduate documentary production student Jake O'Hare created "Funning Aground," a documentary reenacting his changing family dynamics after learning about the salling trips his father Scott and his siblings embarked on in the 1970s. O'Hare cast young actors to portray the 1970s versions of his family members. (Tanmay Shankar/Daily Bruin)

ARTS | April 22, 10:51 pm

Documentary analyzes director's compley family

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The Daily Brain's blog - a bub for analysis, explanation and student voices

THE QUAD, LIFESTYLE | April 22, 6:08 pm

The Quad: Consider clean cosmetics to cut out possible carcinogens in your everyday life

BY ALEXA BRECO

Formaldehyde is a key ingredient in embalming dead bodies. But the chemical's uses don't end there. Formaldehyde can be released by substances found in a number of cosmetics, including hair and skin care products.

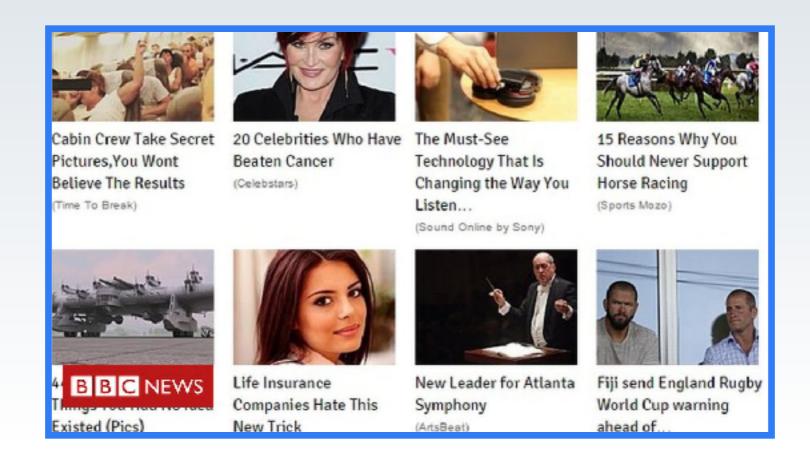


THE OUAB Land

Notes on Daily Bruin

- Example of an entire layout using skeuomorphism
- Mimics the layout of a real life newspaper

Pagination

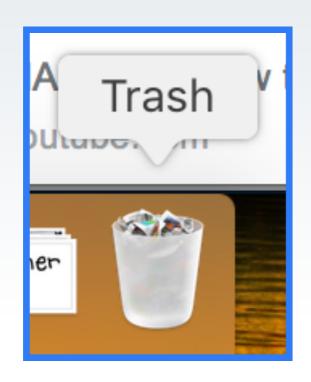


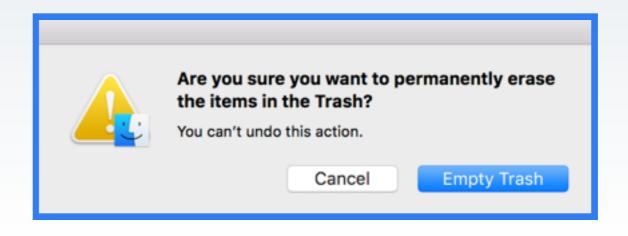
First Previous 1 2 3 4 5 Next Last

Notes on Pagination

- Example of a feature using skeuomorphism
- The majority of online articles used to be split into pages, but in a digital world there's no need for pages
 - It's more efficient (performance-wise) to load an entire article rather than one page at a time
- Pages are a real world concept brought into the digital world to mimic actual print

Trash





Notes on Trash

- Example of an interaction using skeuomorphism
- You can drag things into the trash and "empty" the trash
- It's so intuitive to get because it has a real-world analogue

Old Home Page



Notes on Old Home Page

- Has glossy buttons/icons that look like they can be pressed
- Extremely detailed app icons
- Skeuomorphism everywhere! (Camera, Notes, Newsstand, Compass, ...)

Old App Logos







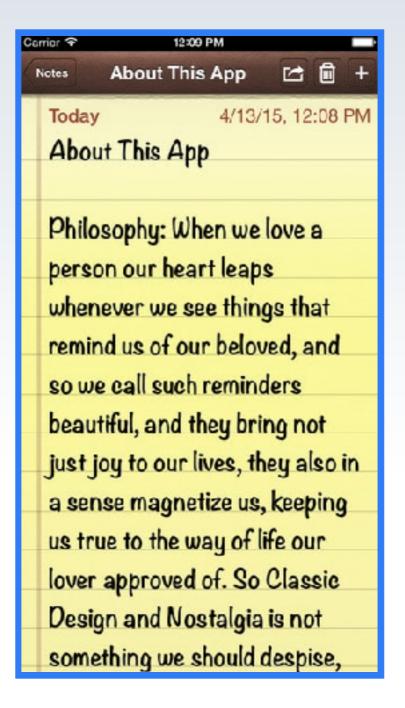
Youtube



Facebook

User Interface





Music App

Notes App

Notes on User Interface

- The buttons and tabs in the Music app make heavy use of shadows and shading
- In the Notes app, you're actually writing on notepad paper
- A trash can icon is used instead of a minus symbol to signify "delete" in the Notes app

From a UI Perspective

Skeumorphism makes heavy use of:

- Shading and Shadows
- Real-life textures (wood, paper, metal, etc.)
- Gradients
- Depth

Why Skeumorphism?

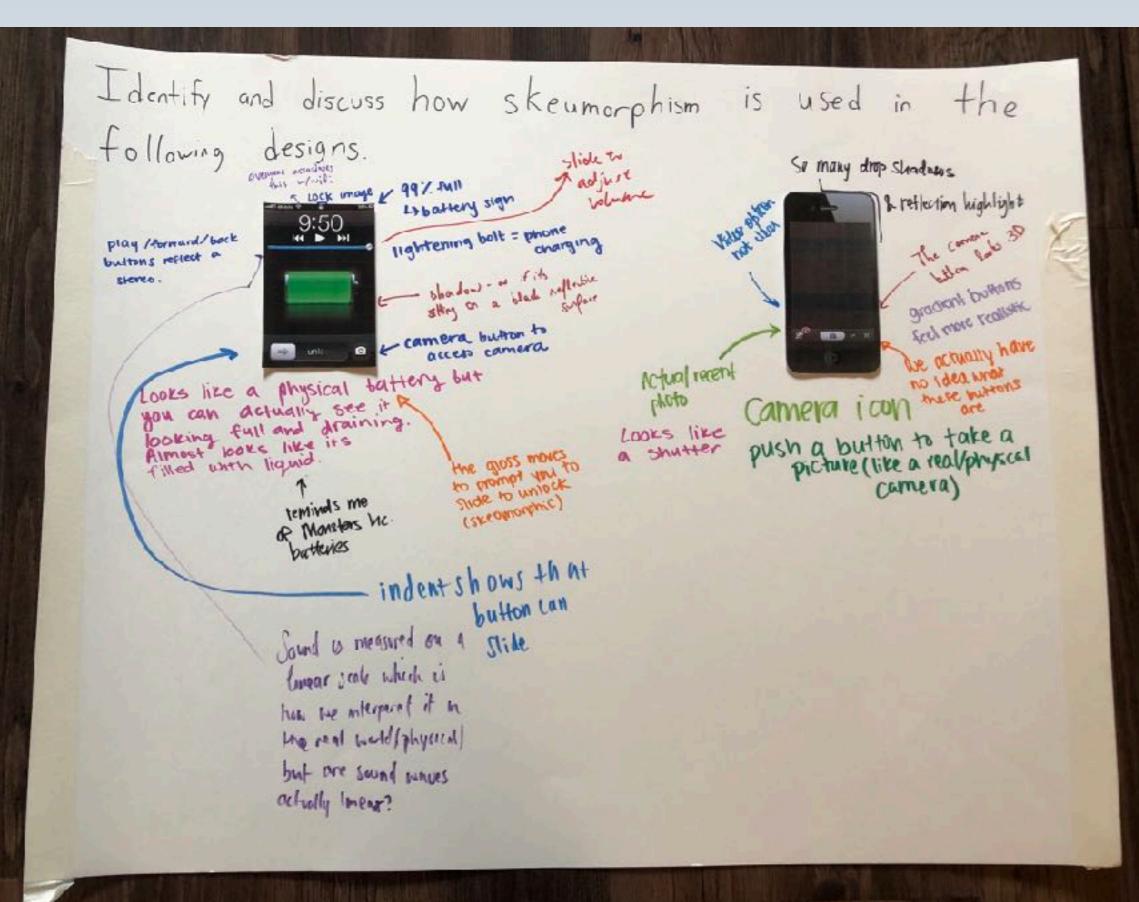
- People had never used a touch-based smartphone before
- Helped them through the learning curve of a digital era
- Users already know how to interact with the physical world; so transfer that intuition to the digital world

Notes on Skeumorphism

- Skeumorphism allows for more familiarity. You can draw from real-world experiences
- Many cognitive scientists argue that humans will never be able to understand the digital world as well as the physical world
- Better affordances and better feedback

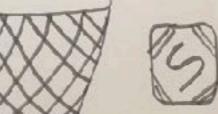
Activity: Silent Discussion

Ls skeumorphism still valle today? If an app had a user interface like the old Music app. would it make you more/less/equally likely to use it? less likely-I like the clean appearance of neuer music apps. Apple Music & Spotify I like the retro look of the old app because you can see the out album covers instead of Spotiby Skeumorphism gives me ithone 305 vibes. in graphic design + UI I don't think it's ministry orymens - flat Dosign works butter. hears obselescence of 1855 likely, it would be too old fashioned, containing Skewnarphism since must of stally sincompanied science incompanied is the necessary? incompanied lesign useless details now. I don't like the old Music app interface but it will be helpful for elders. skewmorphism can help users It is still viable but a lot of irons new to the digital world but are already established. We don't really need to less likely-I like cleaner designs minimalism is better like it to reality. equally likely (?)



What do you like about skeumorphism? What do you John instagram logo #rastalgia dislike about it?

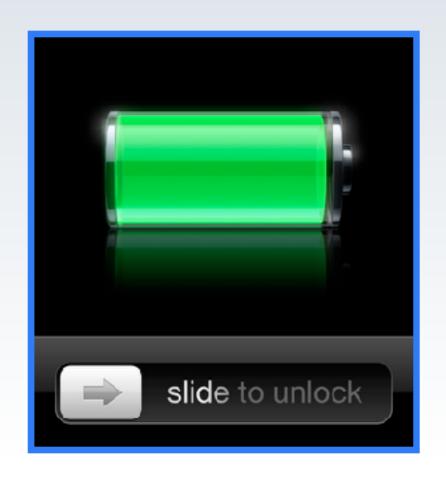
- + helps ppl who aren't as familiary
- too clunky, over complicate the look/structure of something
- + intuitive VIV saves time!
- as society progresses, some symbols might become outdotted (ex: floppy disk) > must occount for that
- Too realistic soons of dated. > especially in age of minimalism (all-white ENERYTHING) 2 too detailed - distracting



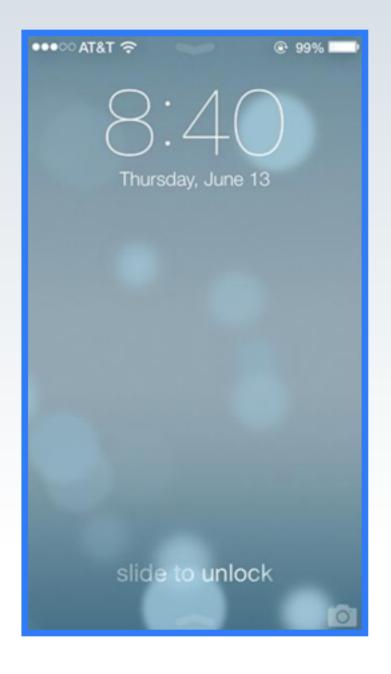
- + Slack is not sceomorphic at all and it can be hard to use / less intuitive
- Maker screens look outdated, like the and duttered ald ithone screen

+ don't need to read English





VS.

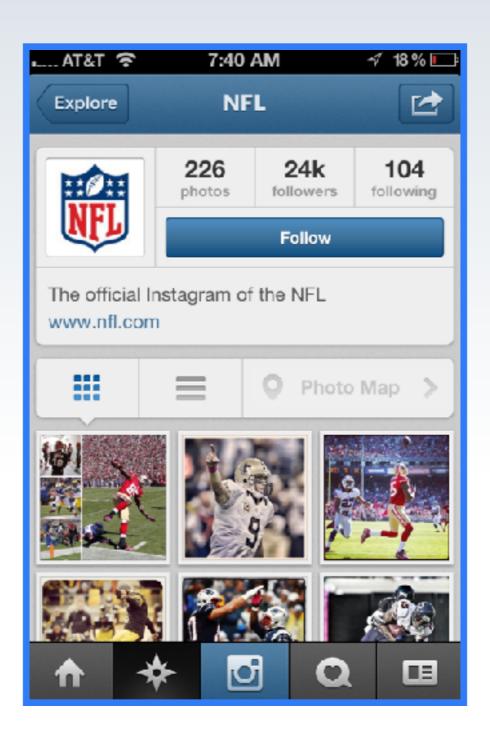


Discussion Post

Write a few sentences analyzing this product's design.

- What is the purpose of the product? Is its design conducive for that purpose?
- How could the user misuse the product? Does the design take this into account?
- What do you like about the design? What does it do well?
- How could it be improved?

Instagram (pre-Android)



Reading for Next Week

 Kar Loong Wong - Apple Design Goes Flat with iOS 7 (~2 pages)