

Assignment 3 - Prototyping

User Interfaces and Usability
2023

Hannah Leinson
hannah.leinson@student.lut.fi

1. Application and design pattern

1.a.

The application I will prototype is a restaurant review app. The product's user groups are viewer, registered user and admin. Viewers can look at restaurants, read reviews, search for a restaurant, and sort the restaurants according to different filters like highest rated reviews. Registered users can in addition to viewers write reviews, add restaurants to favorites, log in and log out, and remove their own reviews. Admins can also add restaurants and cuisine categories and delete any user's reviews or accounts.

1.b.

For my choice of design pattern, I was in between the "Sign in tools"¹ and the "Feature, search and browse"², since I felt that they would be the most appropriate patterns to use for a restaurant review app. I chose to go with "Sign in tools", since it is something I would add to all the pages, while the "Feature, search and browse" would only be in my design on the front page.

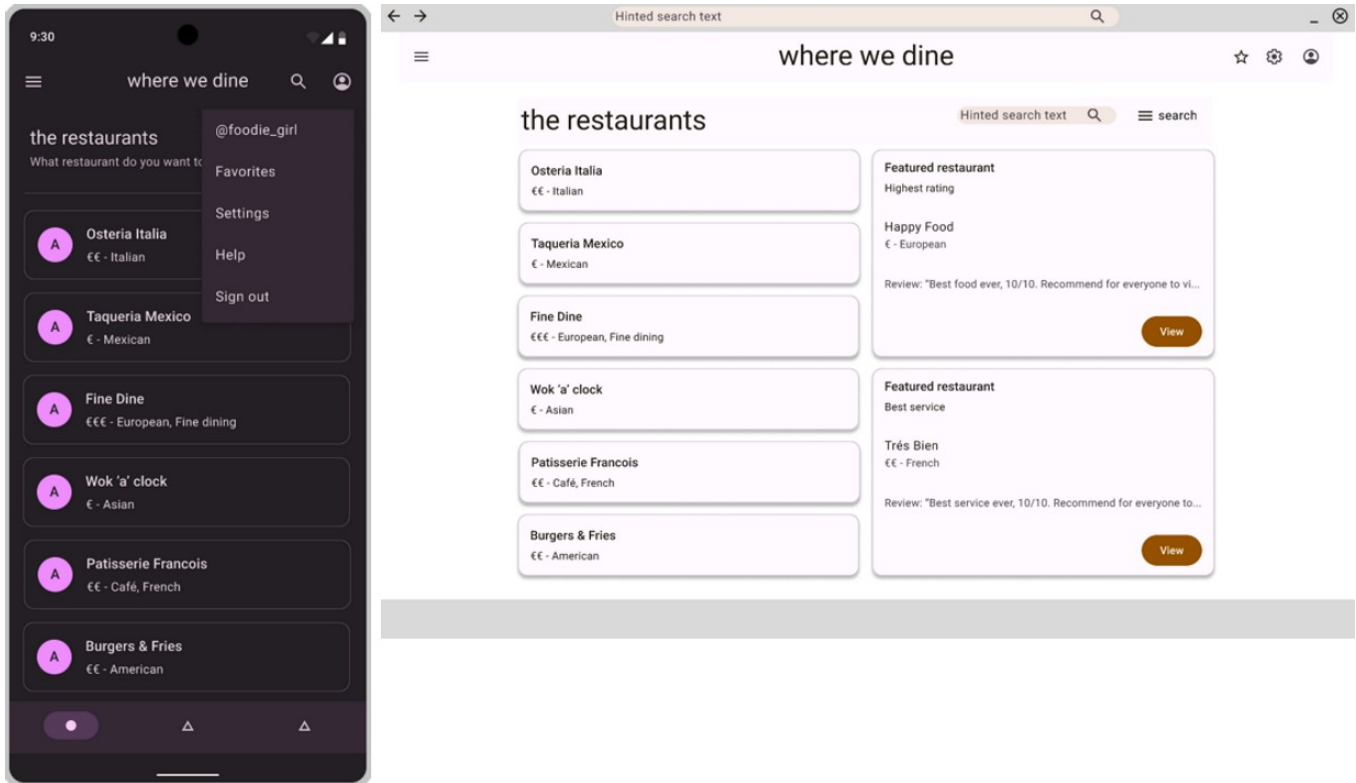
The sign in tools relevant for my app would be a sign in link, a link to the profile and settings, a heart or star icon for the favorite restaurants-list page and a site "help" link or a question mark icon. These would be placed in a row or a drop down menu in the right corner of the app. According to Tidwell², users expect these features to be in the top right corner. It would create an interface design problem to have these features anywhere else.

1. Chapter 3, p. 115. Tidwell, J. (2010). *Designing interfaces: Patterns for effective interaction design*. "O'Reilly Media, Inc."

2. Chapter 2, p. 31. Tidwell, J. (2010). *Designing interfaces: Patterns for effective interaction design*. "O'Reilly Media, Inc."

2. Prototyping

2.a.



Picture 1: Wire-frame prototypes of mobile (left) and desktop (right) user interfaces

2.b.

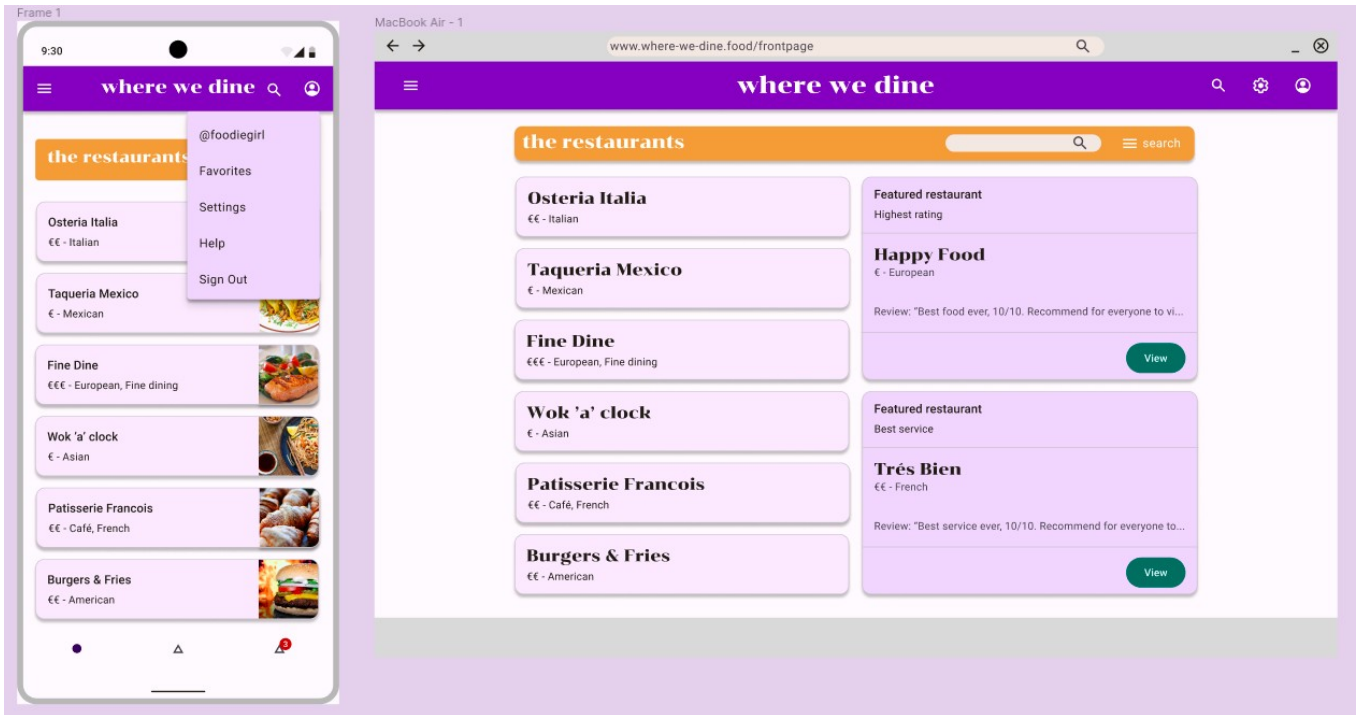
I made a mobile and desktop prototype of the site, following the guidelines by Material Design³ by using grids as a base for the placement of elements. I used a responsive reveal⁴ functionality in the navigation bar to save space. I have considered that the layout looks different on a mobile and a desktop screen by expanding it, while still delivering the same features of the app. The layout itself is simplistic especially on mobile. In the desktop view, featured content is added on the right side of the screen, making it more interesting visually.

3. Material Design. Responsive layout grid. Link: <https://m2.material.io/design/layout/responsive-layout-grid.html>

4. Material Design. Responsive UI. Link: <https://m1.material.io/layout/responsive-ui.html#responsive-ui-patterns>

3. Aesthetic design

3.a.



Picture 2: Aesthetic design for mobile (left) and desktop (right) user interfaces

3.b.

I chose to apply color and spacing as my aesthetic choices, and added typography for headlines as well. For colors, I chose a triad color palette, which Natasha⁵ explained was suitable for a website. I picked the colors through the Material design palette tool⁶, to get a uniform, playful and fun look. I was careful not to change the font's colors too much, since Natasha explained that black and white are easiest on the eyes. For the heading, I chose an expressive Google font, to catch the eye of the viewer⁷. I used the grid in my aesthetic designing phase also to my advantage, to get mandatory spacing placed correctly. I also added spacing between the restaurants, to not make it too crowded. I also checked that the colors are visible for people with color blindness⁸ and in monochromatic view.

5. Aesthetics in Design. Natasha Tylosky. Moodle course material.

6. Material Design. The color system. Link: <https://m2.material.io/design/color/the-color-system.html>

7. Material Design. The type system. Link: <https://m2.material.io/design/typography/the-type-system.html#applying-the-type-scale>

8. Toptal. Colorfilter. Link: <https://www.toptal.com/designers/colorfilter>