

INTERAKSI MANUSIA KOMPUTER (IMK)

Yoyon Efendi, M.Kom

Tim Pengampu Matakuliah IMK



Visi Misi Program Studi

Menjadi Program Studi dalam Bidang
Teknik Informatika Berbasis Mobile Computing
di Sumatera Tahun 2030

#3

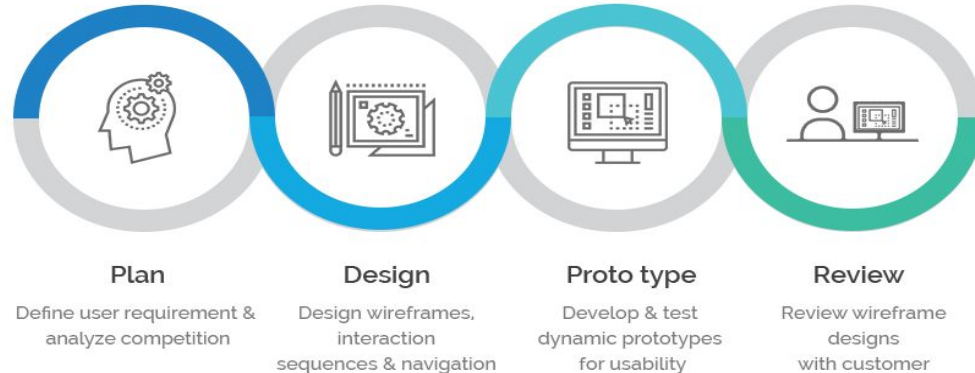
DESIGN UI

Figma



Sasaran UX DESIGN

- “Sasaran desain antarmuka pengguna (UX DESIGN) adalah membuat interaksi pengguna sesederhana dan seefisien mungkin, dalam hal mencapai tujuan pengguna (user-centered design).”

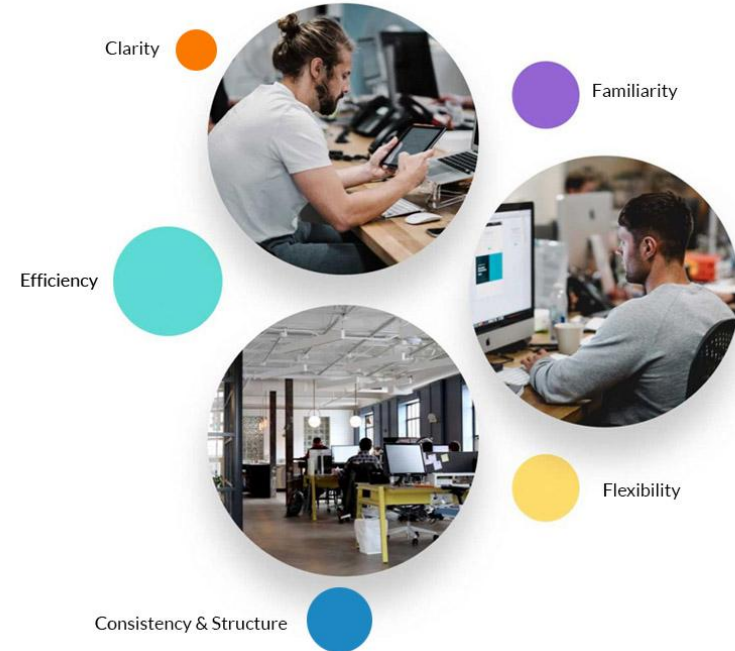


LOGIKA UI –UX POSITIF

UI seperti apa yang akan membentuk **UX positif** untuk suatu **produk**?

UI YANG POSITIF

- Kejelasan(Clarity)
- Keakraban(Familiarity)
- Daya tanggap(Responsiveness)
- Konsistensi(Consistency)
- Estetika(Aesthetics)



UI YANG POSITIF (1)

- Kejelasan(Clarity) : Antarmuka menghindari kebingungan dan **ambiguitas** dengan membuat semuanya jelas melalui **bahasa dan visual**.

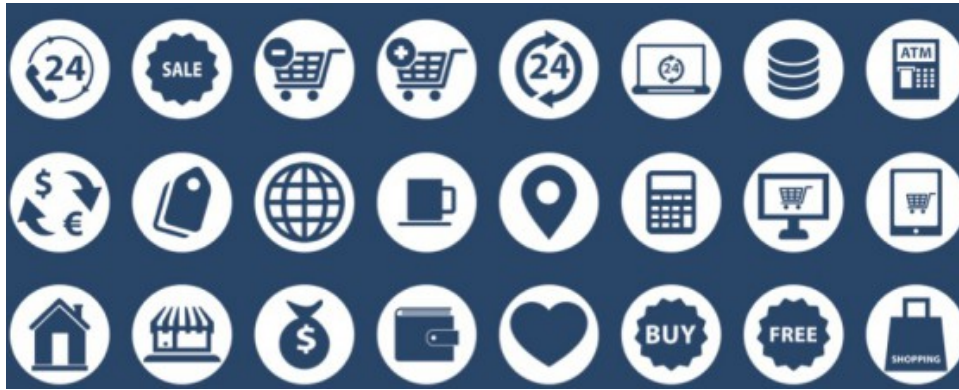
Clarity ui

UI YANG POSITIF (2)

- Keakraban(Familiarity): Banyak pengguna yang suka melihat **fitur, tombol, atau ajakan bertindak** yang sudah dikenal.

simbol, ikon, atau warna umum, untuk menyampaikan pesan

merah untuk keluar atau menghapus



UI YANG POSITIF (3)

- Daya tanggap (Responsiveness): Ini termasuk **kecepatan** karena antarmuka pengguna yang sangat baik tidak boleh ketinggalan atau terasa **lambat**.

**konfirmasi
pembelian atau
pemrosesan
data**



UI YANG POSITIF (4)

- Konsistensi(Consistency): Menjaga konsistensi antarmuka di seluruh aplikasi Anda penting karena memungkinkan pengguna mengenali pola penggunaan.

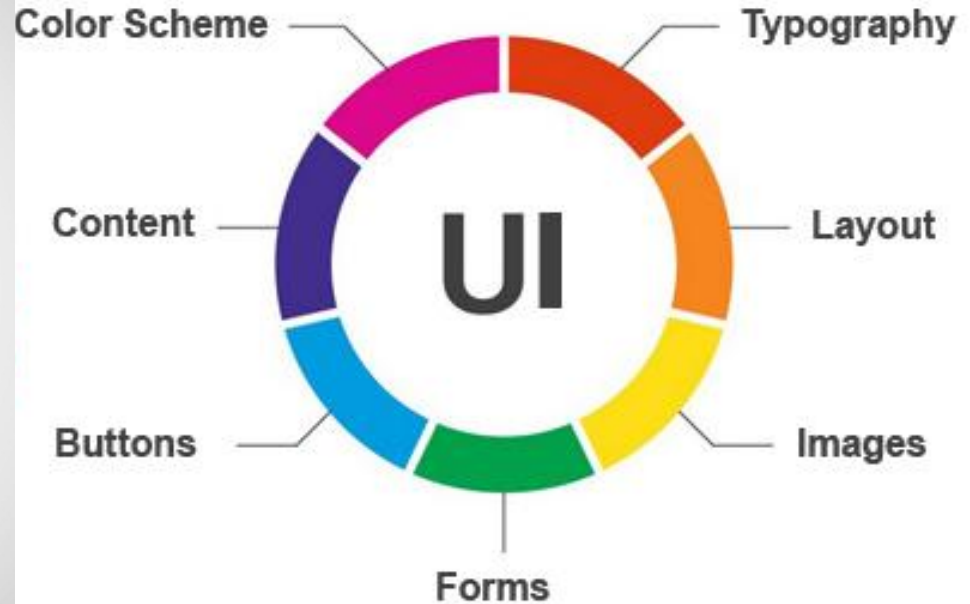
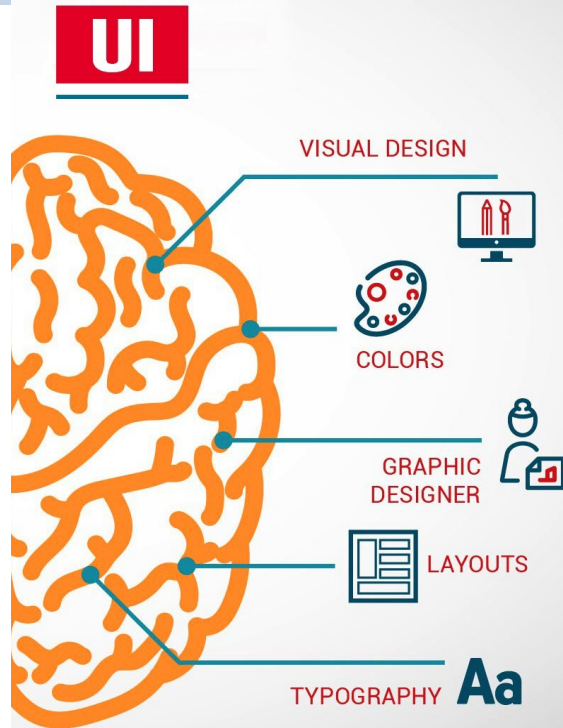


UI YANG POSITIF (5)

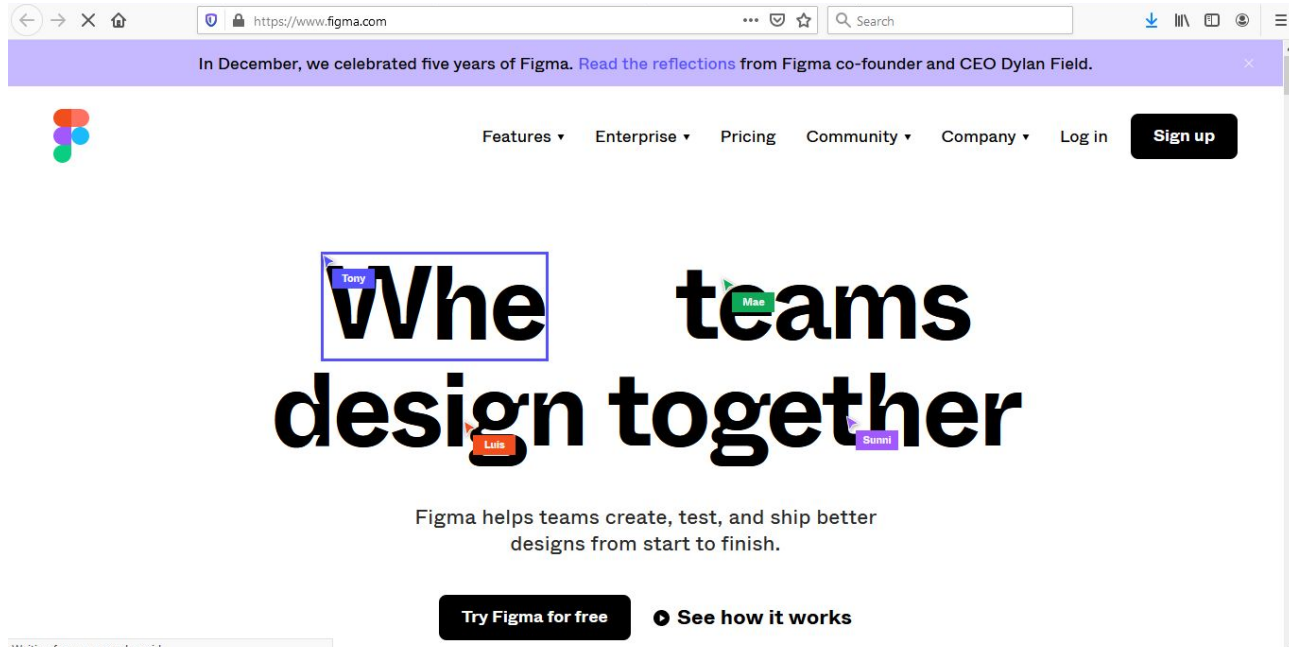
- Estetika(Aesthetics): Meskipun tidak perlu **membuat antarmuka pengguna yang menarik** agar berfungsi dengan benar, **membuat sesuatu terlihat menarik** akan membuat aplikasi lebih **menyenangkan**.



Penilaian UI



Figma



The screenshot shows the Figma website homepage in a web browser. The browser's address bar displays 'https://www.figma.com'. A purple notification banner at the top states: 'In December, we celebrated five years of Figma. [Read the reflections](#) from Figma co-founder and CEO Dylan Field.' The navigation menu includes links for 'Features', 'Enterprise', 'Pricing', 'Community', 'Company', and 'Log in', followed by a black 'Sign up' button. The main headline reads 'Where teams design together', with the word 'Where' enclosed in a blue selection box. Small colored labels ('Tony' in blue, 'Mao' in green, 'Luis' in orange, and 'Sumit' in purple) are positioned near the letters of the headline. Below the headline, the text says 'Figma helps teams create, test, and ship better designs from start to finish.' At the bottom, there are two buttons: 'Try Figma for free' and 'See how it works'.

https://www.figma.com

In December, we celebrated five years of Figma. [Read the reflections](#) from Figma co-founder and CEO Dylan Field.

Features ▾ Enterprise ▾ Pricing Community ▾ Company ▾ Log in **Sign up**

Where teams design together

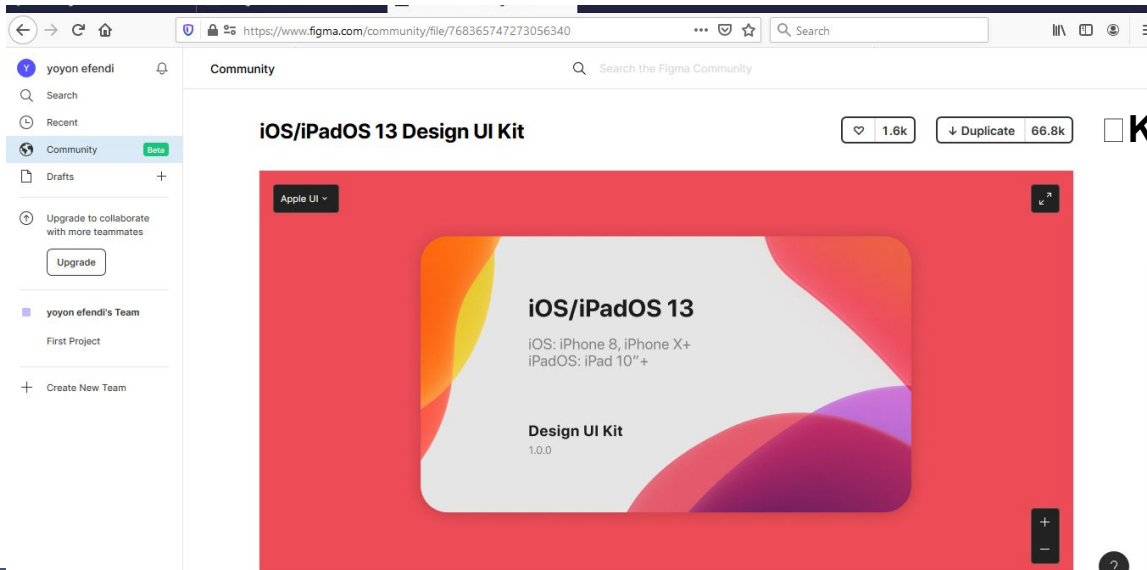
Figma helps teams create, test, and ship better designs from start to finish.

Try Figma for free • **See how it works**

Waiting for www.google.co.id...

- UI KIT IOS FIGMA
- UI KIT ANDROID FIGMA

<https://www.figma.com/community/file/768365747273056340>



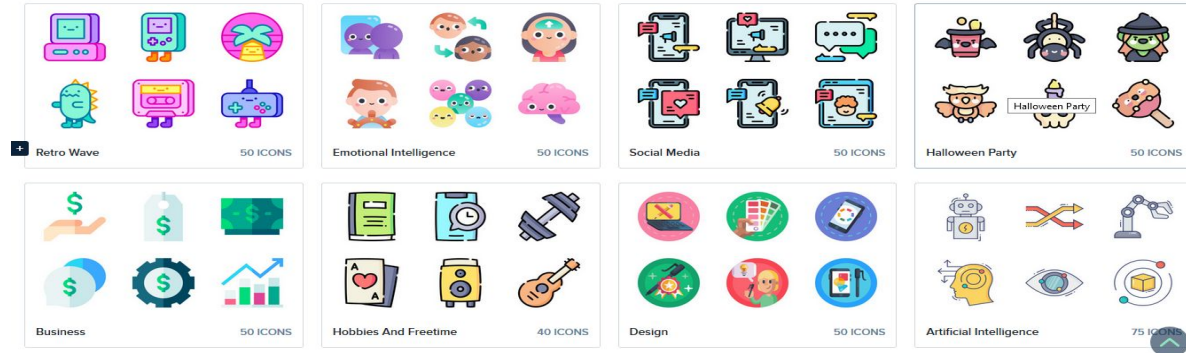
☐ Klik duplicate-

ICON

- flaticon.com
- icons8.com
- [Freepik.com](https://freepik.com)
- [Thenounproject.com](https://thenounproject.com)
- [Iconfinder.com](https://iconfinder.com)

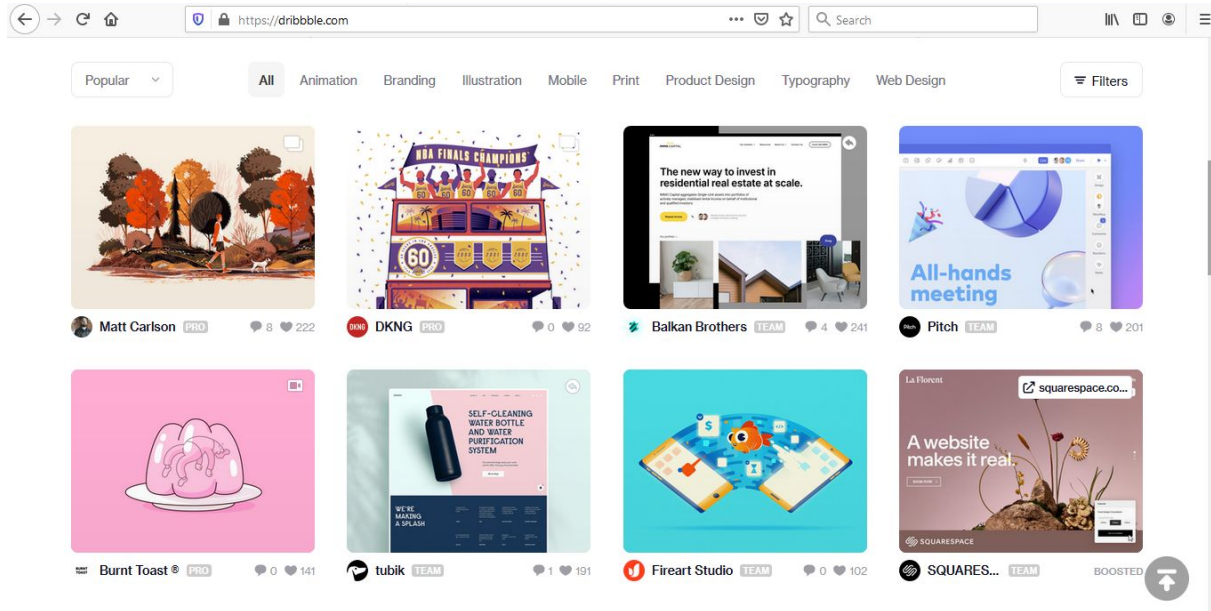
Flaticon's Choice

[See more](#)



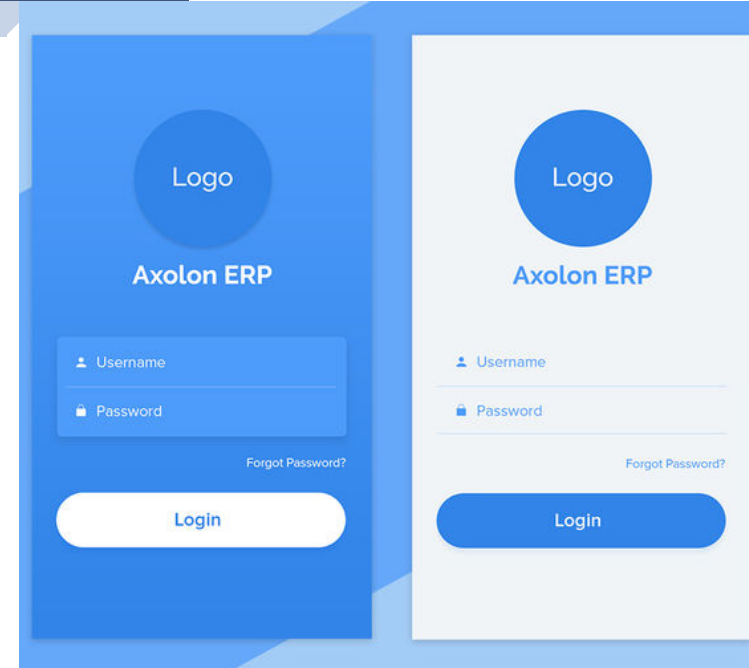
PUBLISH DESAIN

dribbble.com

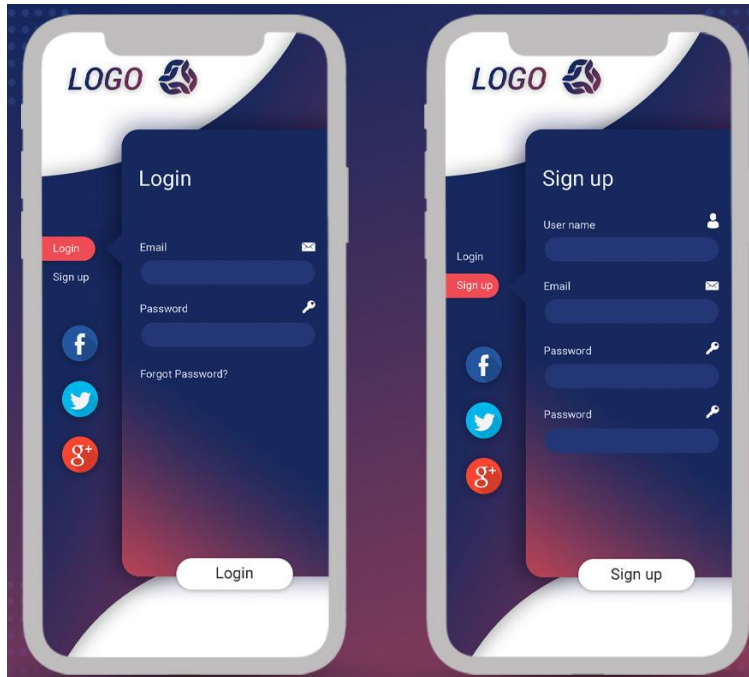


Project Figma

- Frame: iOS,
- Splash Screen---STMIK Amik Riau
- Login Screen



Form Login



The image displays two mobile application screens side-by-side, both featuring a dark blue gradient background with a subtle pattern of small white dots. Each screen has a white header bar at the top containing the text "LOGO" and a small circular icon with a stylized 'S' and 'A'.

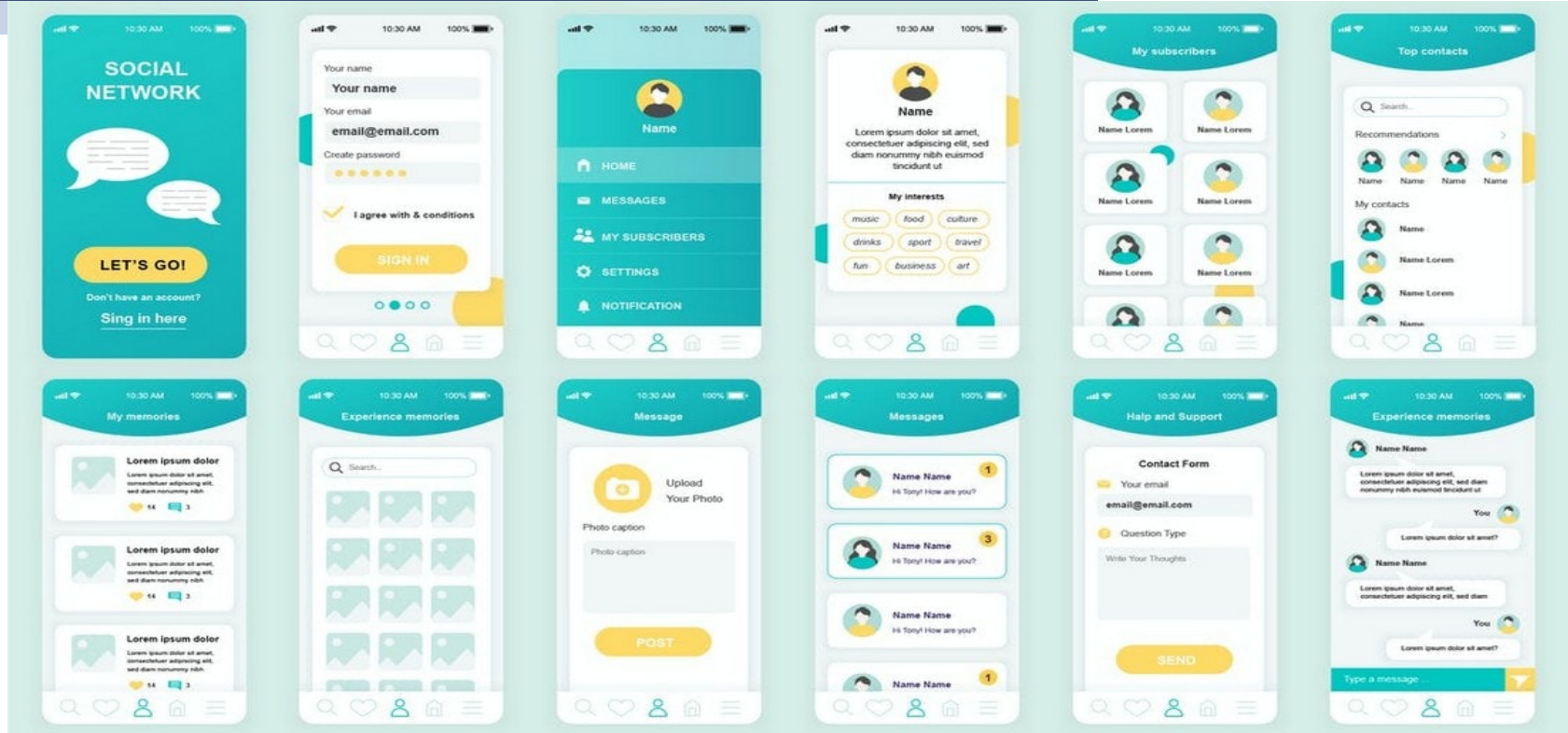
Left Screen (Login):

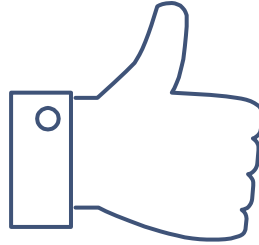
- At the top left, there are two buttons: "Login" (red with white text) and "Sign up" (white with blue text).
- Below these buttons are three social media icons: Facebook (blue 'f'), Twitter (blue bird), and Google+ (red 'g+').
- The main form area is a dark blue rectangle with the title "Login" at the top.
- Inside the form, there are two input fields: "Email" (with an envelope icon) and "Password" (with a key icon).
- Below the password field is a link that says "Forgot Password?".
- At the bottom of the form is a white button with the text "Login".

Right Screen (Sign up):

- At the top left, there are two buttons: "Login" (white with blue text) and "Sign up" (red with white text).
- Below these buttons are three social media icons: Facebook (blue 'f'), Twitter (blue bird), and Google+ (red 'g+').
- The main form area is a dark blue rectangle with the title "Sign up" at the top.
- Inside the form, there are four input fields: "User name" (with a person icon), "Email" (with an envelope icon), "Password" (with a key icon), and another "Password" field (with a key icon).
- At the bottom of the form is a white button with the text "Sign up".

Page Lengkap UI Mobile





THANKS!

Ada Pertanyaan?
Boleh juga ke
yoyonefendi@stmik-amik-riau.ac.id