UI Design in Visual Studio

**Weblication**

* Term for a website which is also an application
* Provides information and is more or less static
* Provides interactivity with user

**Know Your User**

* User is not the same as client OR you
* Consider novice and expert users
* Get real users to try it out or create personas to put yourself in their shoes

**Design Process**

* Many small iterations to see if flow works
* Use sketches
* Think of controls you will use
* Think about default and required fields

**Design Principles**

* Consistency
* Short learning curve
* Provide help
* Testing
* Aesthetics subjective but should be considered

**Components of Web Applications**

* Web Forms
* Master pages
* Use of tables
* Dashboards

**Design Patterns**

* Don’t reinvent the wheel
* Use common interface techniques and principles

**Trends**

* Minimalism
  + Lack of visual details like Pinterest and windows 8
* Skeuomorphism
  + Imitate the look of real life objects
  + Very popular on mobile
* Laser Focus
  + Set focus on very obvious tasks (google, hotels.com)
* Context Sensitive Navigation
  + Great way to declutter design
  + Items depend on what user hovers over, selects, etc.
* Collapsed content
  + Hide essential objects under one link
* Chunking
  + Present large amount of content in smaller visual chunks

**Unbreakable Laws of UI Design**

* Clarity
  + Everything has a clear meaning
* Preferred Action
  + Users know what action is intended on the page
* Context
  + User expects to see controls close to the object they want to control
* Defaults
  + Use default settings
* Guided Actions
  + Users usually do things they are asked to do
* Feedback
  + Provide feedback to user
* Law of easing
  + Break down complex steps into multiple simple steps