

UIDesignPatterns

Design patterns are important for creating efficient and effective software products, with usability as a core principle. They provide a reusable component that solves common problems, such as navigation and information loss, and are increasingly important as technology advances. While there are established standards for modeling software products, the challenge of creating design patterns for mobile devices persists due to limitations in screen size and other challenges. Despite research efforts, there is no one-size-fits-all solution for mobile design patterns, leaving room for mobile developers to experiment and create better user experiences.

Our team is currently working on a prototype that lacks UI elements. However, we can give an example from our repository, which contains various sections presenting information on project progress, reflections, participation charts, and briefs. We realized that these sections required a better way to navigate for a smoother reading experience. To address this issue, we decided to incorporate UI patterns like hyperlinks, which allowed us to link directly to the relevant section in the repository. This approach was crucial to prevent confusion from too much text on the page, and we believe that this decision will lead to a more efficient and effective design for our users.

References:

What are User Interface (UI) Design Patterns? (2023). *The Interaction Design Foundation*.

<https://www.interaction-design.org/literature/topics/ui-design-patterns?locale=en-ca#:~:text=User%20interface%20%28UI%29%20design%20patterns%20are%20reusable/recurring%20components%2cthe%20specific%20context%20of%20use.>