

UI Design Patterns

Design patterns are useful, essential, and proven to work, Usability being one of the core philosophies of the use of the design pattern, a reusable component is useful for efficiency too, but the most important aspect of it is the problems it aims to solve, like navigation, information hiding/loss and effectiveness for all device, which seems like a more prevalent issue every year.

A true standard for modeling software products are established and they work efficiently, from Youtube's object grouping, which leads to users with an F-Pattern Scanning, and most others into a looking at all the options the site has to offer, but in Mobile, the story might be a little bit different, since there are still the existence of scanning patterns and Design Patterns for mobile devices, but there's still doubt as to a standard that may be able to fit those into a single document or standard, due to the limited screen proportions and other possible challenges that may be ahead for the mobile phone sphere, the research done for this specific purpose has been useful but ultimately they fail to bring a real determination of what may work in real life, and how it affects possible users of such products and experiences, leading to mobile developers to have the task to create a better environment for their users with the knowledge that a lot of other developers may take for granted, and as such, leads to more room for experimentation.

Due to the nature of our project, again, I would be unable to do an accurate example of a task for our team's prototype, due to our project not having UI elements build into the software product, so I will give an example from our repository, which is still a task within the development of our project and will be useful for the foreseeable future.

Hyperlinks are a useful feature to be able to navigate any repository, but due to the amount of information that we need to present (Progress through weeks of the project, reflections Participation charts, briefs) we need to create new partitions of what could be just 1 huge document for a better reading experience, these need a better way to navigate these parts, which hyperlinks are really efficient for, a way to immediately go to the sections of the repo you need to visit, add, or remove from,

specially with all of them being really noticeable, which is something that we need as we might confuse normal text for it otherwise, that's one of the UI Patterns that we choose to use at least in our repository.

References:

- Punchoojit, L., & Hongwarittorn, N. (2017, November 9). *Usability studies on Mobile User Interface Design Patterns: A Systematic Literature Review*. Advances in Human-Computer Interaction. Retrieved April 29, 2023, from <https://www.hindawi.com/journals/ahci/2017/6787504/#discussion,-conclusions,-and-limitations>