

Human Computer Interaction II

FINAL PROJECT

Group Settings

1. Each group must be composed of up to a maximum of three members only.
2. Groups shall not require a leader; group members must have equal roles and responsibilities.

Project Specification

1. Groups are required to create high fidelity prototypes/mock-ups/screen design of an application of their choice.
2. Groups are free to decide whether to develop an application for web, desktop, or mobile.
3. The chosen application must have the following functionalities:
 - a. Sign-up Page (Required)
 - b. Log-in Page (Required)
 - c. Profile/Edit Profile Page (Required)
 - d. Seven other functionalities depending on the chosen application to developed.
4. Based on item number three, each functionality must complete from start to finish; however, database and other back-end operations are not required. Activities must be completed based on the inputs from the user and must be simulated as “completed” as if back-end operations happened.
5. The ten functionalities in item number three must have two designs or representations that incorporates any two combinations of the **50 UI Design Tips by Pixel Academy**; one design shall incorporate the **“Dos”** and the other to incorporate the **“Don’ts”**.

Research Specifications

1. Have both representations of your interfaces/hi-fi prototypes tested by first time users (number to be determined) and take note of the following:
 - a. Time of completion
 - b. Number of errors in encoding the information or clicking any of the buttons
2. Conduct an analysis of the user experiences by:
 - a. Quantitative analysis based by letting the respondents answer a survey for both representations with the following minimum criteria:
 - i. Clarity
 - ii. Consistency
 - iii. User Control
 - iv. Comfort
 - v. Ease of Use
 - vi. Accessibility
 - vii. Other criteria based on the discretion of the group
 - b. Or, by interviewing the respondents through:
 - i. Individual structured or unstructured interview
 - ii. Focused group discussion
3. After completing items one and two, conduct a comparison if the results concur. Discuss the comparison as necessary.

50 UI Design Tips by Pixel Academy

pixselacademy

pixselacademy

Tip - 1 Human-like Language

The first screenshot shows a dark mode interface where the text "Only 7 left in stock!" is displayed in white, blending into the background. A red circle with a white cross icon is placed next to the text, indicating it's a bad practice. The second screenshot shows a light mode interface where the same text is clearly visible in black. A green circle with a white checkmark icon is placed next to the text, indicating it's a good practice.

04 Dos & Don'ts For UI Design

Tip - 2 Limit Saturation

The first screenshot shows a dark mode UI with a blue title bar and a blue button. A red circle with a white cross icon is placed next to the title bar, indicating it's a bad practice. The second screenshot shows a similar dark mode UI but with lower saturation, making the blue elements appear more muted. A green circle with a white checkmark icon is placed next to the title bar, indicating it's a good practice.

05 Dos & Don'ts For UI Design

Tip - 3 Making 2 Color Palettes

The first screenshot shows a dark mode color palette with four horizontal bars in purple, teal, blue, and orange. A red circle with a white cross icon is placed next to the palette, indicating it's a bad practice. The second screenshot shows a light mode color palette with the same four bars, but they have darker shades. A green circle with a white checkmark icon is placed next to the palette, indicating it's a good practice.

06 Dos & Don'ts For UI Design

Tip - 4 Horizontal Alignment

The first screenshot shows a form with three input fields labeled "Name", "Contact", and "Email" stacked vertically, each with its own label to the left. A blue arrow points from the "Submit" button to the bottom input field. A red circle with a white cross icon is placed next to the form, indicating it's a bad practice. The second screenshot shows the same form but with the input fields aligned horizontally under their respective labels. A green circle with a white checkmark icon is placed next to the form, indicating it's a good practice.

07 Dos & Don'ts For UI Design

Tip - 5 Menu Representation

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Dos & Don'ts For UI Design

New Tab
New Incognito
Recent Tabs
Downloads
History
Bookmark

Avoid using only labels for complex or abstract functions.

New Tab
New Incognito
Recent Tabs
Downloads
History
Bookmark

Use Icon + Label representation to create rational and emotional impact.

Dos & Don'ts For UI Design

Tip - 6 Breaking Up Content

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Dos & Don'ts For UI Design

Property Feature
Beautiful waterfront location. 98% of recent guests gave this location a 5-star review. Fast check-in experience. 95% of recent guests gave the check-in experience a 5-star review. Free secure parking. This property features a single lock-up garage with storage.

Avoid using only text for showing important features.

PROPERTY FEATURES
📍 Beautiful Waterfront Location
98% of recent guests gave this location a 5-star review.
🕒 Fast check-in experience
95% of recent guests gave the check-in experience a 5-star review.
🅿️ Free secure parking
This property features a single lock-up garage with storage.

Allow people to quickly scan content by using descriptive headings and icons.

Dos & Don'ts For UI Design

Tip - 7 Icon Consistency

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Dos & Don'ts For UI Design

Icons
See our Icons collections:

Inconsistent icons could create a risk of confusion and can hurt brand's visual credibility.

Icons
See our Icons collections:
• A
• B
• C

Use a consistent icon set for better communication among the users.

Dos & Don'ts For UI Design

Tip - 8 Descriptive Options

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Dos & Don'ts For UI Design

Discard draft
Are you sure you want to cancel your upload?
OK **Cancel**

This is an example of bad UX. It creates confusion for users to select an option.

Discard draft
Are you sure you want to cancel your upload?
Yes, Cancel **Don't Cancel**

Having options with clear description helps the users to take decision as per his/her choice.

Dos & Don'ts For UI Design

Tip - 9 Process Bar**Payment**

PayPal Card

Card Number:

Expires on: CVV:

Cardholder Name:

Pay Now



Here user won't be able to track their process in the flow.

Shipping **Delivery** **Payment**

PayPal Card

Card Number:

Expires on: CVV:

Cardholder Name:

Pay Now



Use a **process bar** to indicate the user's status in the process flow.

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Dos & Don'ts For UI Design

Tip - 10 Tooltips & Guides

Username: pixselacademy

Password:

Login Cancel



Here users will find it difficult to locate the error and the reason for the same.

Username: pixselacademy

Password:

Login Cancel



Show the user **where** and **why** the error occurred. This helps users to do the necessary changes.

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Dos & Don'ts For UI Design

Tip - 11 Fitt's Law

Small and Distanced CTA will acquire more time for users to take action.



Keep main CTA **big** and **closer to the thumb**. This will help users to identify easily.

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Dos & Don'ts For UI Design

Tip - 12 Color Psychology

Delete Account

Are you sure you want to delete your account?

Cancel Yes, Delete



Blue color for destructive action looks normal.

Delete Account

Are you sure you want to delete your account?

Cancel Yes, Delete



Red color for destructive action alerts the users and acts as a warning sign.

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Dos & Don'ts For UI Design

Tip - 13 Fewer Font Sizes

The image shows two versions of a login form side-by-side. The top version has three input fields (Email, Password) and a 'Sign in' button, each with a different font size: 16, 12, and 32 pixels respectively. A red 'X' icon next to the text 'The more font sizes, the longer it takes to process the form.' indicates this is a bad practice. The bottom version shows the same fields but with all three using a single font size of 16 pixels, accompanied by a green checkmark icon.

16 Email:
12 Enter your email
32 Password:
Enter your password
32 Sign in

✗ The more font sizes, the longer it takes to process the form.

12 Email:
Enter your email
Password:
Enter your password
32 Sign in

✓ Try to differentiate the font only between sections and actions.

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Dos & Don'ts For UI Design

Tip - 14 Single Column Form

The image compares two forms. The top part shows a vertical stack of four separate input fields (Email, Password, etc.) with horizontal lines above them, labeled with a red 'X' as a bad practice. The bottom part shows the same four fields grouped together in a single vertical column, labeled with a green checkmark as a good practice.

✗ Multiple columns disrupt a user's vertical momentum.

✓ Use a single column on small forms, or group them on other cases.

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Dos & Don'ts For UI Design

Tip - 15 Avoid Pure Black

The image compares two solid-colored squares. The top square is labeled 'Black #000000' and has a red 'X' icon with the text 'Pure black or white can cause uneasiness in user's eyes.' The bottom square is labeled 'Dark Grey #333335' and has a green checkmark icon with the text 'Avoid using pure black instead, you can use variation like this.'

Black
#000000

✗ Pure black or white can cause uneasiness in user's eyes.

Dark Grey
#333335

✓ Avoid using pure black instead, you can use variation like this.

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Dos & Don'ts For UI Design

Tip - 16 Social Media Login First

The image compares two login forms. The top form is a standard registration/login form with fields for Username, Password, and a 'Log In' button, labeled with a red 'X' as a bad practice. The bottom form is a simplified 'Log In' form that includes a 'Facebook' button for social media login, labeled with a green checkmark as a good practice.

✗ Avoid using registration form before social media login option.

✓ Using social media login first help the user to see it first and help to log in without filling the registration form.

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Dos & Don'ts For UI Design

Tip - 17 Text Alignment

Beautiful Waterfront Location
98% of recent guests gave this location a 5-star review.

Fast check-in experience
95% of recent guests gave the check-in experience a 5-star review.

Free secure parking
This property features a single lock-up garage with storage.

Unaligned text creates difficulty for users to scan the content.

Beautiful Waterfront Location
98% of recent guests gave this location a 5-star review.

Fast check-in experience
95% of recent guests gave the check-in experience a 5-star review.

Free secure parking
This property features a single lock-up garage with storage.

Aligning text is an easy way to clean up your design and make content easy to read.

20 Dos & Don'ts For UI Design

Tip - 18 Checklist Vs Radio Button

What are your favourite skills?

- Programming
- Design
- Videography
- Photography
- Marketing

Checklist is used for multiple choice selections.

What are your favourite skills?

- Python
- Java
- Ruby
- JavaScript
- Swift

Whereas, Radio buttons are used for single choice selections.

21 Dos & Don'ts For UI Design

Tip - 19 Selection Color

Change Plan

\$5 Until 28 February ✓
Unlimited calls

Infinite SMS ∞
2GB Data/Day

File \$ Q Bell

Multiple colour navigation adds to the cognitive load.

Change Plan

\$5 Until 28 February ✓
Unlimited calls

Infinite SMS ∞
2GB Data/Day

File \$ Q Bell

Try keeping colours to two, with one to denote the selection.

22 Dos & Don'ts For UI Design

Tip - 20 Space the Sections

Options

- New Tab
- New Incognito
- Recent Tabs
- More

Settings

- Add Account
- Sign out

Using new element like "a line" just to create a division is not ideal option.

Options

- New Tab
- New Incognito
- Recent Tabs
- More

Settings

- Add Account
- Sign out

Instead use spacing to create divisions whenever required.

23 Dos & Don'ts For UI Design

Tip - 21 Different Shades For Layers

24 Dos & Don'ts For UI Design

Tip - 22 Padding & Margin

25 Dos & Don'ts For UI Design

Tip - 23 Pattern Repetition

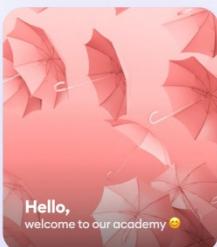
26 Dos & Don'ts For UI Design

Tip - 24 Search Input

27 Dos & Don'ts For UI Design

Tip - 25 Add Contrast with Overlay

× Without contrast the text does not seem to appear clearly because of the bright image.



✓ Add contrast with overlay to make your text more visible if the original image isn't dark enough

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Dos & Don'ts For UI Design

Tip - 26 Gradient Tip

× Gradient with close end points looks direct and sharp which creates bad impression.



✓ To achieve a smooth gradient, make the gradient handle's start and end farther away from the object.

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Dos & Don'ts For UI Design

Tip - 27 Onboarding Tip**Before we start**

We have a few questions, How much time do you plan spending on the app?



Here the user are not familiar with how many steps or procedures they have to attempt.

Before we start

We just have one question, How much time do you plan spending on the app?



Use some visual elements to show the steps or procedures.

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Dos & Don'ts For UI Design

Tip - 28 Make CTA Stand Out**PRO**

\$120/m

- Unlimited projects
- Shareable files
- Multiple editors



CTA having dull color creates less attention. So it become hard for user to click on it.

PRO

\$120/m

- Unlimited projects
- Shareable files
- Multiple editors



Use primary color to make the CTA stand out and encourage action.

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Dos & Don'ts For UI Design

Tip - 29 Cut off Verbs in Label

32 Dos & Don'ts For UI Design

Tip - 30 Button Hierarchy

33 Dos & Don'ts For UI Design

Tip - 31 One Typeface is Good

34 Dos & Don'ts For UI Design

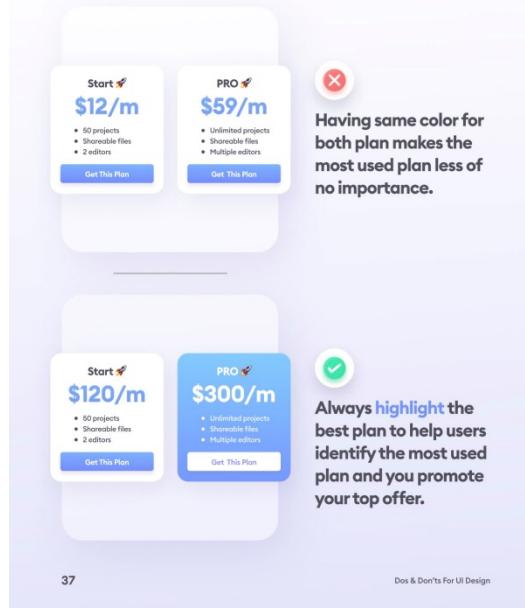
Tip - 32 Improve Onboarding Experience

35 Dos & Don'ts For UI Design

Tip - 33 Make Your Cards Look Clickable

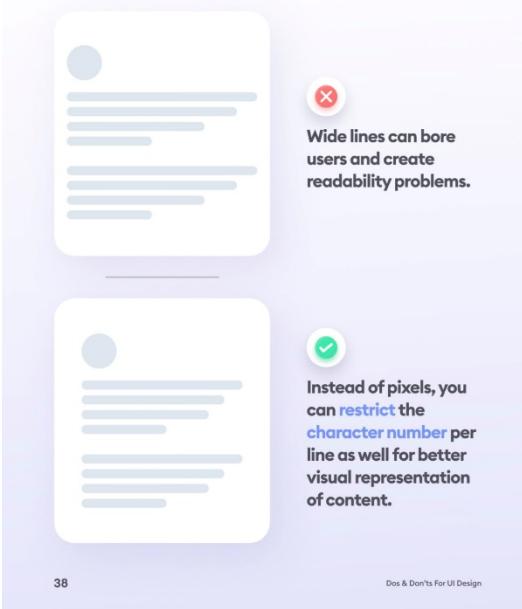
36

Dos & Don'ts For UI Design

Tip - 34 Highlight The Best Plan

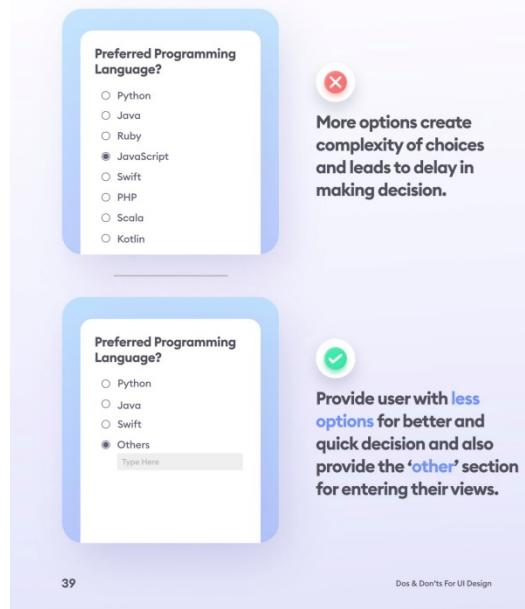
37

Dos & Don'ts For UI Design

Tip - 35 Avoid Too Wide Lines

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Dos & Don'ts For UI Design

Tip - 36 Hick's Law

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Dos & Don'ts For UI Design

Tip - 37 Serial Positioning Effect

✗ Improper arrangement leads to difficulty in switching the pages.

✓ Users tend to remember the First & Last items in a series. So place the most important pages at the corners.

40 Dos & Don'ts For UI Design

Tip - 38 Use Input Masks

✗ Absence of input mask makes the user unsure about the format.

✓ Provide input masks to avoid any error especially for phone numbers and dates.

41 Dos & Don'ts For UI Design

Tip - 39 2 to 4 Option Rule

✗ It is not ideal to enter more than 2 or 3 values inside a drop-down list.

✓ Display all options side by side when user has to select from 2 to 4 values.

42 Dos & Don'ts For UI Design

Tip - 40 Avoid Writing When Possible

✗ Using fields everywhere is not an ideal choice.

✓ Using slider will make the process fast and understandable.

43 Dos & Don'ts For UI Design

Tip - 41 Spacing is the Key

Travelling
Why Travel the World this year?
If you travel, you will not only learn about foreign cultures..



Less or inconsistent spacing creates difficulty in readability and grouping.



Travelling
Why Travel the World this year?
If you travel, you will not only learn about foreign cultures..



Make sure to leave spaces from edges and group relevant elements.

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Dos & Don'ts For UI Design

Tip - 42 Logo Repetition

Repetition of the logo many times in the same page is not ideal.



Instead use a headline to convey the style and info about what you do.

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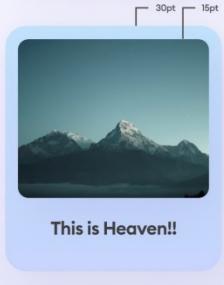
Dos & Don'ts For UI Design

Tip - 43 Border Radius

This is Heaven!!



Using same border radius for both outer and inner elements looks uneven.



This is Heaven!!



Don't round inner element the same amount as of the card. Decrease it slightly for a better look.

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Dos & Don'ts For UI Design

Tip - 44 Avoid using Scroll

Bali
★★★★★ 4.0 (98)
Bali is part of the Coral Triangle, the area with the highest biodiversity of marine species, especially fish and turtles. In this area alone, over 500 reef-building coral species can be



Scrolling within a card can create a lot of confusion.



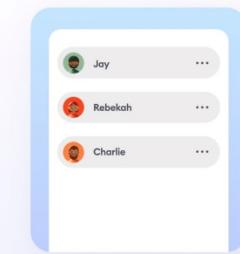
Bali
★★★★★ 4.0 (98)
Bali is part of the Coral Triangle, the area with the highest...



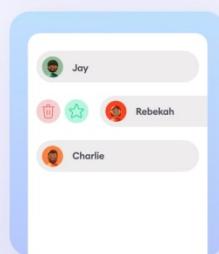
Instead use a 'See more' or 'Explore' buttons.

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Dos & Don'ts For UI Design

Tip - 45 Use Swipe Actions

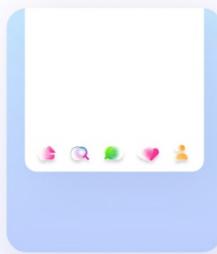
Using option button can slow down the process.



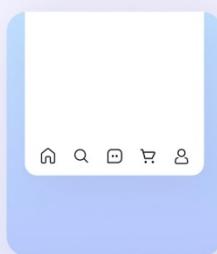
Use **swipe actions** on certain card to make the process fast and minimal.

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Dos & Don'ts For UI Design

Tip - 46 Icon Selection

Using fancy icons makes your design look unprofessional.



Use **simple flat icons** for more professional look.

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Dos & Don'ts For UI Design

Tip - 47 Using Right Words

Wrong words will make people less interested about your program.



Use words that make users to be **excited** to join in.

50

Dos & Don'ts For UI Design

Tip - 48 Enhancing Clickable Area

Having small clickable area creates difficulty for the user to click on buttons or elements.



Enhance the clickable area of the elements to make it easy to click.

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Dos & Don'ts For UI Design

Tip - 49 The Gutenberg Principle

The Gutenberg Principle states that user's eyes travel to a Z-shaped path from the top-left area to the bottom-right area.

It's a good practice to place your CTA at the end of this flow to lead users to take action.

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Dos & Don'ts For UI Design

Tip - 50 Prompt User to Scroll

If you have too much spacing between the sections user will less likely scroll to the down.

A simple hack to prompt users to scroll is by showing them a glimpse of the next section.

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Dos & Don'ts For UI Design