

#Ngobrol Santai

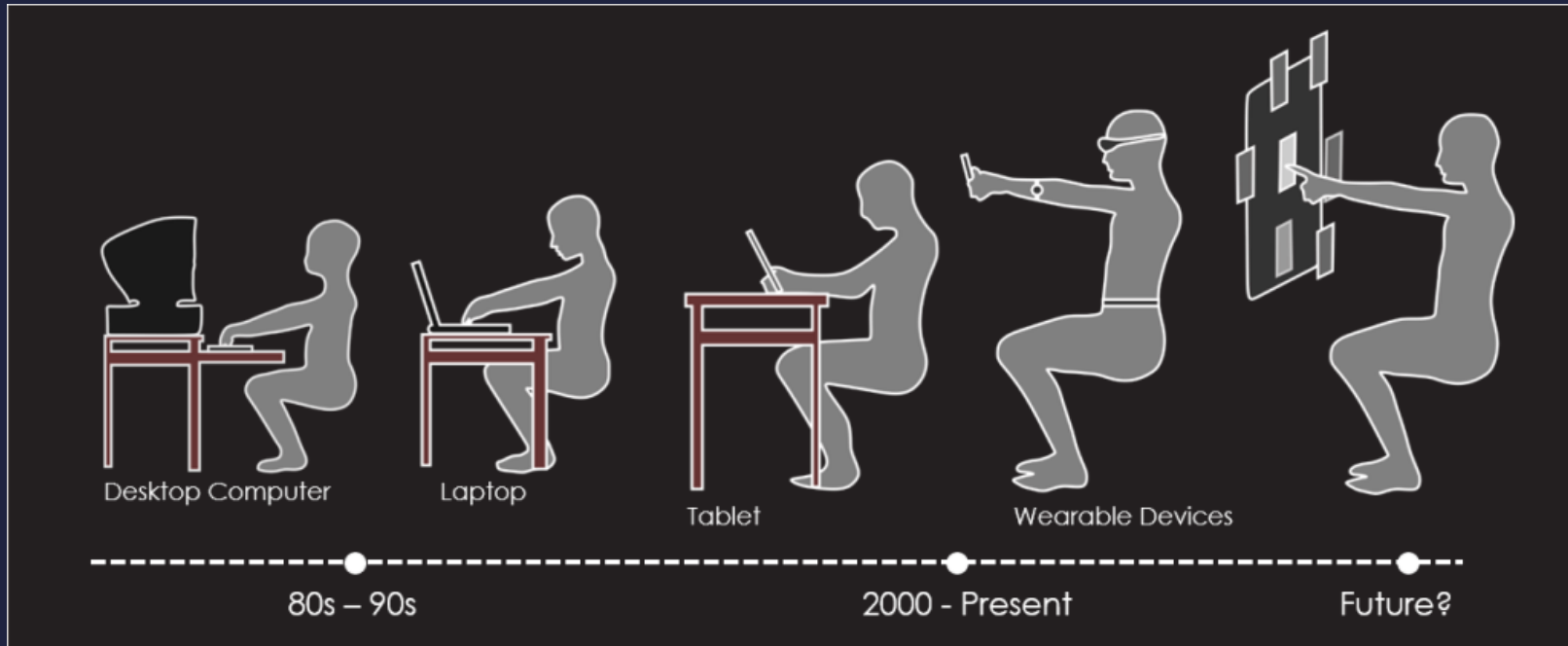
FUNDAMENTAL UI & UX

HUMAN COMPUTER INTERACTION

adalah disiplin ilmu yang mempelajari hubungan antara manusia dan computer yang meliputi perancangan, evaluasi, dan implementasi antarmuka pengguna komputer agar mudah digunakan oleh manusia

Sumber : Wikipedia





Sumber Gambar : <http://uxindo.com/wp-content/uploads/2016/06/1-1024x422.png>

Command Line Interface

```
#####  
# Blocca Rapporto dimensioni  
# Corrente  
#  
#####  
#  
# -17 23 LOGGER # NEW LEVEL #  
#  
#####  
# 763 834  
# org.springframework.web # DEBUG #  
# Evidenzia org.apache.syncope.core.logic # DEBUG #  
# net.tirasa.connid # DEBUG #  
# Nessuna guida org.quartz # DEBUG #  
# org.apache.syncope.core.persistence # DEBUG #  
# org.activiti # DEBUG #  
# Riduzione diffusa org.apache.http # DEBUG #  
# org.springframework.orm # DEBUG #  
# org.apache.camel # DEBUG #  
# org.apache.cxf # DEBUG #  
# org.apache.syncope # DEBUG #  
# org.identityconnectors # DEBUG #  
# org.springframework # DEBUG #  
# org.apache.syncope.core.provisioning # DEBUG #  
# ✖ org.apache.syncope.core.rest # DEBUG #  
# org.apache.syncope.core.provisioning.api.ConnIdBundleManager # DEBUG #  
#  
#####  
massi@yoda ~/Lavoro/syncopeMaster/client/cli $
```

Sumber Gambar :http://blog.tirasa.net/gallery/tirasa/blog/apachesyncope_cli_logger_debug.png

NOW

Graphical User Interface



<http://www.conceptdraw.com/How-To-Guide/picture/OSX10.10YosemiteApps.png>

FUTURE





USER INTERFACE

merupakan bentuk tampilan grafis yang berhubungan langsung dengan pengguna (*user*)

Sumber : Wikipedia



UX

USER EXPERIENCE

adalah bagaimana cara seseorang merasakan ketika menggunakan sebuah produk, sistem, atau jasa

Sumber : Wikipedia



UI \neq UX

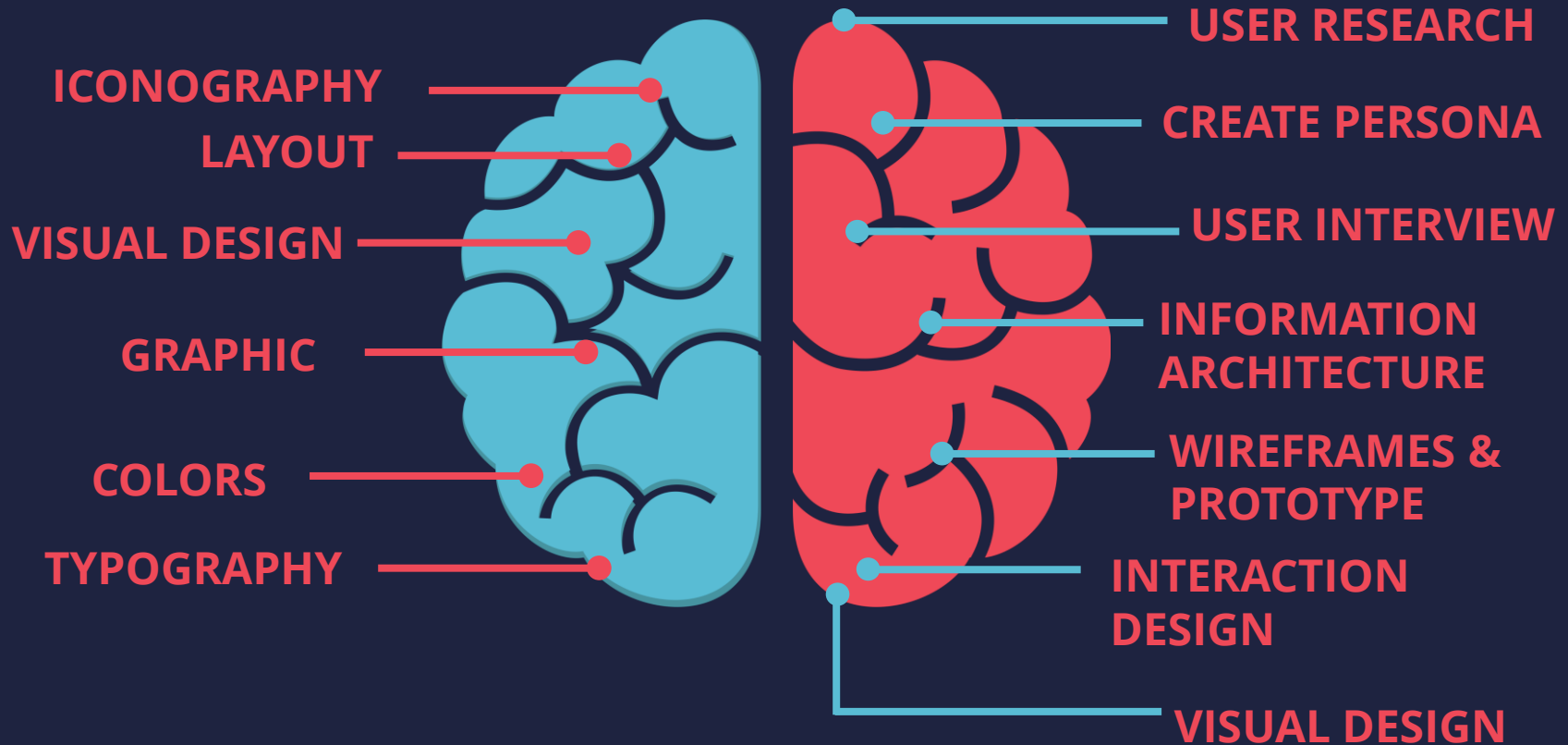


KNOWING DIFFERENCE

UI

&

UX



Kamus Indonesia Inggris

An Indonesian-English Dictionary

EDISI KETIGA
THIRD EDITION

OLEH JOHN M. ECHOLS
DAN HASSAN SHADILY

Direvisi dan diedit oleh
John U. Wolff dan James T. Collins,
bekerja sama dengan Hassan Shadily

PENERBIT PT GRAMEDIA JAKARTA

Kamus Inggris Indonesia

An English-Indonesian Dictionary

OLEH JOHN M. ECHOLS
DAN HASSAN SHADILY

PENERBIT PT GRAMEDIA PUSTAKA UTAMA, JAKARTA

UI



UX



//

UX is focused on the user's journey to solve a problem, UI is focused on how a product's surfaces look and function

Ken Norton – Partner at Google Venture



USER INTERFACE

“The goal of user interface design is to make the user’s interaction as simple and efficient as possible, in terms of accomplishing user goals (user-centered design).”

Kenapa UI Design menjadi Sesuatu Hal Yang Penting ?

- UI Design Fokus Kepada Bagaimana Elemen Visual Ditata dan Bagaimana Produk akan Terlihat
- UI Design akan mempengaruhi Hubungan Emosional antara Pengguna, baik negative maupun positif
- UI Design yang baik akan meningkatkan kepuasan User dalam menggunakan produk yang diciptakan



**Apa Yang Membuat User Interface Menjadi
baik ?**



Sketch

9:41 AM

100%

Speak Your Mind

09:00

Friday, 9:30

Zsombi, Skovrán, Foreszt

Sep 10, 17:15

Bubapest

1. Clarity (Kejelasan)

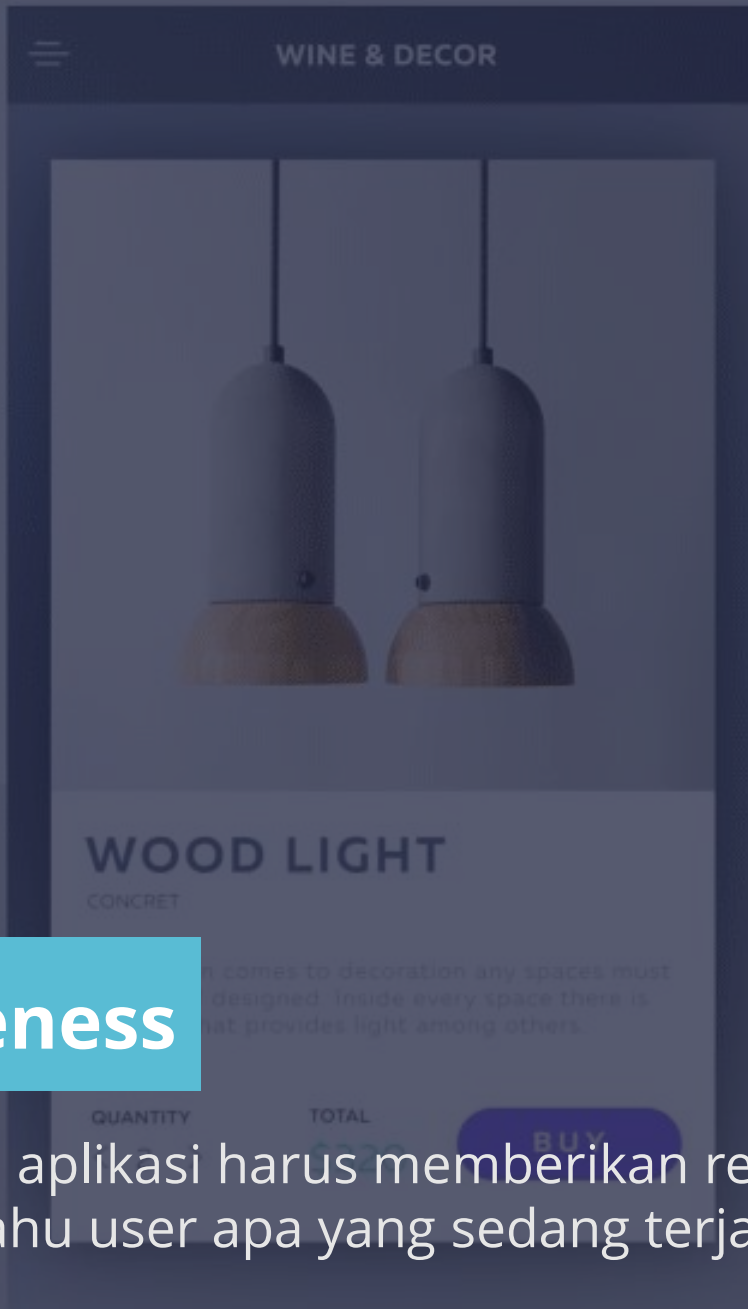
Hindari membuat sesuatu yang ambigu dan buatlah segala hal menjadi jelas baik melalui bahasa ataupun melalui visual



2. Familiarity (Keakraban)

Pengguna suka melihat fitur atau produk yang familiar seperti simbol, ikon atau warna

<https://assets.materialup.com/uploads/47b7b6cf-196a-43d3-b178-2f15d27a0e99/preview.gif>



3. Responsiveness

Respon dari aplikasi , aplikasi harus memberikan respon umpan balik dan memberi tahu user apa yang sedang terjadi



4. Consistency (Konsisten)

Buat Antarmuka tetap konsisten di seluruh aplikasi agar user lebih mudah mengenali pola penggunaan

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work with the best
Product Managers.**

freelancers | community | ai | we manage | you chill | #futureofw

5. Aesthetics (Estetika)

Buatlah sesuatu yang menarik agar menggunakan aplikasi tidak membosankan

<https://assets.materialup.com/uploads/6ae95b56-f39b-4f7a-a9f7-eda8bcf5467a/preview.gif>

Tools apa Saja yang digunakan Untuk Membuat User Interface ?



Sketch



Adobe Illustrator



Adobe Photoshop

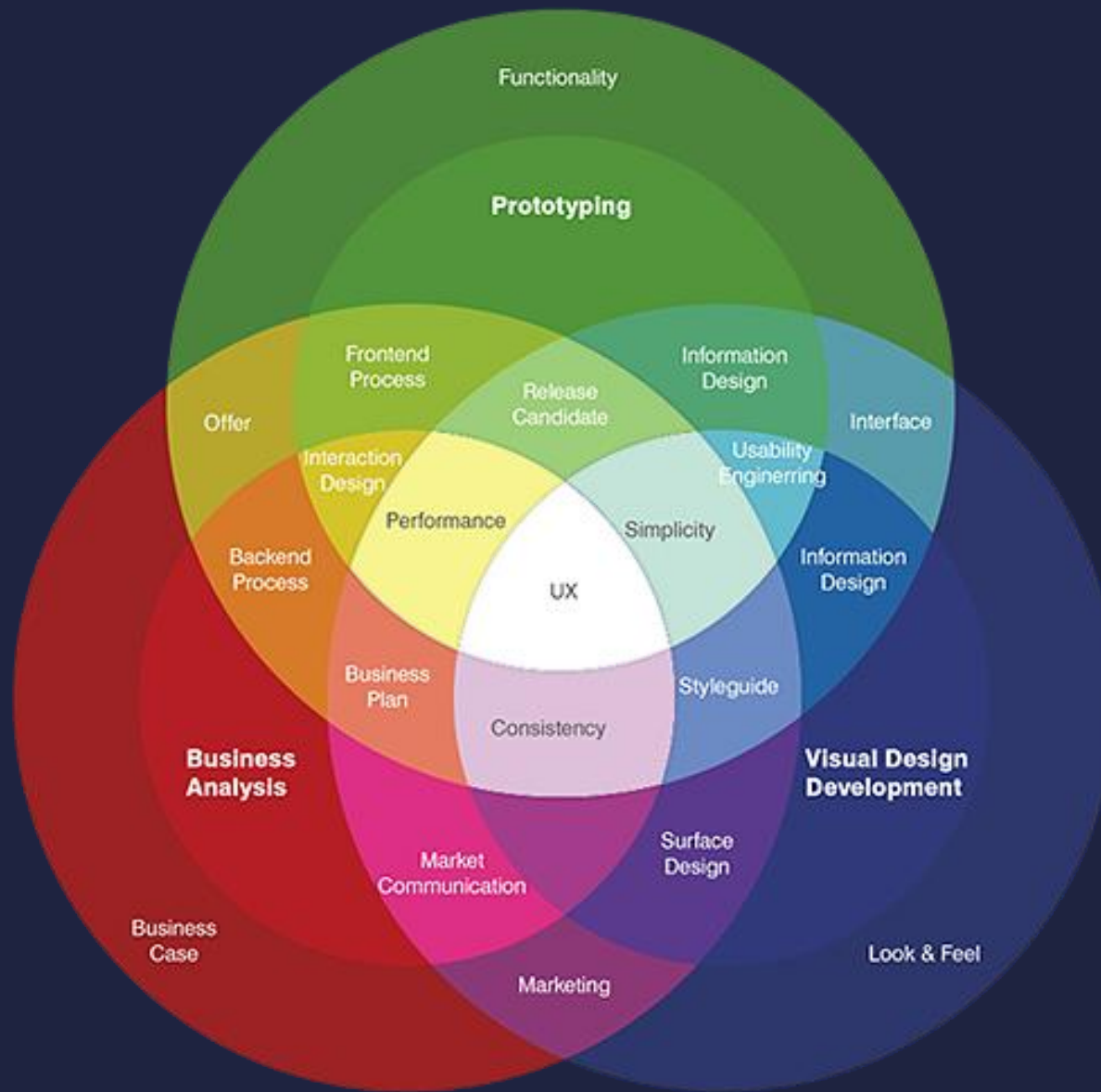


Adobe XD



USER EXPERIENCE

According to designer **Nick Babich**, “The best products do two things well: features and details. Features are what draw people to your product. Details are what keep them there.”



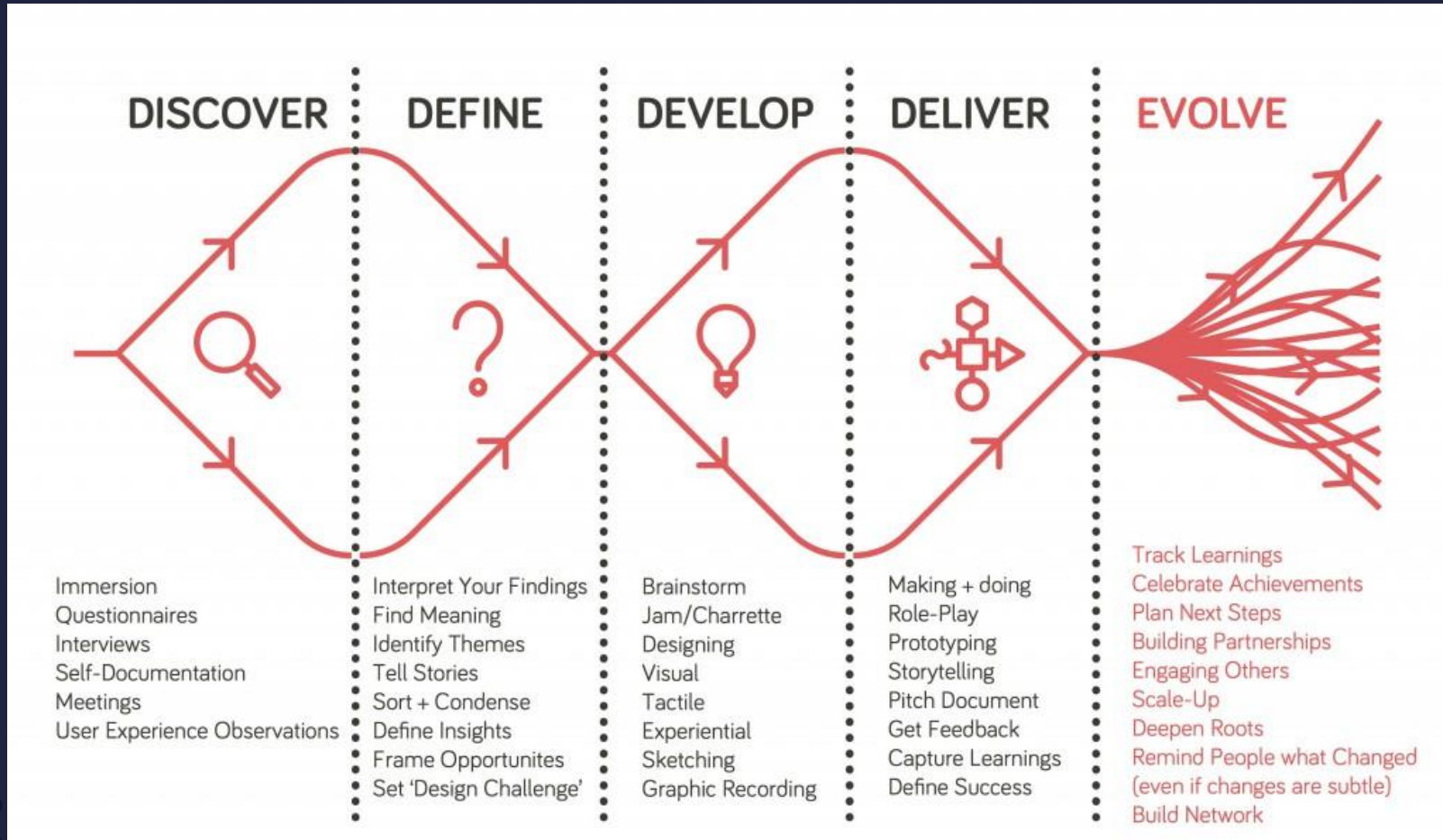
<https://stories.jotform.com/a-wide-perspective-for-designing-user-experience-1fac19643c5>

Apa Yang Membuat **User Experience** Menjadi baik ?

- Menguntungkan Pengguna
- Memberikan value bagi pengguna



Proses Menciptakan Sebuah **User Experience** yang baik untuk pengguna



Ciptakan Persona dari Penggunamu

Barbra Shoplevitch



"I'll shlep if there's a sale...
Or if I have a coupon..
preferably there's both"

Distance is somewhat important when it comes to where Mrs. Shoplevitch will shop. More important is that it's good quality food at cheap prices. The only time she will pay more is for a trusted brand or type of food. Nothing is too expensive for her munchkins. She will make special trips for specific items.

Background/Type

Type: Quality Shopper

Age: 65-80

Income: Retired

Marital status: Divorced

Needs:

- Quality products
- Cheap prices

Goals:

- Save money on good quality groceries
- Finding out about specials
- Knowing the quality is right

Pain Points:

- Long line-ups for checkout
- Expensive prices, no access to savings
- No points system, wants more incentives

Behaviours

Willingness to go out of their way for groceries



Importance of quality of selections



Cheap prices



Willingness to use an app to improve experience



Willingness to use an app to pay at checkout

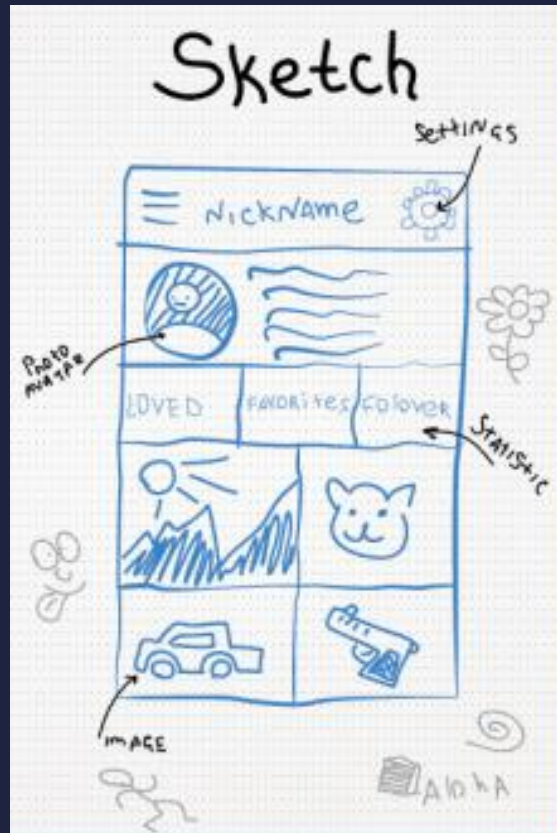


mobile App development.

```
graph LR; A[Splash page] --> B[Liveview Gallery Sliders]; B -- touch --> C[Captured]; B --> D[Select]; B --> E[Sliders]; C --> F[Touchscreen]; D --> F; E --> G[Palette]; F -- tap --> H[Export]; G --> H;
```

The diagram illustrates a mobile app development workflow. It begins with a 'Splash page' which leads to a 'Liveview Gallery Sliders' component. From this component, three paths emerge: one labeled 'touch' leading to a 'Captured' state, another leading to a 'Select' state (represented by a grid of circles), and a third leading to a 'Sliders' state (represented by a control interface). The 'Captured' state leads to a 'Touchscreen' state (represented by a hand icon), which then leads to an 'Export' state (represented by a grid of squares). The 'Select' state also leads to the 'Export' state. The 'Sliders' state leads to a 'Palette' state (represented by a grid of circles), which then leads to the 'Export' state. The 'Export' state is the final output of the process.

Buat Wireframe dan Prototipenya



IDEATE



DETALIZE

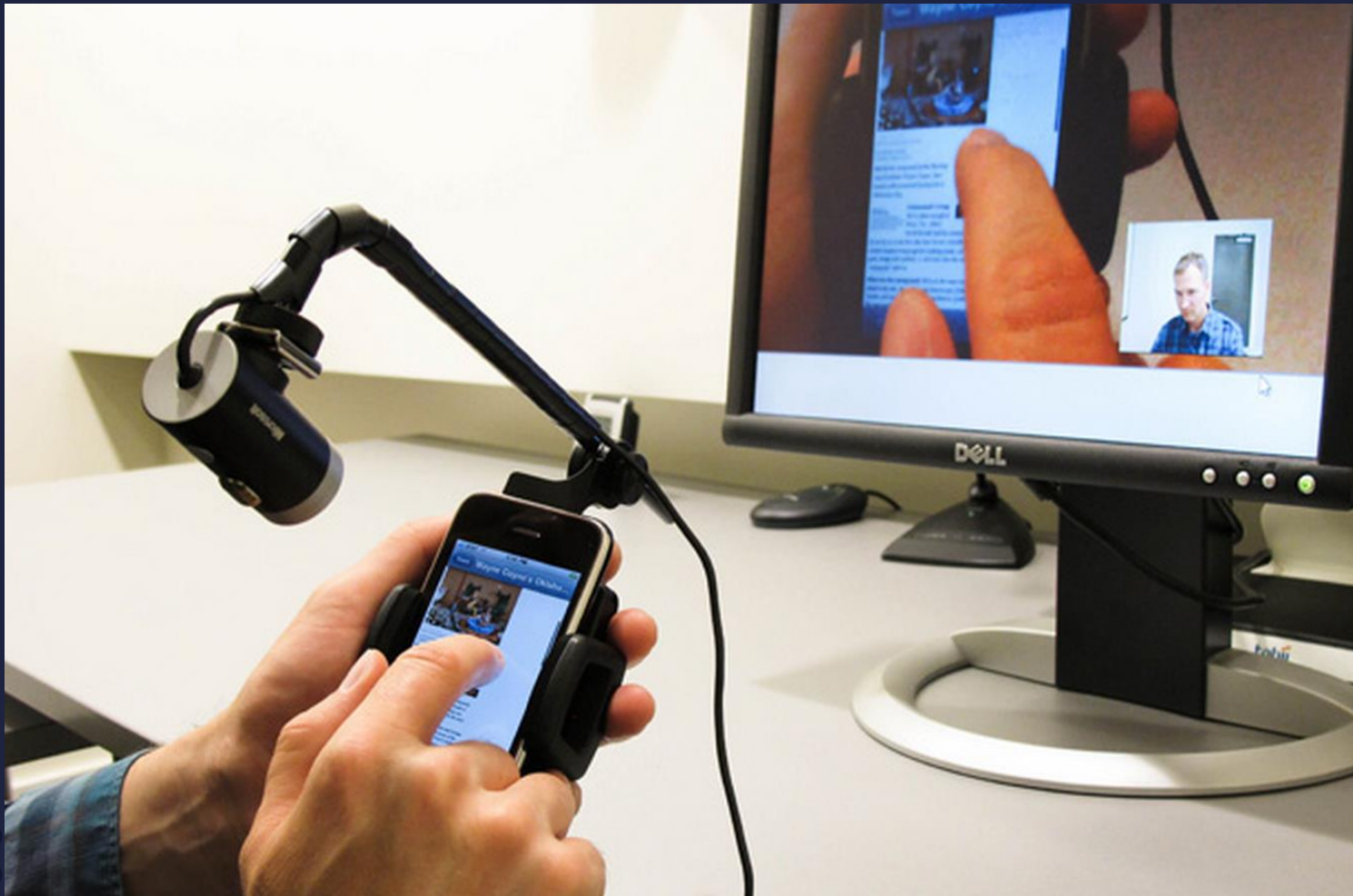


VIZUALIZE

<https://i.pinimg.com/originals/2d/a3/be/2da3be92651b71b9d3498f53c384e47d.jpg>

<http://corbercreative.com/the-ux-process/>

Test Aplikasi Bersama Pengguna Dan Evaluasi



UI & UX Works Together for Make a Better Products

Collab With :

Business Analyst

Product Owner

Product Manager

User

Web Developer

Mobile Developer

Front End Developer

Backend Developer



Ask & Question



Thank You



Referensi Materi

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<https://uniteux.com/blog/memahami-perbedaan-ux-dan-ui>

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<http://corbercreative.com/the-ux-process/>

Google

