Starting Out Your UIUX Career

Module 14
Design Process, Developer Handoff & Prototyping

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1 Design Process

2 Developer Handoff

3 Prototyping

Keep Your Design Files Tidy

Even when doing design exercises, you need to make sure your design files are organized and tidy.

Components

No matter where in the world you are, name your components and groups in English.

+ ADD

CTA – BUTTON – SMALL – GREEN GRADIENT

CTA / BUTTON / SMALL / GREEN GRADIENT

TOP LEVEL SECTIONS

When you've named all the individual objects (like icons, buttons, windows), it's time to combine them all into groups.

Dashboard

💎 Header

🏄 Navigation

👉 Menu

🙍‍♀️ User account

🦄 Content

📈 Graph

✋ Product card

💬 Interactions

🦶 Footer

TEXT STYLES

After designing the major screens of your project, it's time to start creating the text styles.

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HOW TO NAME YOUR TEXT STYLES?

The best naming convention comes from HTML and CSS. Name your headers in the way they work in code (H1, H2, H3, H4). The same goes for your paragraphs (P), and your links.

LAYER STYLES

Layer styles save the properties of the object under a common name. They include the fill (color or gradient), stroke (or no-stroke), shadows, opacity, and blurs.
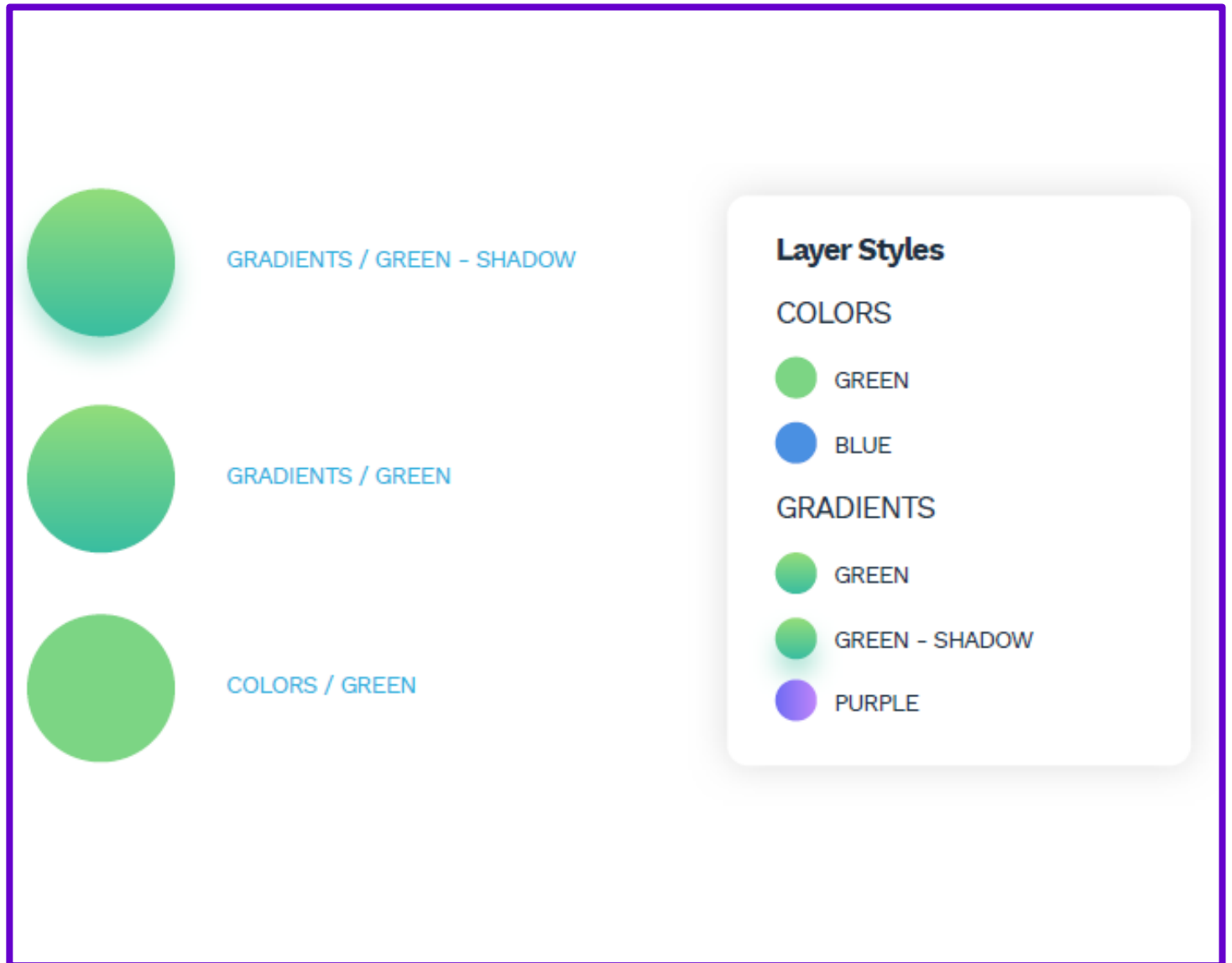
GRADIENTS / GREEN – SHADOW

GRADIENTS / GREEN

COLORS / GREEN

Layer Styles

COLORS

GREEN

BLUE

GRADIENTS

GREEN

GREEN – SHADOW

PURPLE

STYLEGUIDES AND DEFINITIONS

You can showcase your styles with a bit of CSS code on a separate artboard, to have a very early attempt at a design system.

Typography

Heading 1

font-family: WorkSans-ExtraBold;
font-size: 20px;
color: #1E3040;
letter-spacing: -1px;
line-height: 15px;

Body Copy

font-family: WorkSans-Regular;
font-size: 11px;
color: #1E3040;
letter-spacing: -0.55px;
line-height: 15px;

STYLEGUIDES AND DEFINITIONS

You can showcase your styles with a bit of CSS code on a separate artboard, to have a very early attempt at a design system.
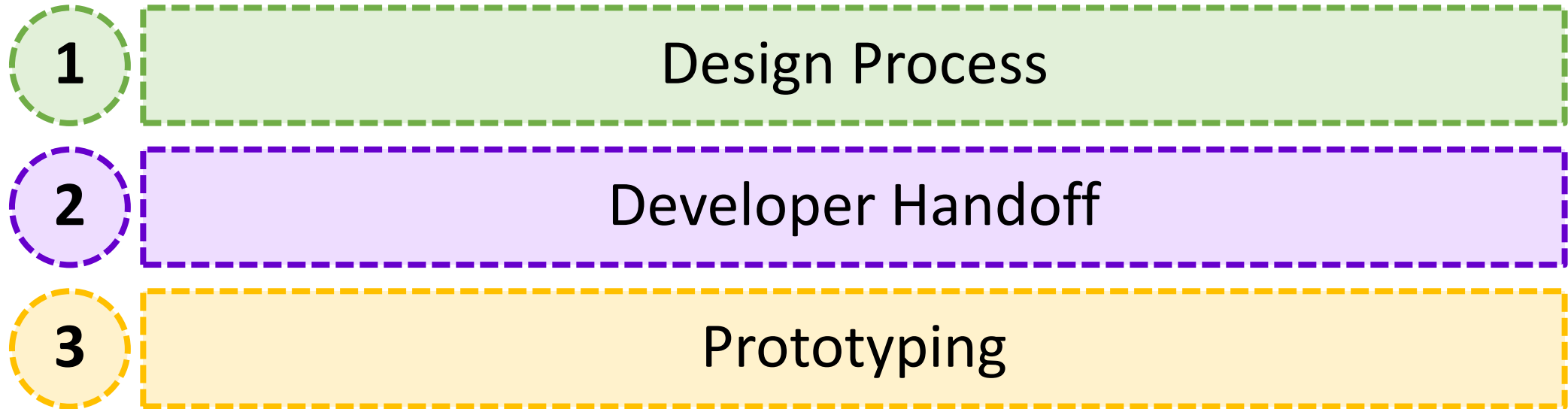
Colors and Gradients

GRADIENTS / GREEN - SHADOW

background-image: linear-gradient(0deg,
#13B0B0 0%, #F4FF51 100%);
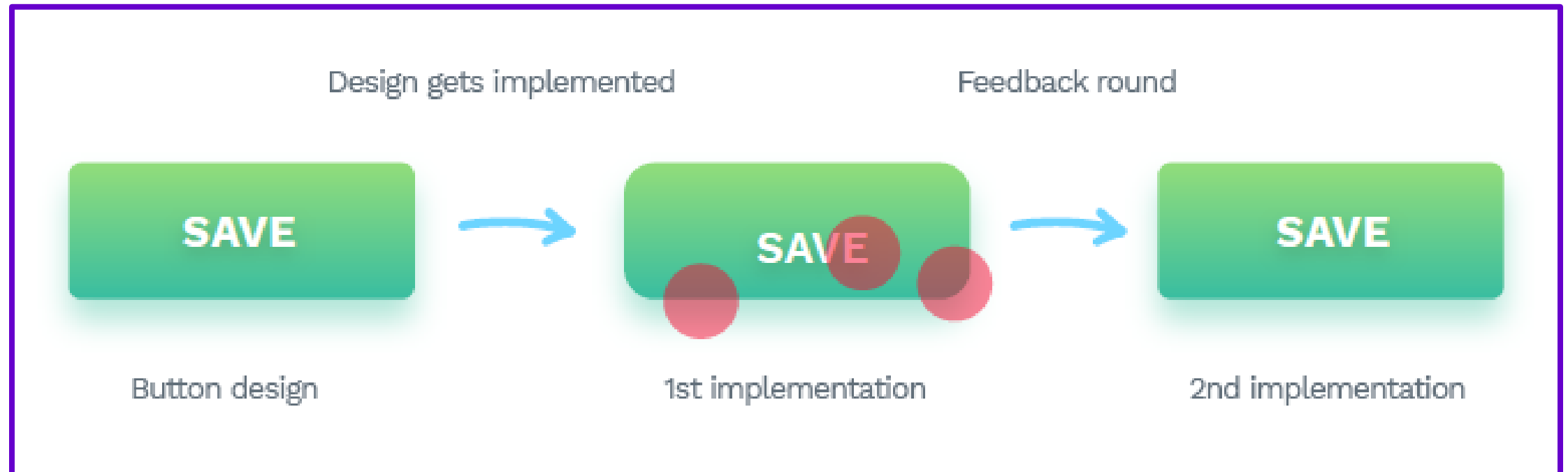box-shadow: 0 5px 7px 0
rgba(63,192,158,0.40);

COLORS / GREEN

background: #7CD584;

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How to Work with Developers

Designers should play a vital role in the QA (Quality Assurance) process by evaluating the precision of the implementation, testing, and tweaking the micro-interactions.

Design gets implemented   Feedback round

SAVE   →   **SAVE**   →   **SAVE**

Button design   1st implementation   2nd implementation
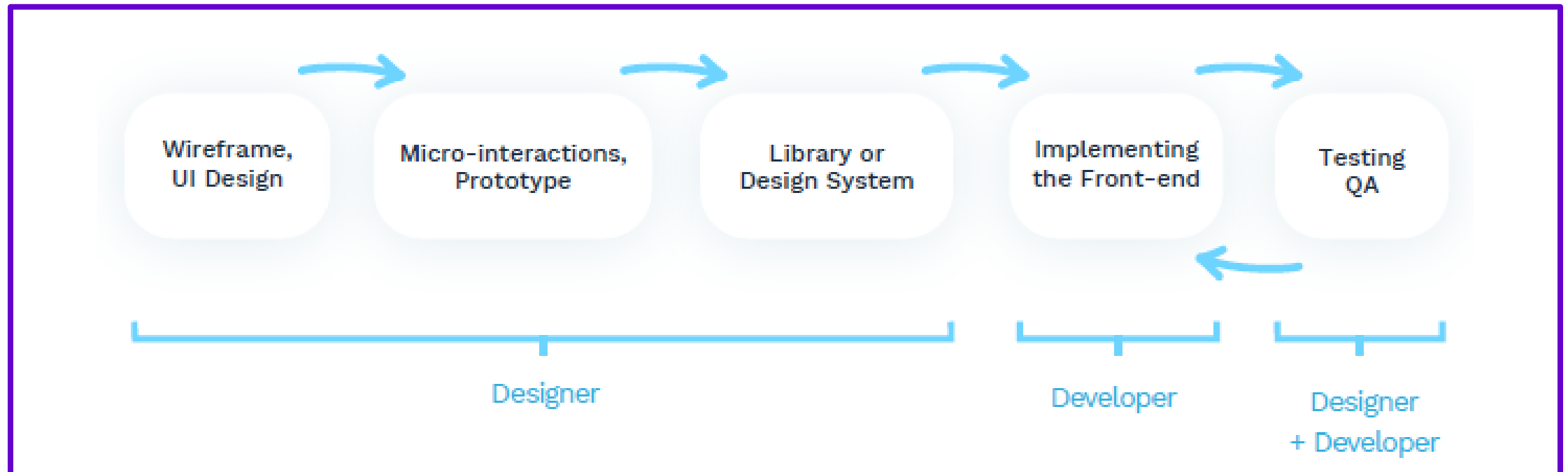
Designers Should Collaborate with Developers

When we test a real, coded screen of our app or website **on the actual device**, some tweaks may be necessary.

That's why collaboration between designers and developers is essential **even after the design process is complete**.

Development And The Process

The development consists of two main parts (using a vast oversimplification for the sake of clarity):

| Wireframe, UI Design | Micro-interactions, Prototype | Library or Design System | Implementing the Front-end | Testing QA |

Designer ────────────────────────────────────── | Developer | Designer + Developer

LIBRARIES AND DESIGN SYSTEMS

The design library is a separate file, with all of the components from the main project.

SAVE

CSS of this button

background-image: linear-gradient(0deg, #13B0B0 0%, #F4FF51 100%);
box-shadow: 0 5px 7px 0 rgba(63,192,158,0.40);
border-radius: 3px;

padding: 0 24px;
margin: 8px;

font-family: Work-Sans;
font-size: 10px;
color: #FFFFFF;
letter-spacing: 0.15px;
text-align: center;
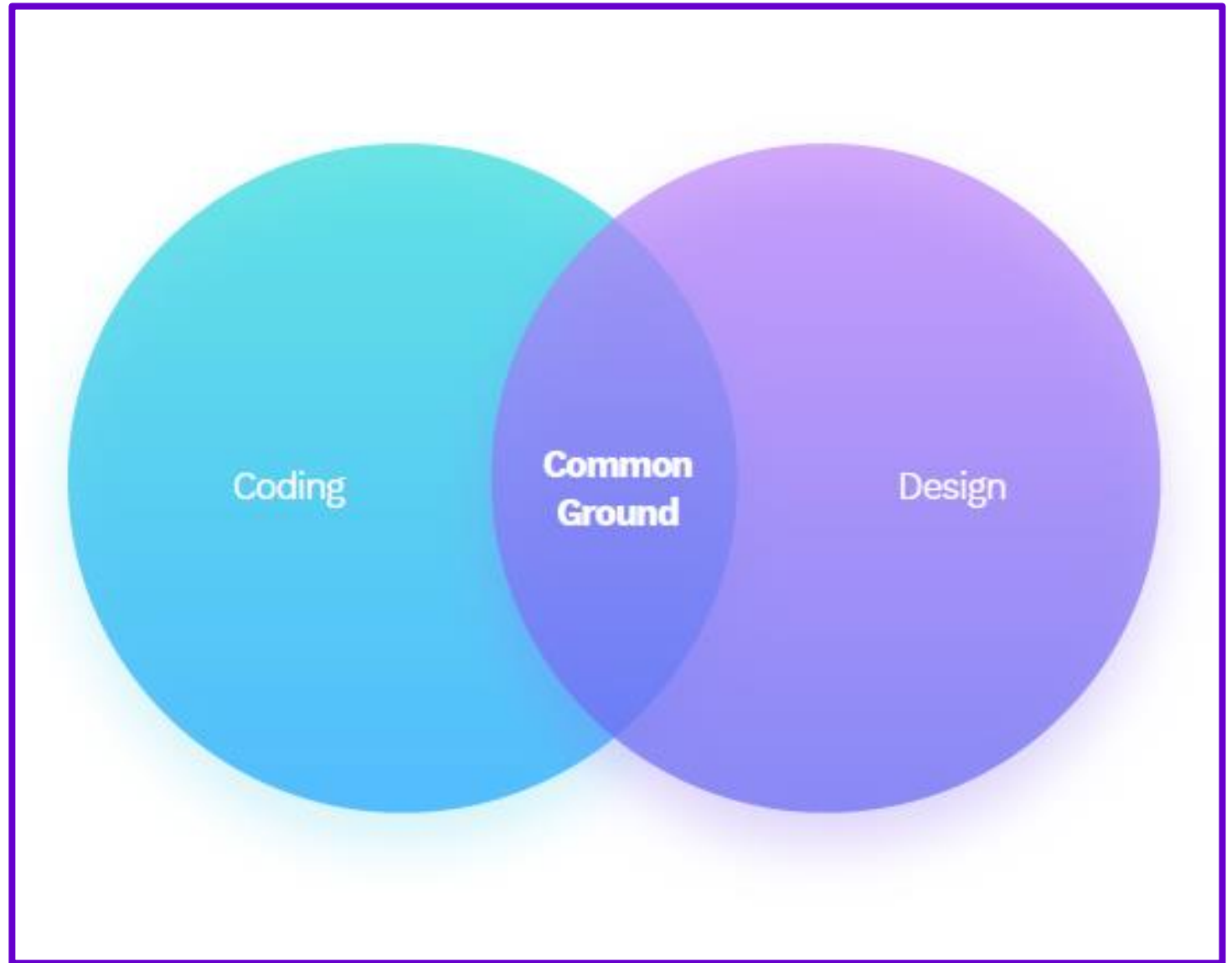text-shadow: 0 2px 4px rgba(0,0,0,0.12);
line-height: 44px;

THE TOOLS

The next step is transferring both our library and all the individual screens into a **developer-friendly** tool.

Common Ground

A developer who understands design and a designer who knows a little development is the best combination for creating impressive user interfaces.

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Prototyping Basics

Interactive prototypes are a **simulation of how the finished product will work**

There are two main types of prototypes:

- **code-less** (inVision, Sketch, Figma)
- **fully coded** (UXPin, Framer, HTML/CSS prototypes, Axure)

Prototyping Basics

The **code-less** prototypes most often rely on image-maps, an old HTML technique of **creating invisible links** on **top of static images**. Those links lead to other images, **giving an illusion of a working interface**.

Prototyping Basics

The **fully coded** prototypes are a lot more advanced, as they have most of the objects **built-in code with full interactivity**. In some cases, you can also **apply additional logic** to them or even **use external data sources.**

Prototyping Basics

Prototypes also used to be divided into **low-fidelity** (**wireframes**) and **high-fidelity** (**visual UI designs**).

lo-fi prototypes **not good for <u>user</u> testing** purposes. Usually Product Managers and UX designer use lo-fi in the process of feature engineering.

WHY SHOULD YOU PROTOTYPE?

When designing new, exciting features for a product, **the "how" of the entire process is mostly in your head.**

Sure, you can document of "how", but that can lead to the famous "*game of telephone*" problem:

not everyone understands you the same way

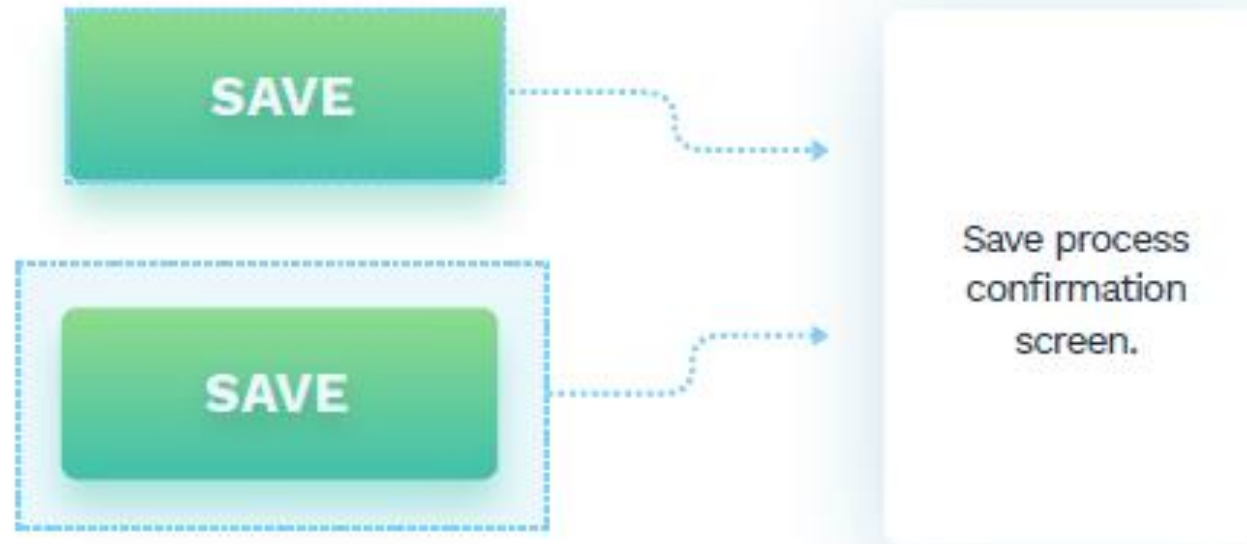It's a lot easier to **show someone how a product works than to explain it** in writing.

FLOW DIAGRAMS

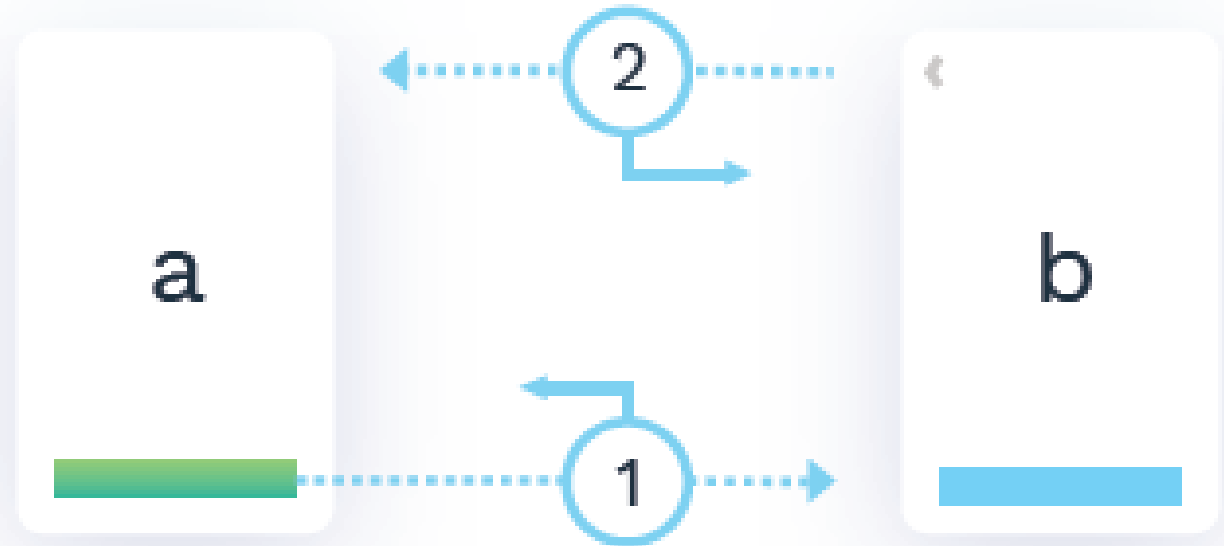Most code-less design tools display prototypes as flow-diagrams.
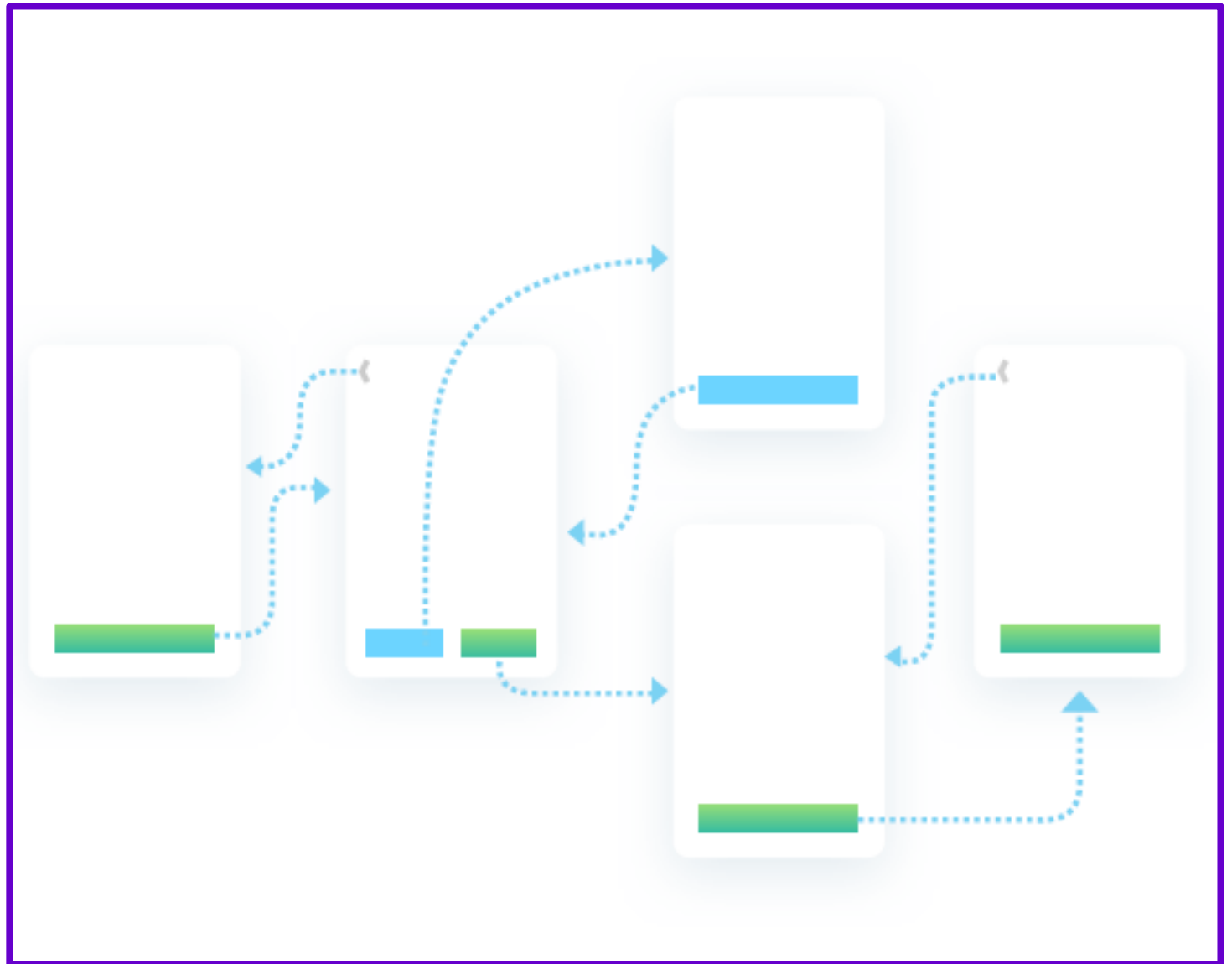
CODE-LESS PROTOTYPES

Code-less prototypes are **very fast to build and a great way to show the product to stakeholders** while the design process still goes on.

SAVE

SAVE

Save process confirmation screen.

TRANSITION TYPES

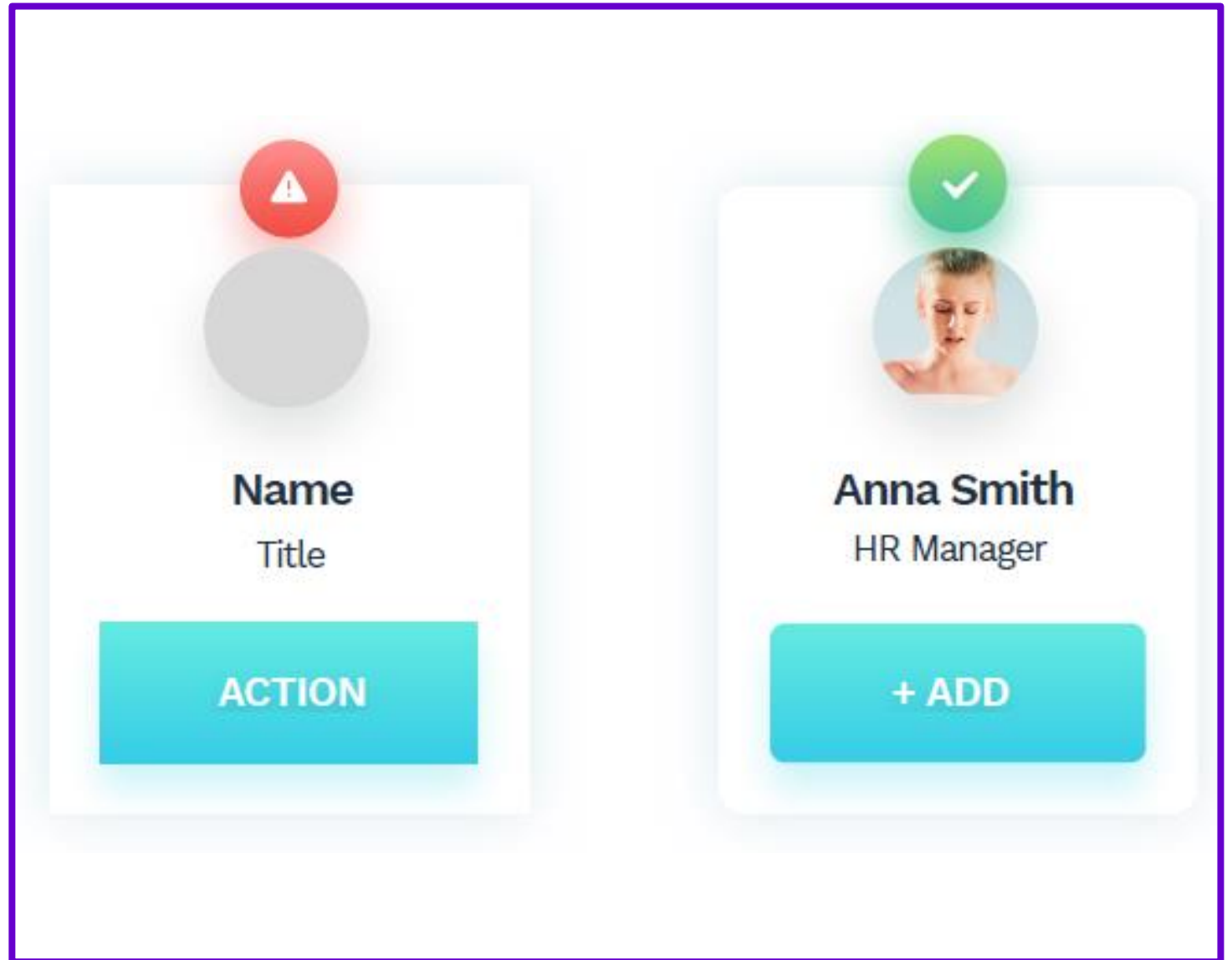The general rule is for the transition to show where each screen exists in space.

Coded Prototypes

The aim is to be able to take those already pre-built high fidelity components and use them in the final product.

REAL DATA

When creating prototypes, avoid Lorem Ipsum and dummy images.

RESEARCH

The whole concept behind prototyping is to be quick and **agile**.

Interactive Prototype → Testing and research

Course References

- ***Designing User Interfaces***, Michal Malewicz & Diana Malewice, 2020
- ***UI Design Styles: Trends and Design Patterns***, Michal Malewicz & Diana Malewice, 2020
- ***What UX Is Really About :Introducing a Mindset for Great Experiences,*** Celia Hodent, CRC Press, 2022
- ***Lean UX: Designing Great Products with Agile Teams 3rd Edition***, Jeff Gothelf & Josh Seiden, O'Reilly, 2021
- ***Laws of UX: Using Psychology to Design Better Products & Services,*** Jon Yablonski, O'Reilly, 2020
- ***Designing and Prototyping Interfaces with Figma***, Fabio Staiano, Packet Publishing, 2022

Accessing Course Resource

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