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CS-319

Module 3 Assignment

The way a program looks defines everything about a program, just like how people look at each other and make judgement in seconds it is no different for applications. There is many things that need to be considered when creating UI/UX designs, one of these being the color combination of the applications. A large part of choosing color depends on what the application is. For example, if you are making a game you probably want lots of vivid colors. If we look at a word document though we don’t have many colors. We have them where they are needed (highlighters and such) but overall it is just a white page with black words. If we dig deeper though we learn that the different shades of black and other grays, make the application modern. If it was all one color no one would use it regardless of how useful it is. Colors built depth in apps, again back to the word document we can see that behind the white paper is a pure black (in dark mode) but in the tool bar we have somewhat a gray/black a little bit lighter than the black behind the paper. This builds levels to the app. Then at the very top we have a medium gray with the title and a few other options, still the color difference shows the separation in the apps.

I really believe in design that there is no detail to small, everything matters. Even different shades of gray, literally. Using this knowledge moving forward I will continue to colorize my applications based on their purpose and functionality. This will help my users best functionally by having the right color combinations on the right pages. Making it easier to read or view things. This newfound color prospective helps me to see more in the pages that I was seeing before. I never really noticed all the different shades of colors in programs.

Sound is something that we take for granted In applications. For myself, I play a lot of games, all of these games have sounds of some sort. Some sounds even become famous and can make someone recognize something just from a sound. I couldn’t imagine playing a game without sound it seems like part of the game is lost, and it is. We take in data or things around us by our senses, and for visual computer applications we use audio and visual. Taking away the audio is half of the experience. Weirdly enough even audio that doesn’t have anything to do with the program makes a difference. For example, the way my keyboard clicks when I type. If I didn’t hear the sound when I click a button, I would think I missed it and stop. There is multiple games that incorporate sound into their functionality but I would like to use a cell phone for example. Cell phones ring/vibrate whenever they have a phone call coming in to notify the user that someone is trying to reach them. Sometimes when navigating through things sounds can also make a difference, let’s take for example kahoot. This website allows users take a quiz on information and is surrounded by colors and sounds. If the user answers the questions correctly the sound is a nice ding on their phone vs if the answer is wrong the sound is unpleasant. There are many games that have a maze in the game and there is a noise in the maze and the closer you user gets to the exit the louder the noise is. One way that a program could incorporate sound to help the user reach a goal would be a phone wait list. While the user is waiting there can be a certain kind of ding letting the user know how far or how close he/she is to getting to an operator.

In the same way that games are almost unplayable without sound I expect to make applications that integrate sound in that same way. Every application that I plan on making will have lots of thought and action into their sounds. I plan on building sound into my projects heavily, but I would like users to be able to have the full functionality of the app without the sounds. Just like in the messaging app on iPhone the tap sounds are useful but not required. Before my research I never thought about sound it was always taken for granted. Although when it’s gone it is noticed. These newfound perspectives will be very useful in future projects.

Overall applications are built for a purpose and a reason. The reason is never almost never for a sound or color. Sounds and colors simply help increase the functionality UI and UX of the project. When the text editor first came to computers it was just in black and white and had nothing special about it. Over the years it has increased in color, sound, and functionality. Colors and sound both have a specific purpose and cannot just be added everywhere. Microsoft isn’t built with 100 different colors, it has a dark mode and light mode both of which are still behind a white page with black words. You have to consider the reasoning for everything you build and choose sounds and colors carefully.