


# INTRODUCTION TO UI/UX DESIGN

**UI** – User Interface

**UX** – User Experience



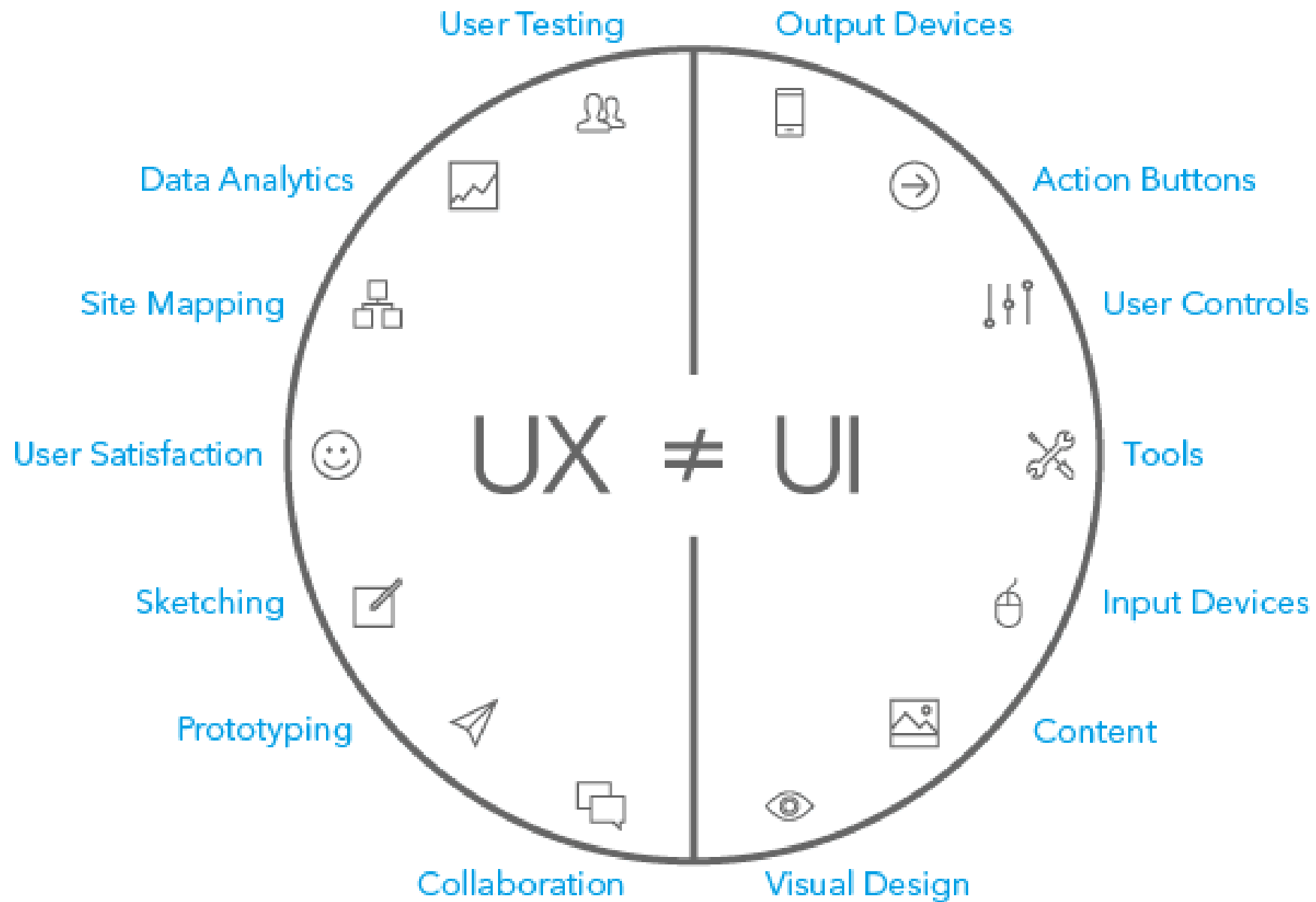
*"A UI without UX is like a painter slapping paint onto canvas without thought; while UX without UI is like the frame of a sculpture with no paper mache on it."*

# Put simply.

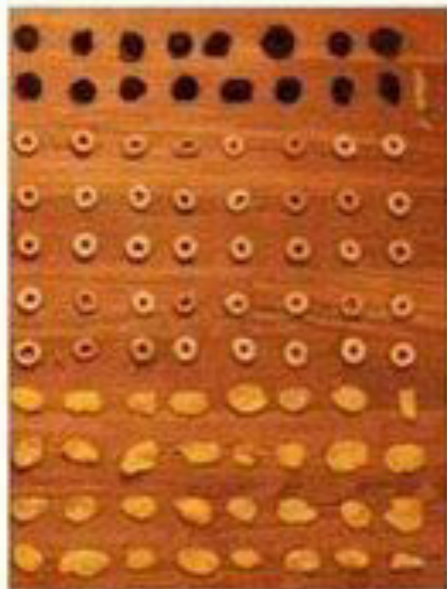
*User Experience Design focuses on how the user thinks and feels.  
User Interface Design looks at how the content is organized and used.*

Or

*A door handle is UI Design.  
The fact you need a door is UX Design.*



## CONTENT



What people are looking for.

## USER INTERFACE



The tool that serves it up.

## USER EXPERIENCE



Consumption.

# **THE DESIGN PROCESS**



# Identifying Problem Statement and Target Crowd



## Target Problem

Removing hasselness in conveying and publishing quick status.

Sorting discussions publically on basis of specific tags used.

## **What is Twitter?**

A free social networking and micro-blogging service that enables its users to send and read each others' updates, known as tweets. Tweets are text-based posts of up to 140 characters, displayed on the author's profile page and delivered to other users - known as followers - who have subscribed to them.

**Target Crowd**



# DETSKE PENIZE

Website designed for Kids



# Design Thinking

## The 5 steps of design thinking

### Empathy

Empathy is the centrepiece of a human-centred design process. The Empathise mode is the work you do that involves people and the way they think, within the context of a design challenge. It is your prerogative to understand the way they do things and why, their physical and emotional needs, how they think about world, and what is meaningful to them.

### Define

Define mode is about bringing clarity and focus to the design space. The goal is to craft a meaningful and actionable problem statement. This should be a guiding statement that focuses on insights and needs of a particular user, based on what you have learned about your user and about the context.

### Ideate

The Ideate mode is the design process in which you concentrate on idea generation. Mentally it represents a process of "going wide" in terms of concepts and outcomes. Ideation provides both the fuel and also the source material for building prototypes and getting innovative solutions into the hands of your users.

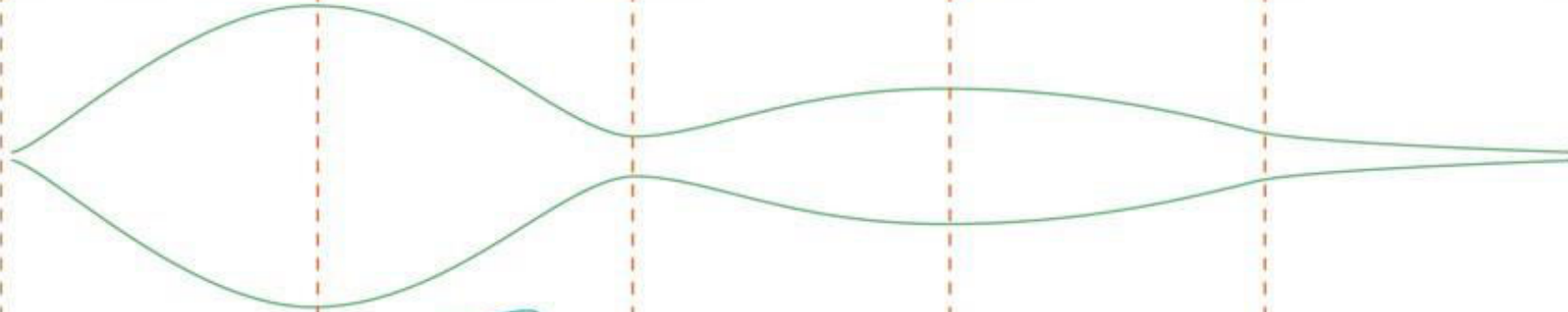
### Prototype

Prototype mode is the iterative generation of artifacts intended to answer questions that get you closer to your final solution. A prototype can be anything that a user can interact with - be it a wall of post-it notes, a gadget you put together, a role-playing activity, or even a storyboard.

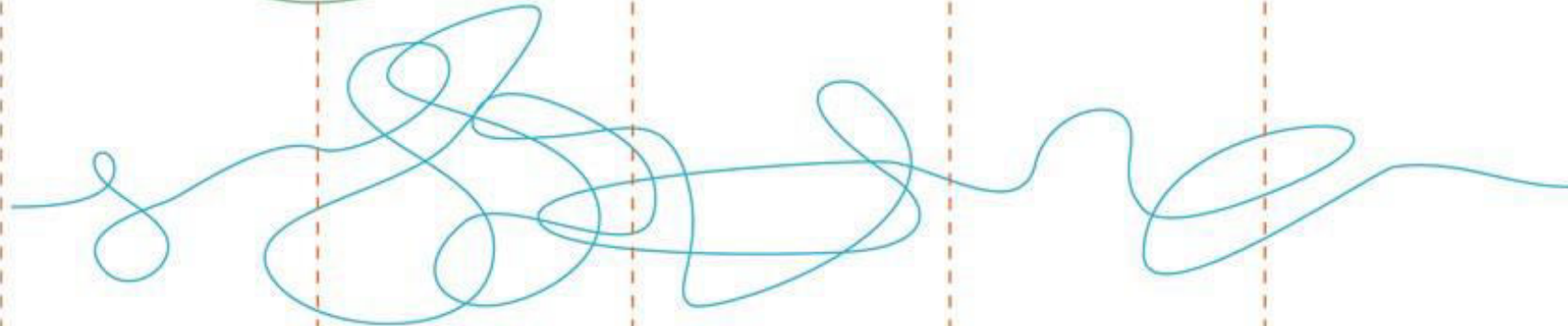
### Test

Test mode is when you solicit feedback, about the prototypes you have created, from your users and have another opportunity to gain empathy for the people you are designing for.

## Number of possibilities



## Thought process

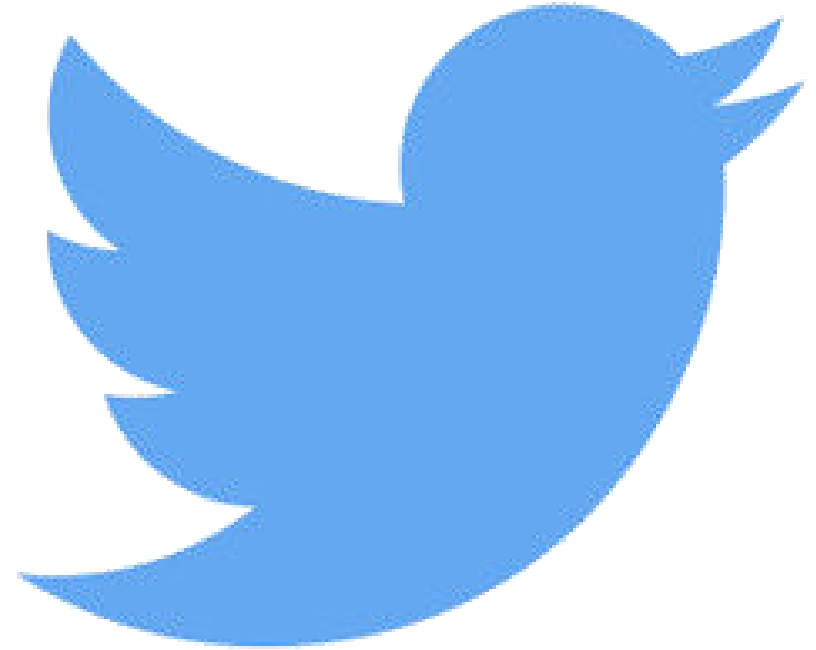


## Number of methods



**the idea of an individual  
using an SMS service to  
communicate with a  
small group**

**‘a short burst of  
inconsequential  
information’**



# Information Architecture



amazon.in

All

Shop by Category

amandeep's Amazon.in Today's Deals Gift Cards Sell Customer Service

Hello, amandeep Your Orders

1 Cart

Wish List

Download the App and Win an iPad Air

# THE GRAND DIWALI BAZAAR

Get it in time for Diwali, choose Two-day Delivery

Related to Items You've Viewed [See more](#)



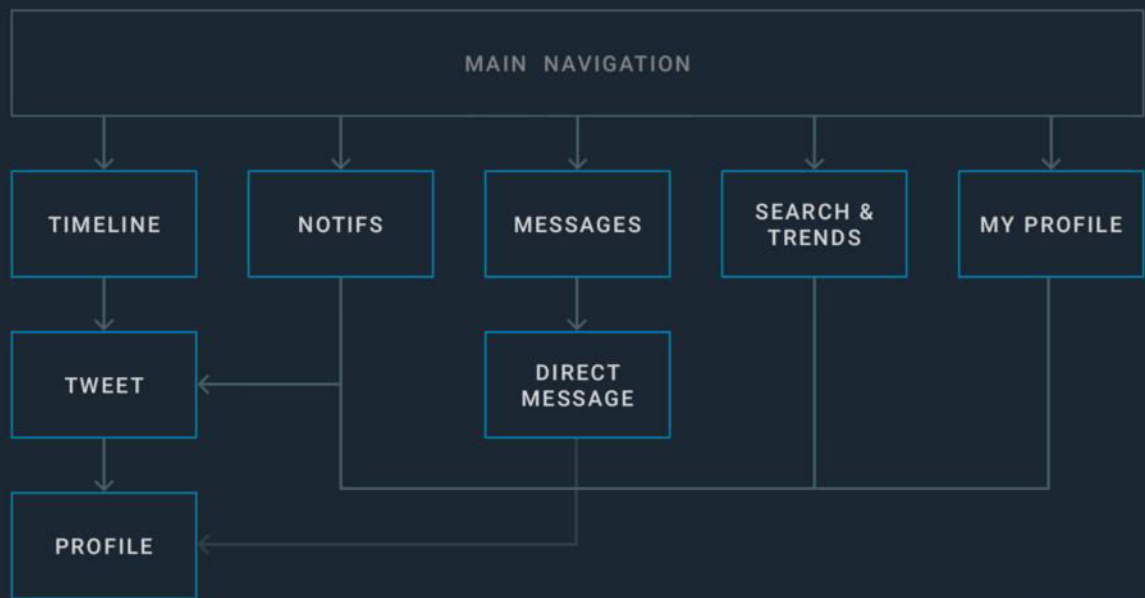
# Components Of IA

**Organization Schemes and Structures:** How you categorize and structure information

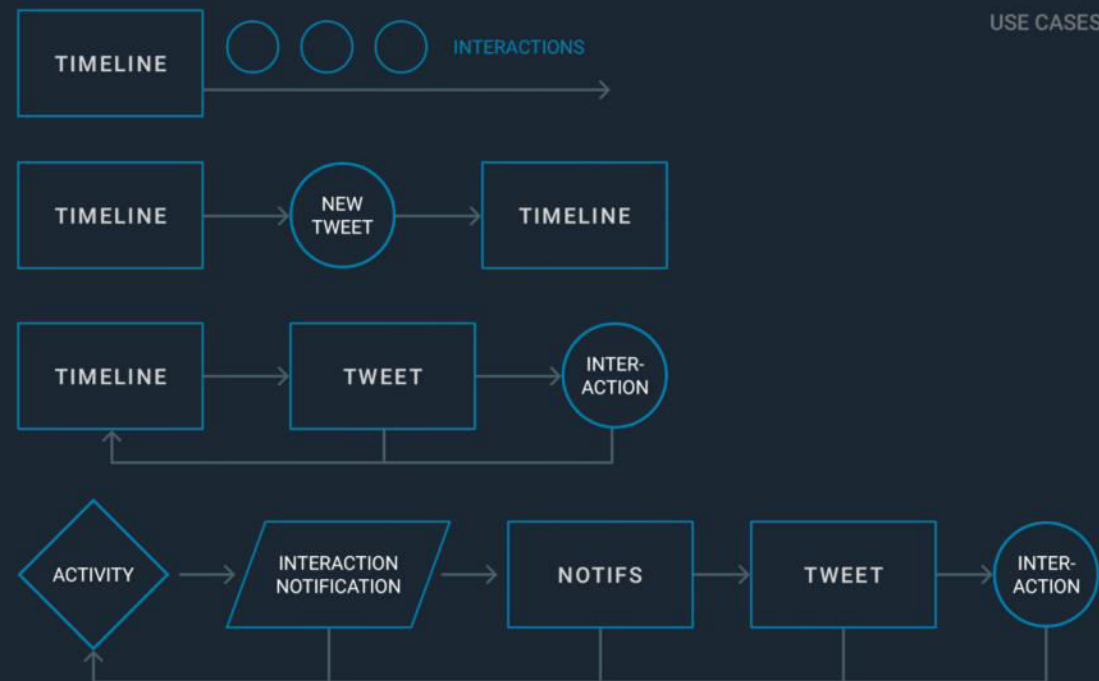
**Labeling Systems:** How you represent information

**Navigation Systems:** How users browse or move through information

**Search Systems:** How users look for information

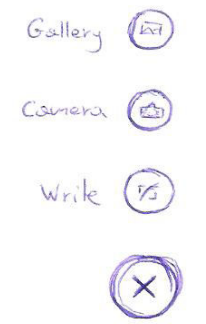
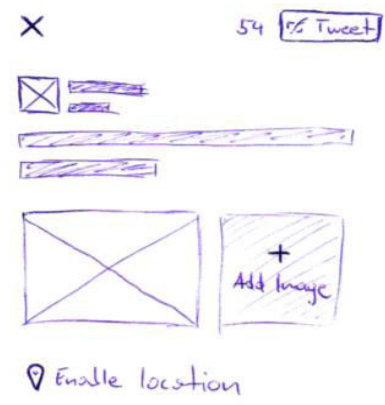
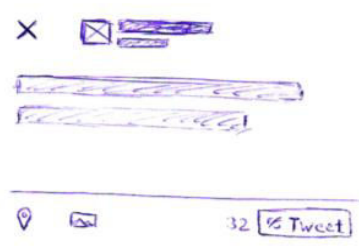
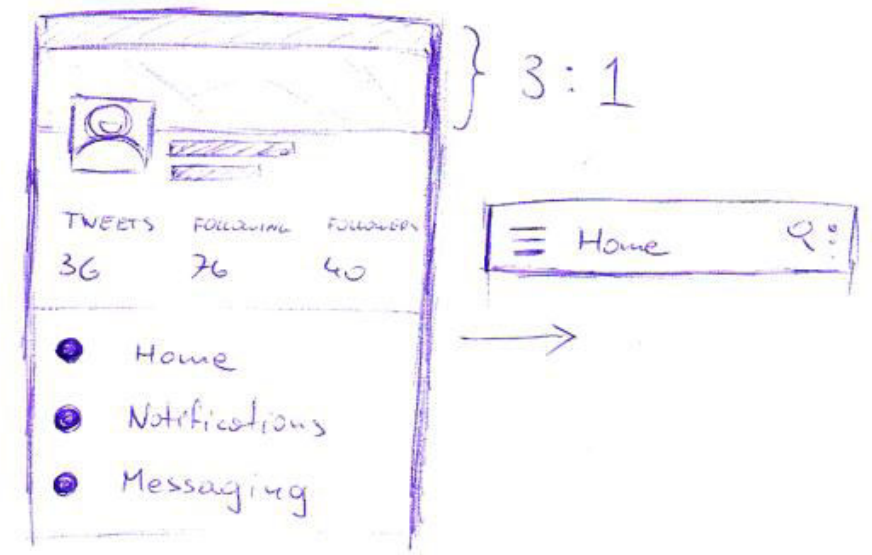
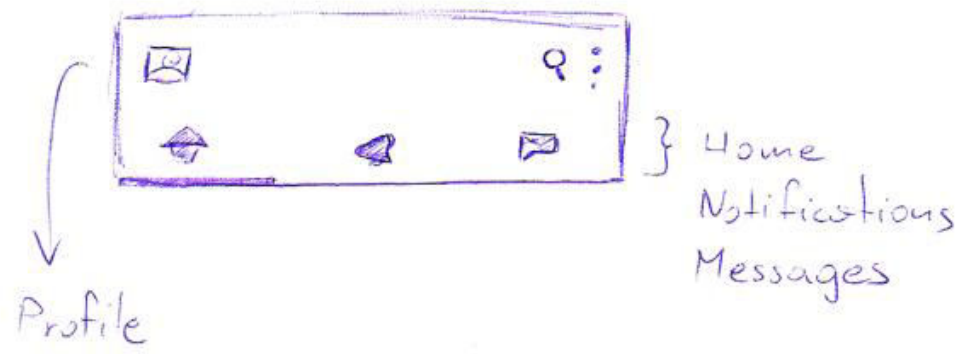


USER FLOW



# Wire-framing/ Sketching

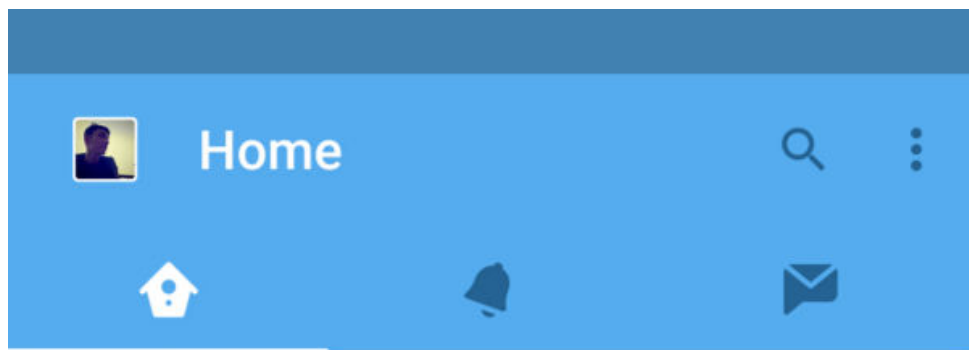
The wireframe depicts the page layout or arrangement of the website's content, including interface elements and navigational systems, and how they work together. The wireframe usually lacks typographic style, colour, or graphics, since the main focus lies in functionality, behaviour, and priority of content.



# UI (User Interface)

- Low Fidelity Mock-ups
- Colour Theory
- High Fidelity Mock-ups





# COLOR THEORY

## QUICK REFERENCE SHEET FOR DESIGNERS

### SUBTRACTIVE

CREATED WITH INK;  
START WITH WHITE, ADD COLOR.  
CMYK



### COLOR TYPES



PRIMARY



SECONDARY



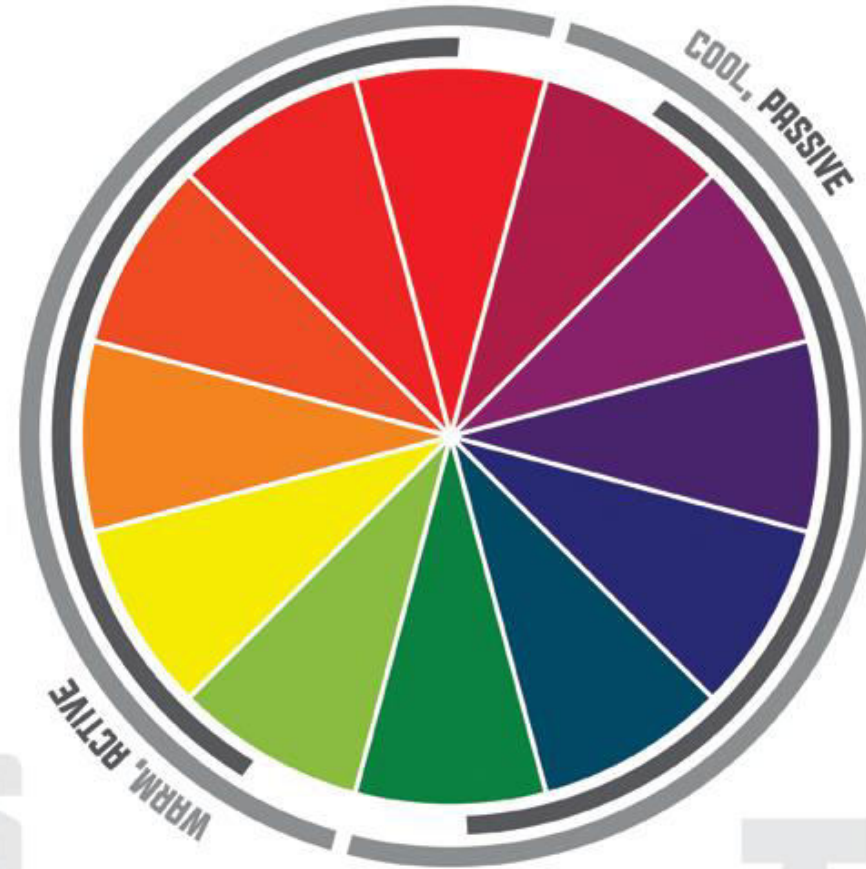
TERTIARY



COMPLEMENTARY



ANALOGOUS



### ADDITIVE

CREATED WITH LIGHT;  
START WITH BLACK, ADD COLOR.  
RGB



### COLOR RELATIONSHIPS



MONOCHROMATIC



COMPLEMENTARY



SPLIT  
COMPLEMENTARY



DOUBLE  
COMPLEMENTARY



ANALOGOUS



TRIAD

## MEANINGS



INTENSE. FIRE & BLOOD.  
ENERGY, WAR, DANGER, LOVE  
PASSIONATE, STRONG.

SKY, SEA.  
DEPTH, STABILITY, TRUST  
MASCULINE, TRANQUIL.

ROYALTY, POWER.  
NOBILITY, WEALTH, AMBITION  
DIGNIFIED, MYSTERIOUS.

NATURE, GROWTH.  
FERTILITY, FRESHNESS, HEALING  
SAFETY, MONEY.

WARM, STIMULATING.  
ENTHUSIASM, HAPPINESS, SUCCESS  
CREATIVE, AUTUMN.

SUNSHINE, JOY.  
CHEERFULNESS, INTELLECT, ENERGY  
ATTENTION-GETTER.

## TERMS

**CHROMA:** How pure a hue is in relation to gray

**SATURATION:** The degree of purity of a hue

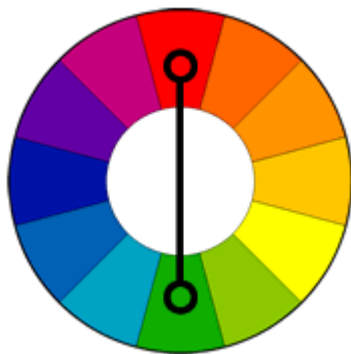
**INTENSITY:** The brightness or dullness of a hue

**LUMINANCE/VALUE:** A measure of the amount of light reflected from a hue

**SHADE:** A hue produced by the addition of black

**TINT:** A hue produced by the addition of white

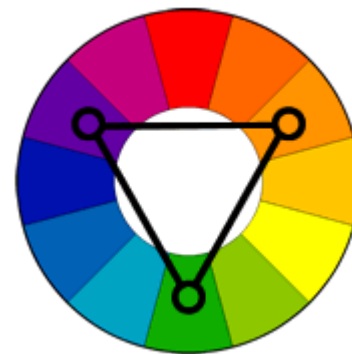




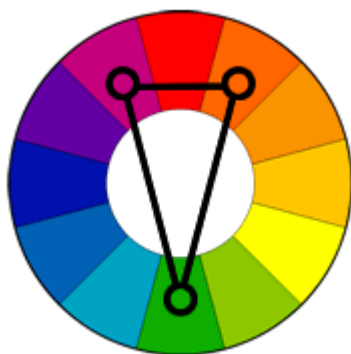
Complementary



Analogous



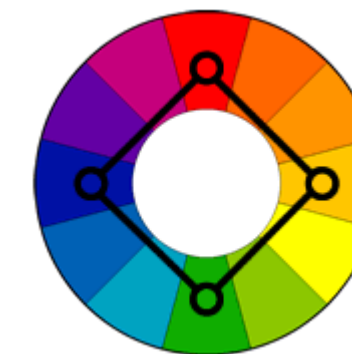
Triad



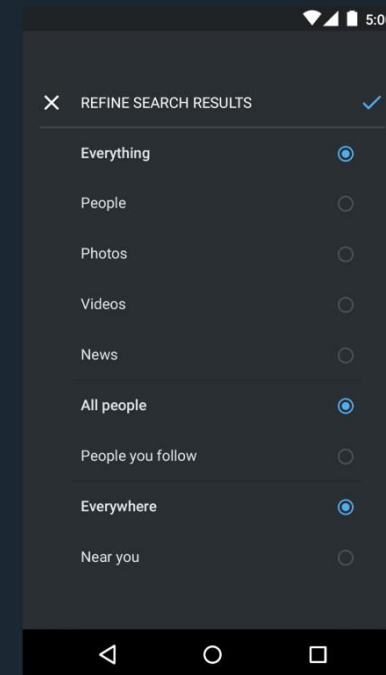
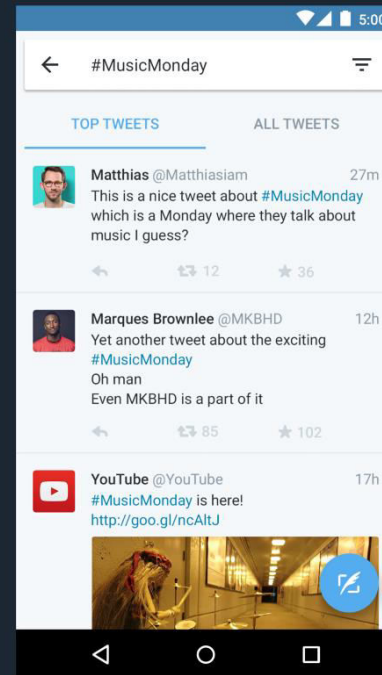
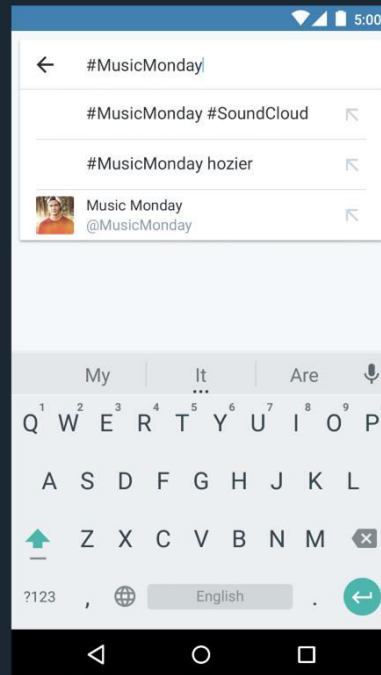
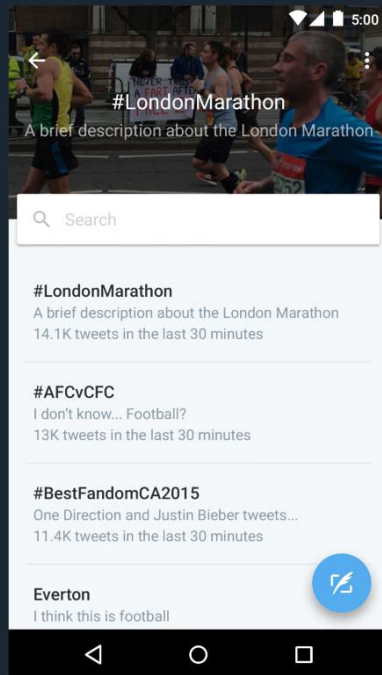
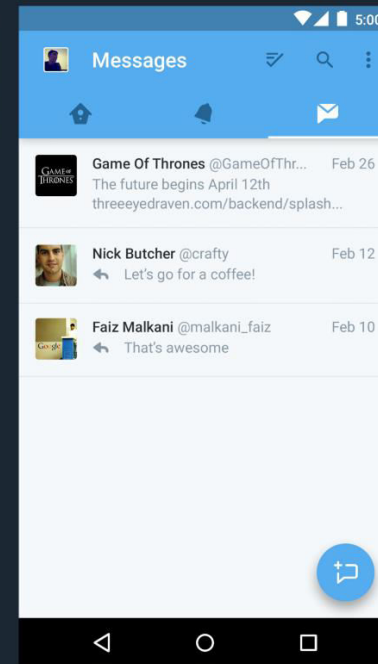
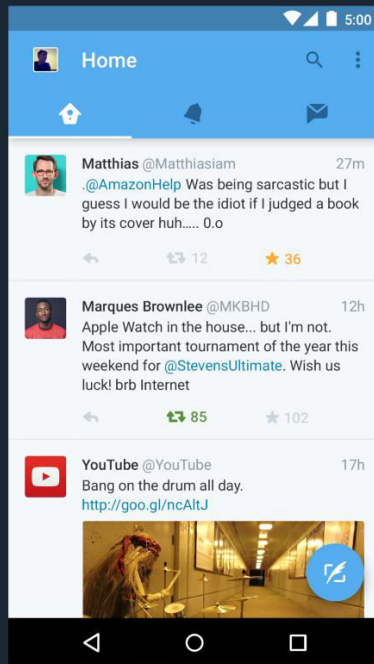
Split Complementary



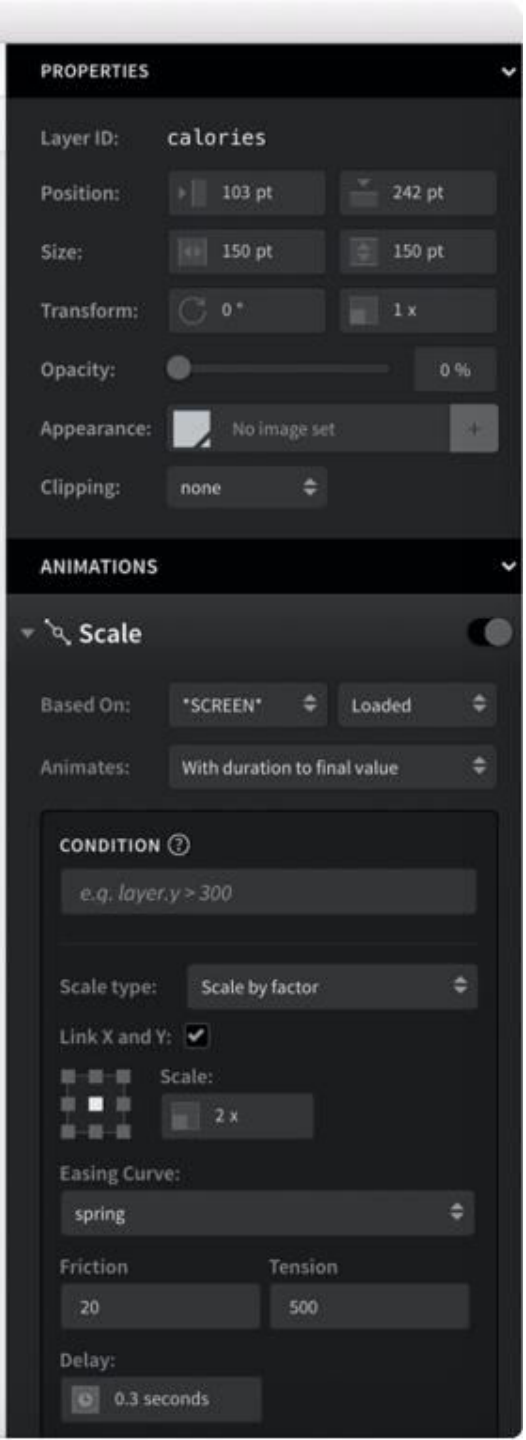
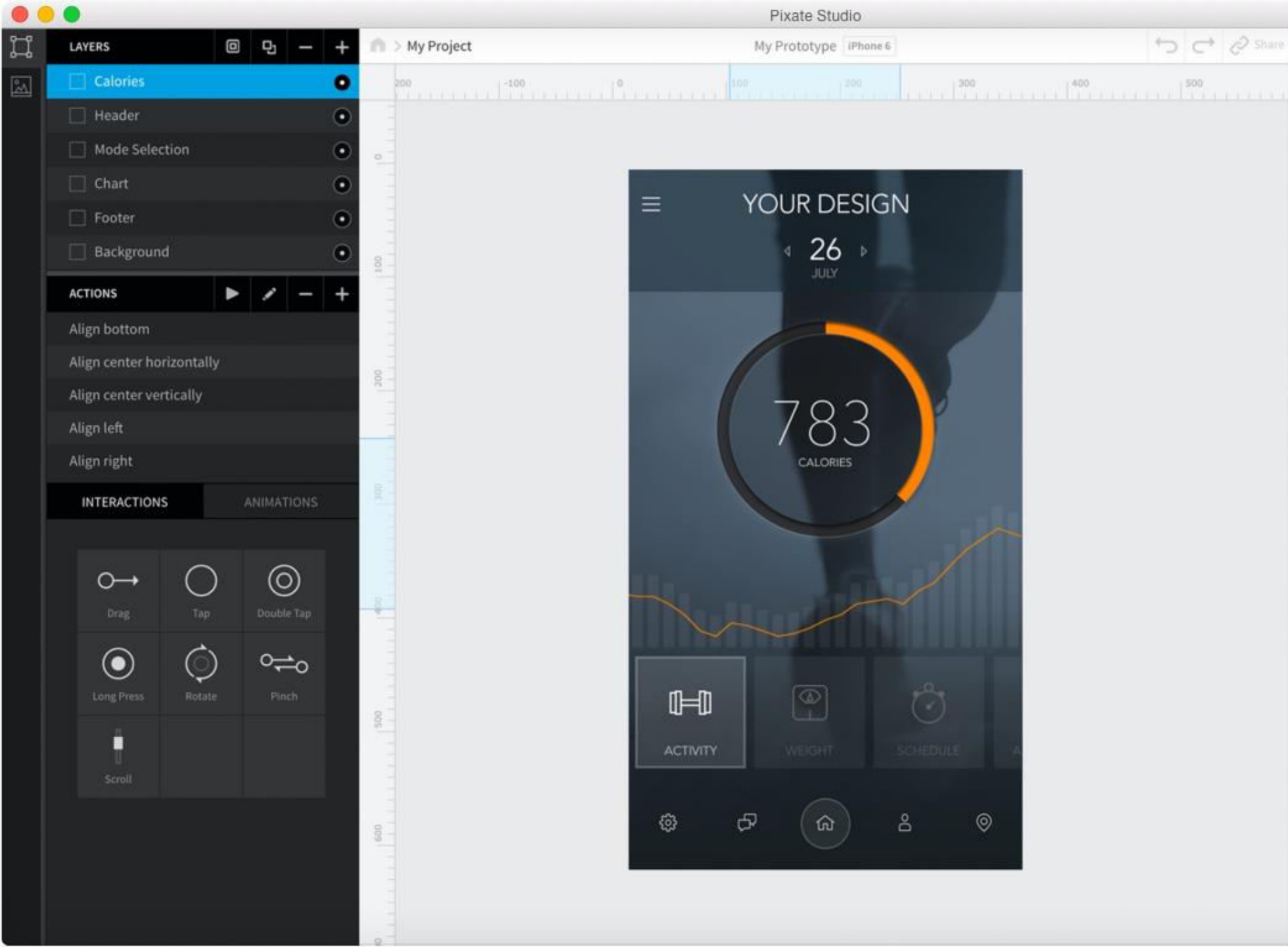
Rectangle



Square



# Prototyping



# Some popular tools-

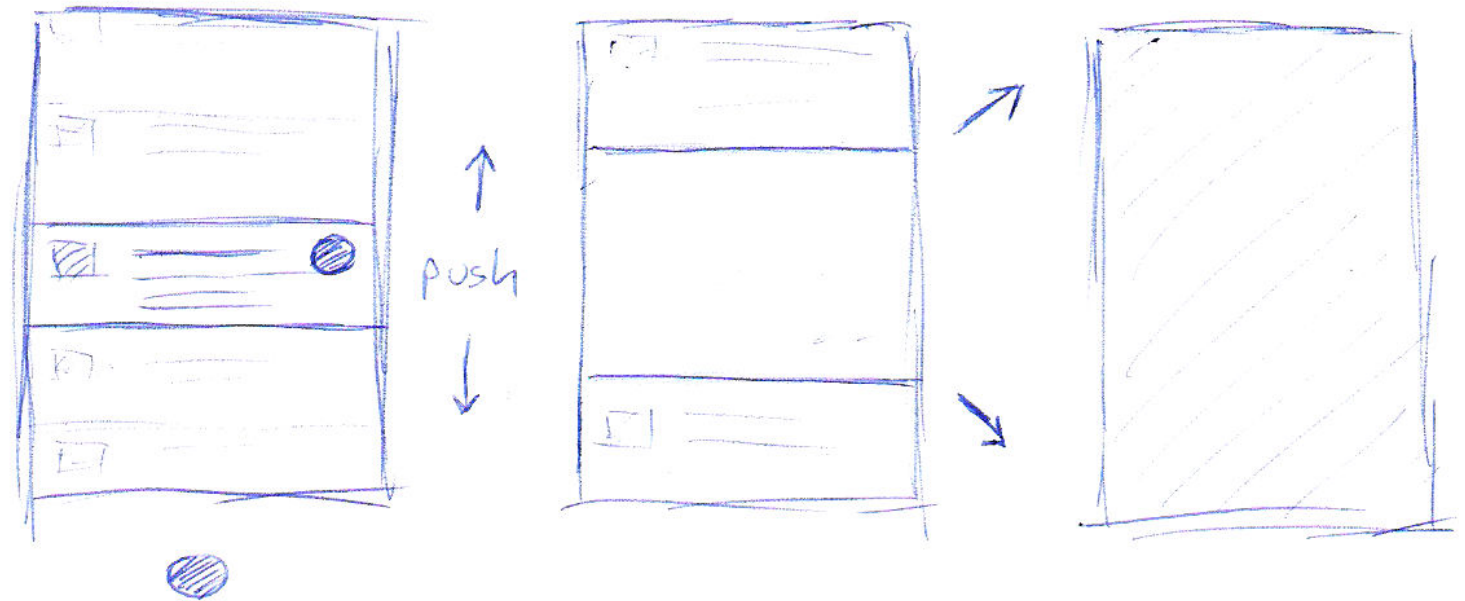
- Framerjs
- Pixate
- Invision



pixate

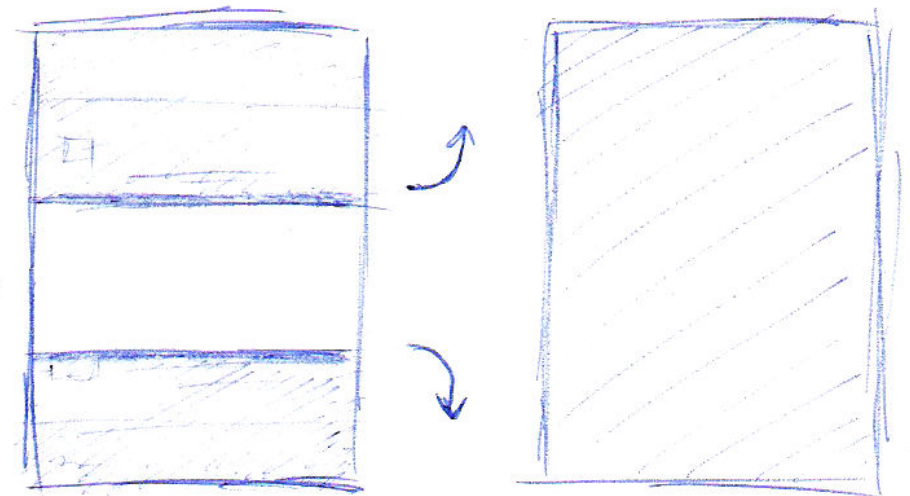
inVISION

# Interactions



OR

↑ ↑  
L → elevate



# User Testing

Before you launch your app, watch real people use it and hear their respective comments... And re-structure accordingly.

**Shoot your doubts at:**

**chat.sdslabs.co**

**facebook.com/SDSLabs**

**Twitter- @sdslabs**



**Thank You.**