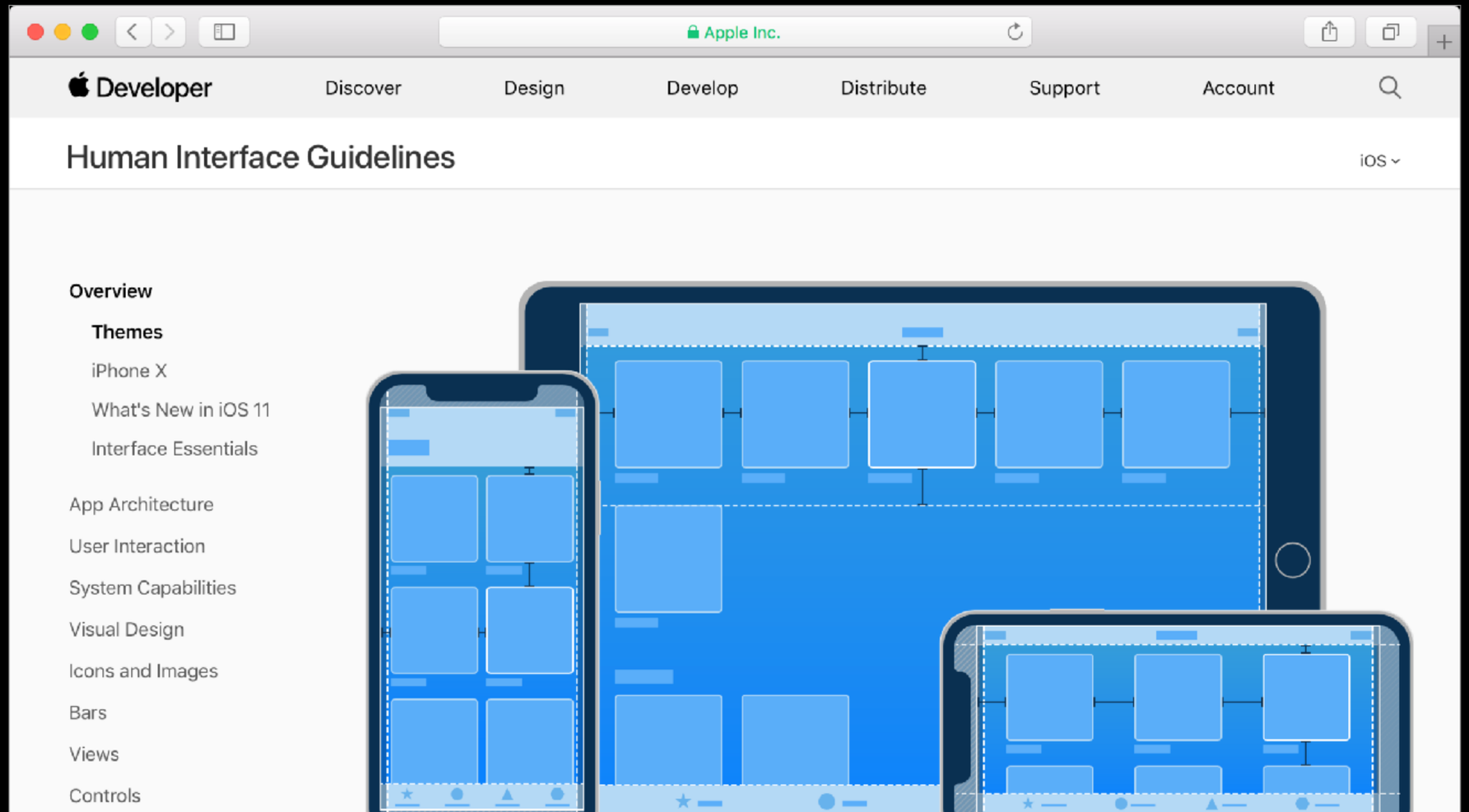
Unit 3—Lesson 9:
Building Simple Workflows

Human interface guidelines



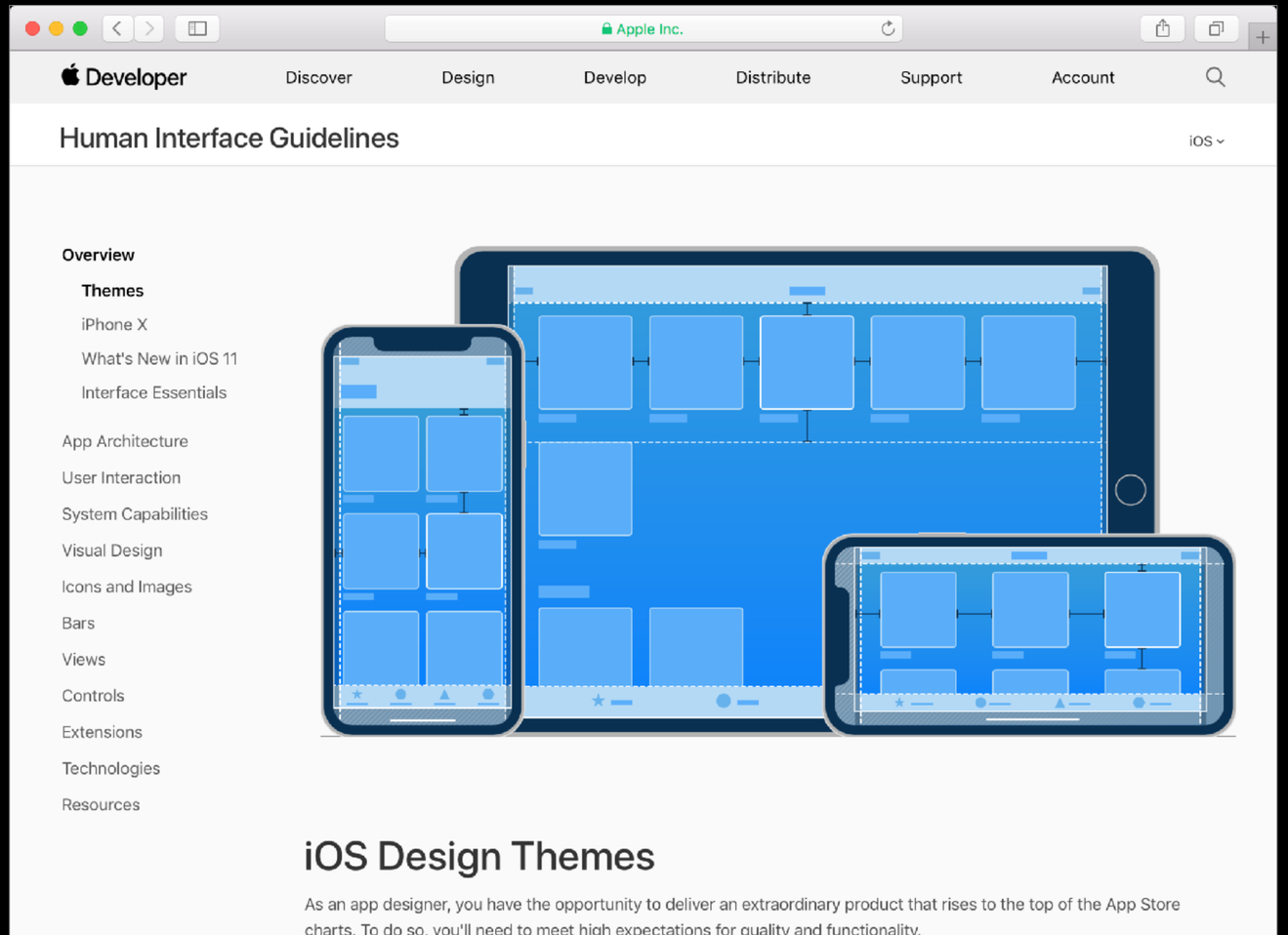
Human interface guidelines

Design themes

Clarity

Deference

Depth



Human interface guidelines

Design principles

Aesthetic integrity

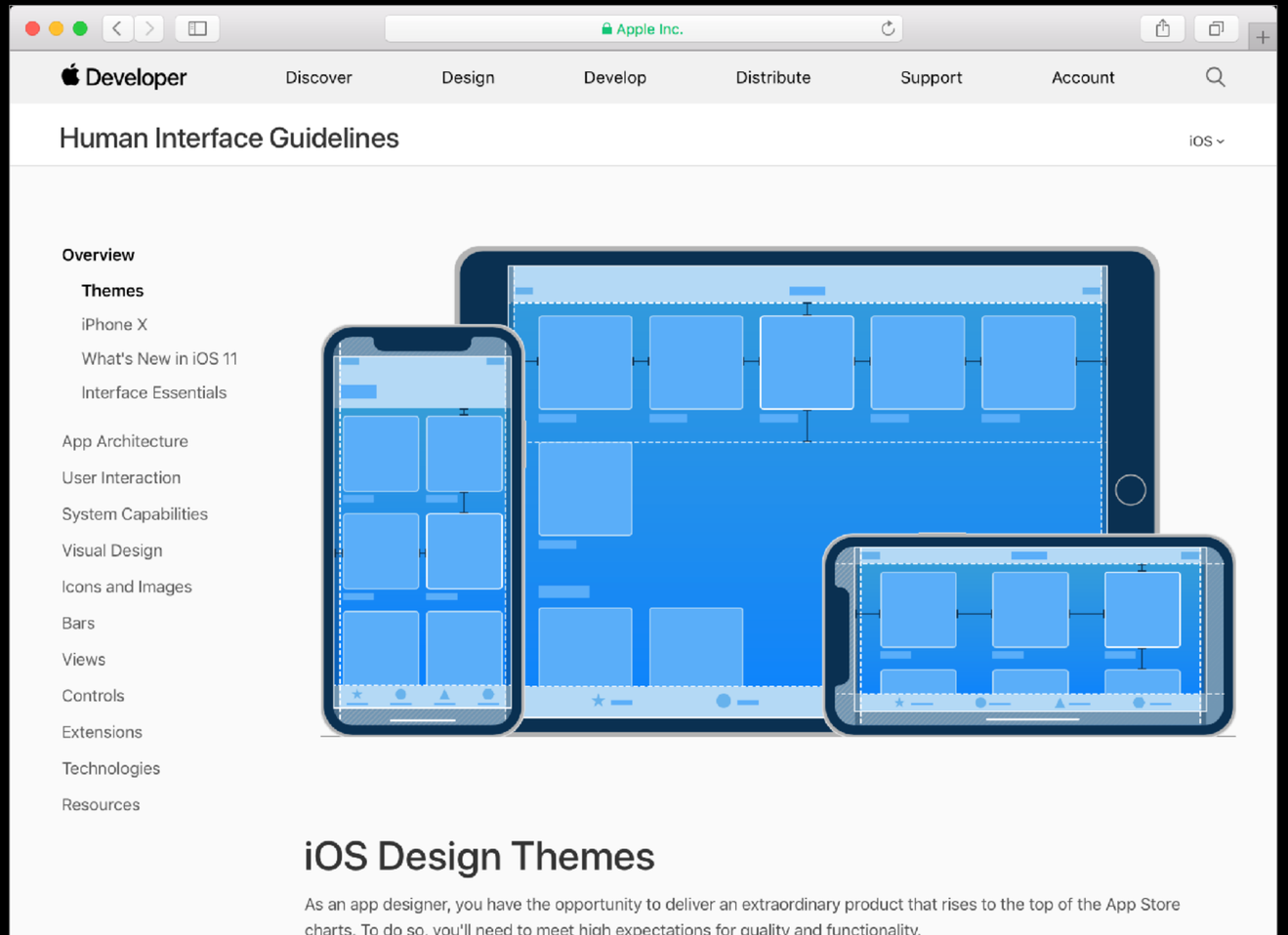
Consistency

Direct manipulation

Feedback

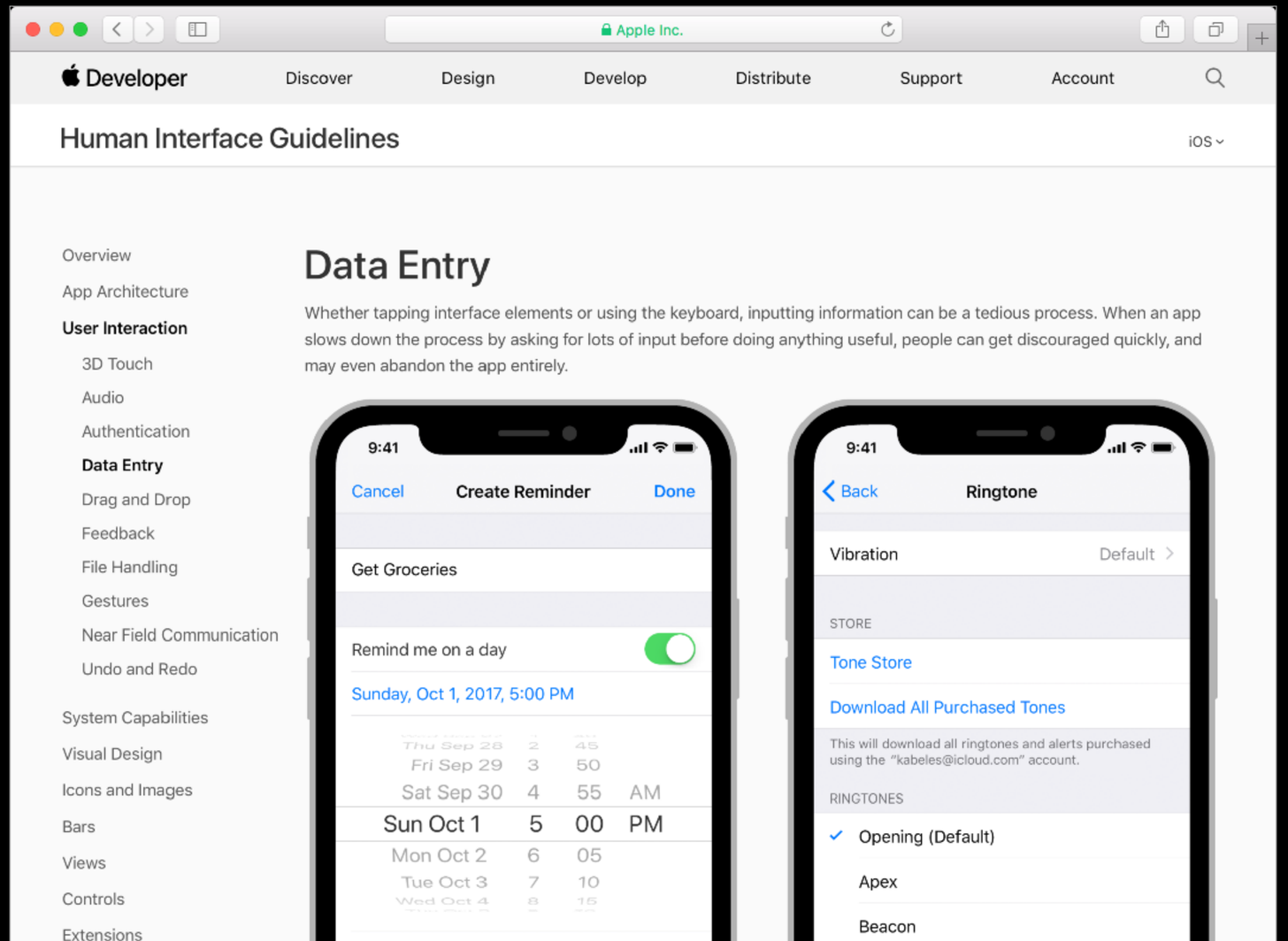
Metaphors

User control



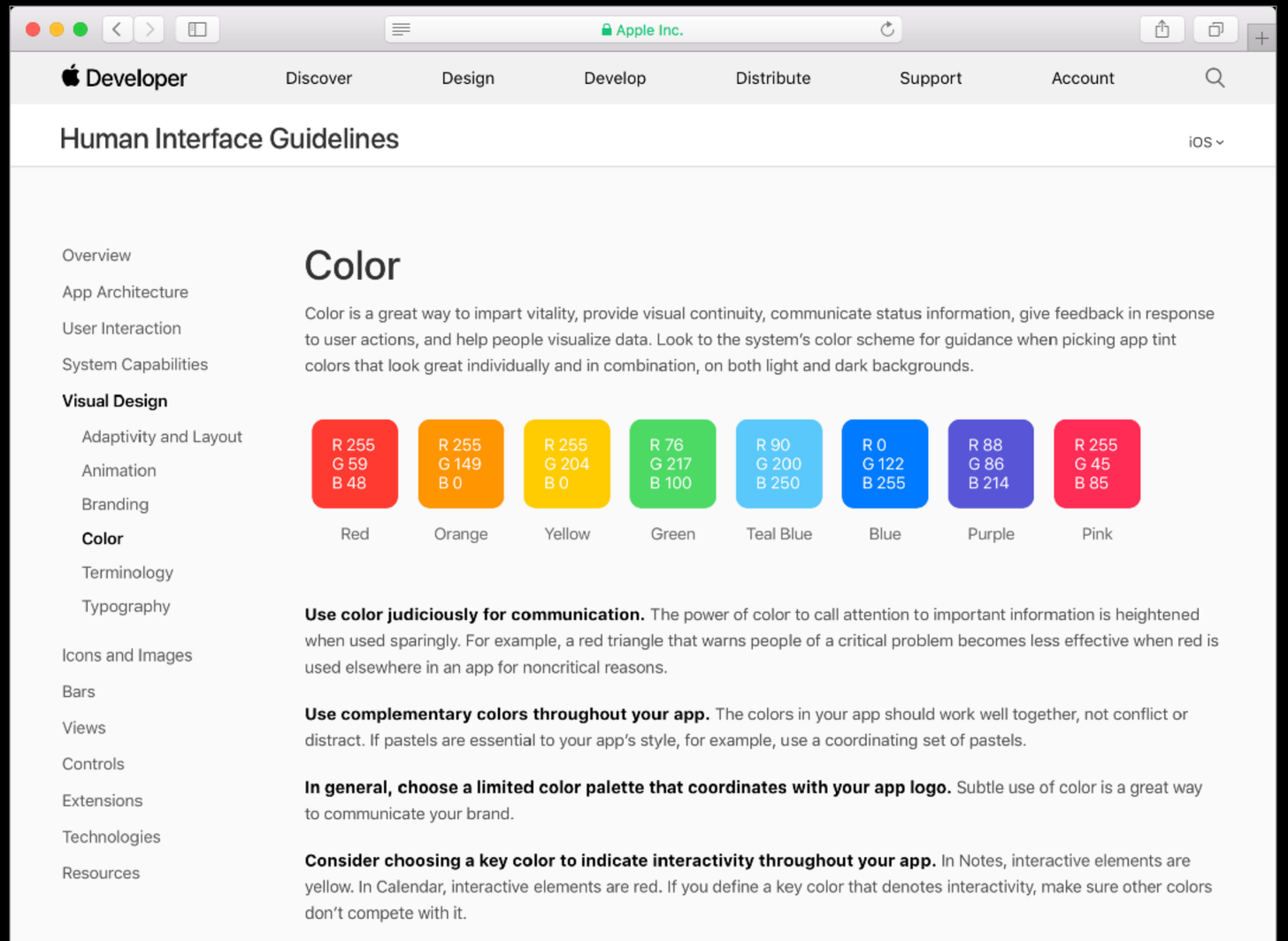
Human interface guidelines

Data entry



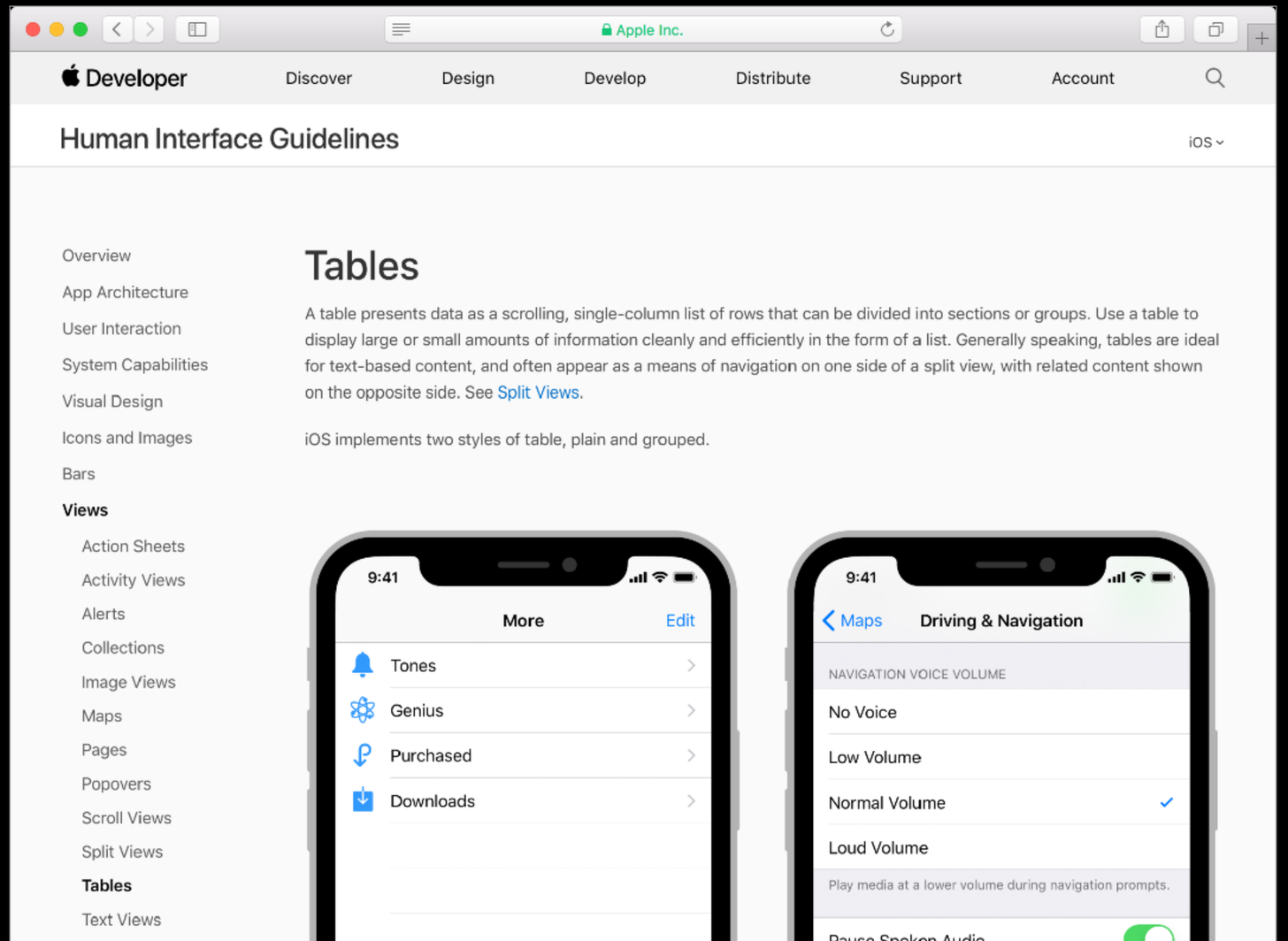
Human interface guidelines

Color

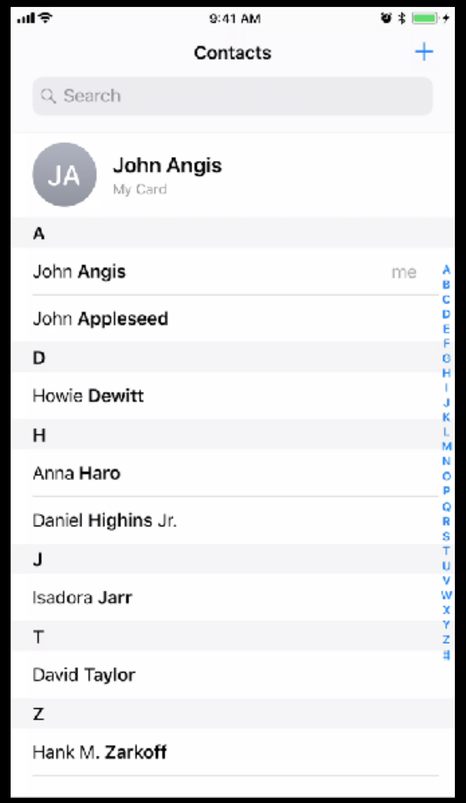


Human interface guidelines

Tables



Modal versus push



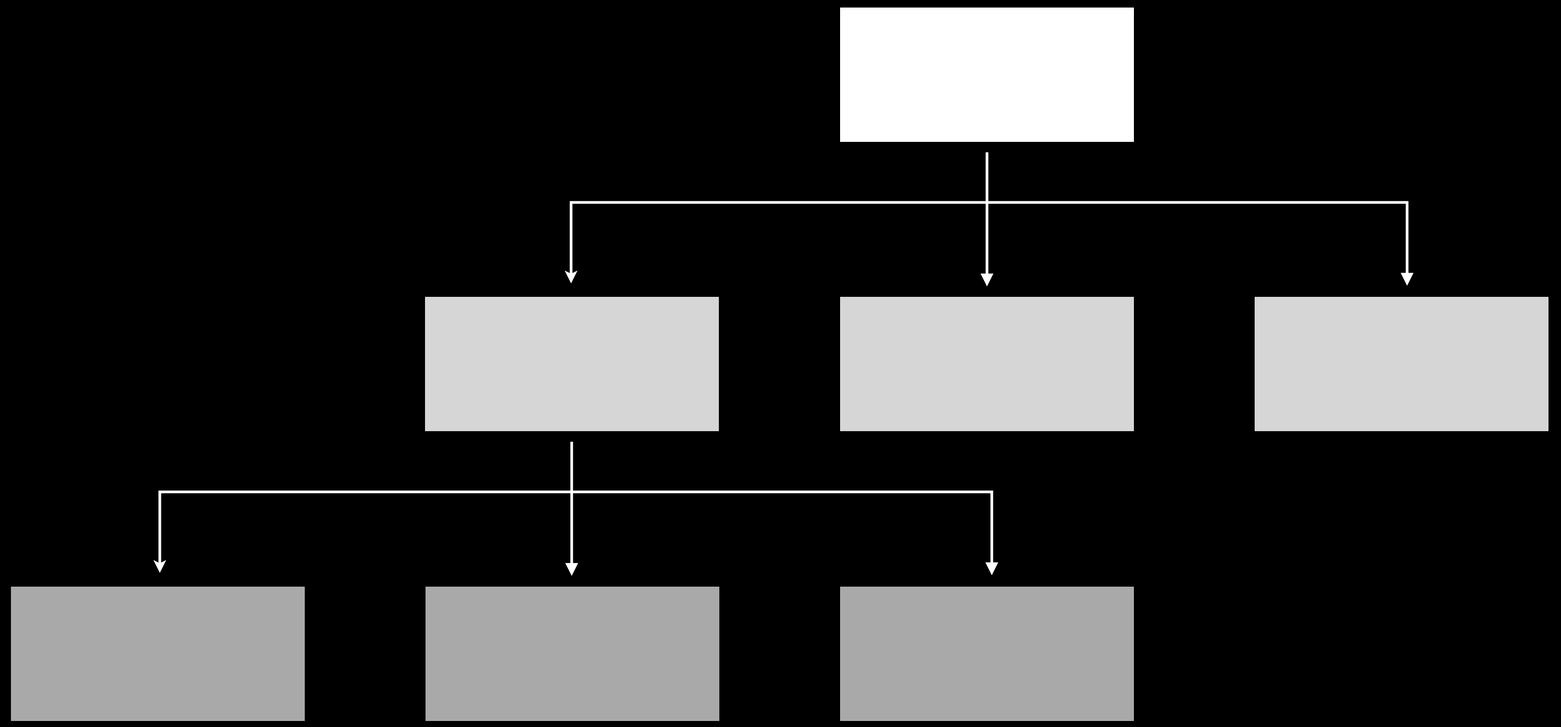
Navigation hierarchy

Three main types:

- Hierarchical
- Flat
- Content-driven or experience-driven

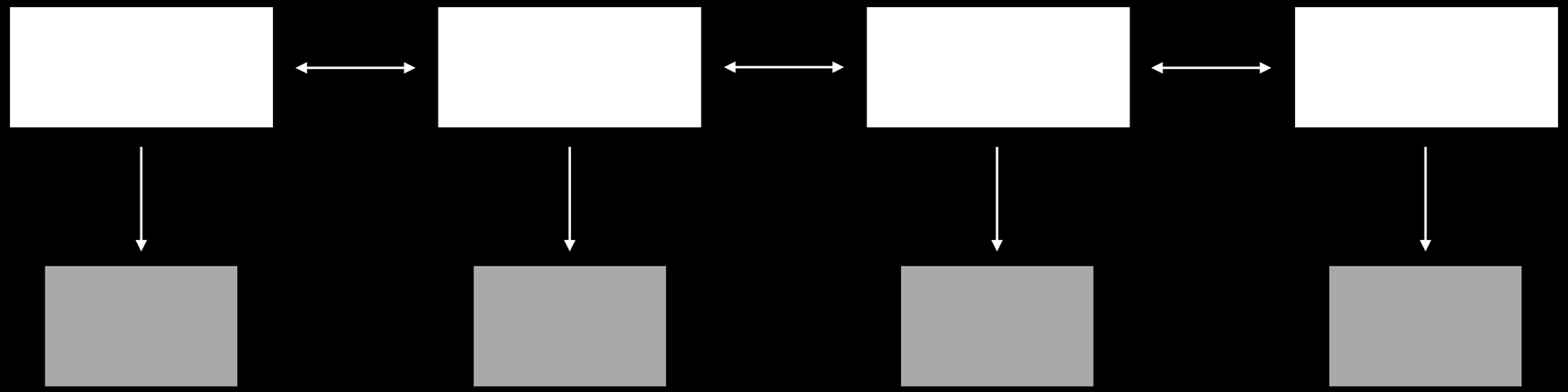
Navigation hierarchy

Hierarchical



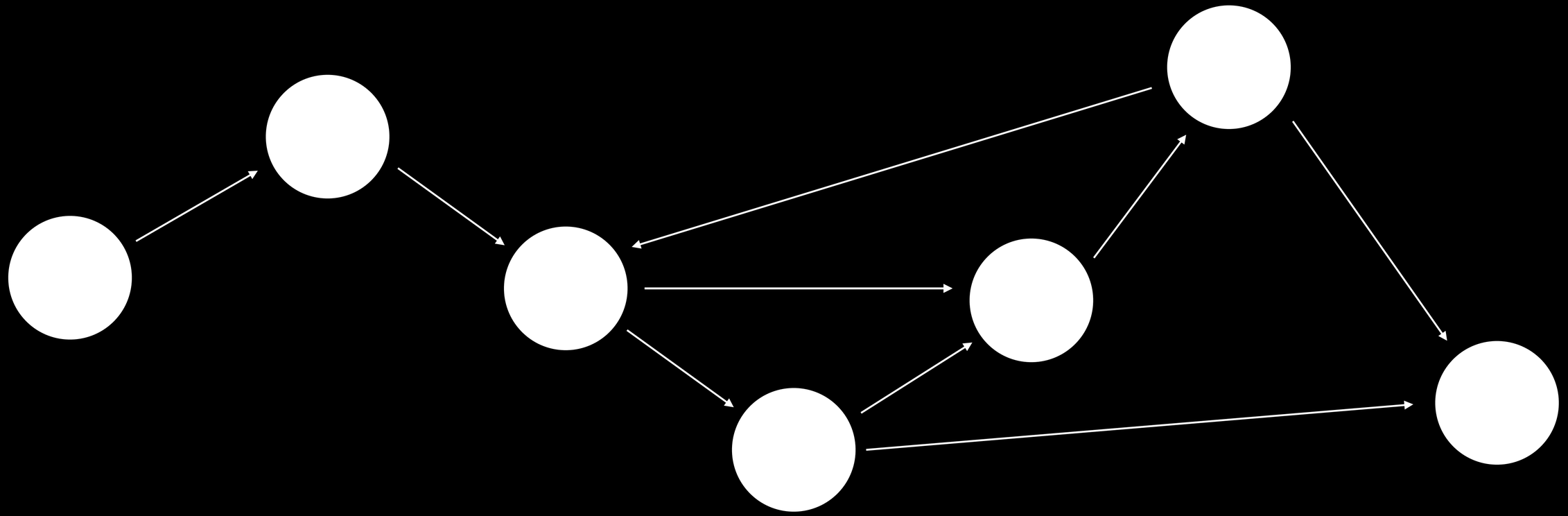
Navigation hierarchy

Flat



Navigation hierarchy

Content-driven



Navigation design guidelines

Design an information structure that makes access to content fast and easy

Use standard navigation components

Use a navigation bar to traverse a hierarchy of data

Use a tab bar to present peer categories of content or functionality

Example workflow

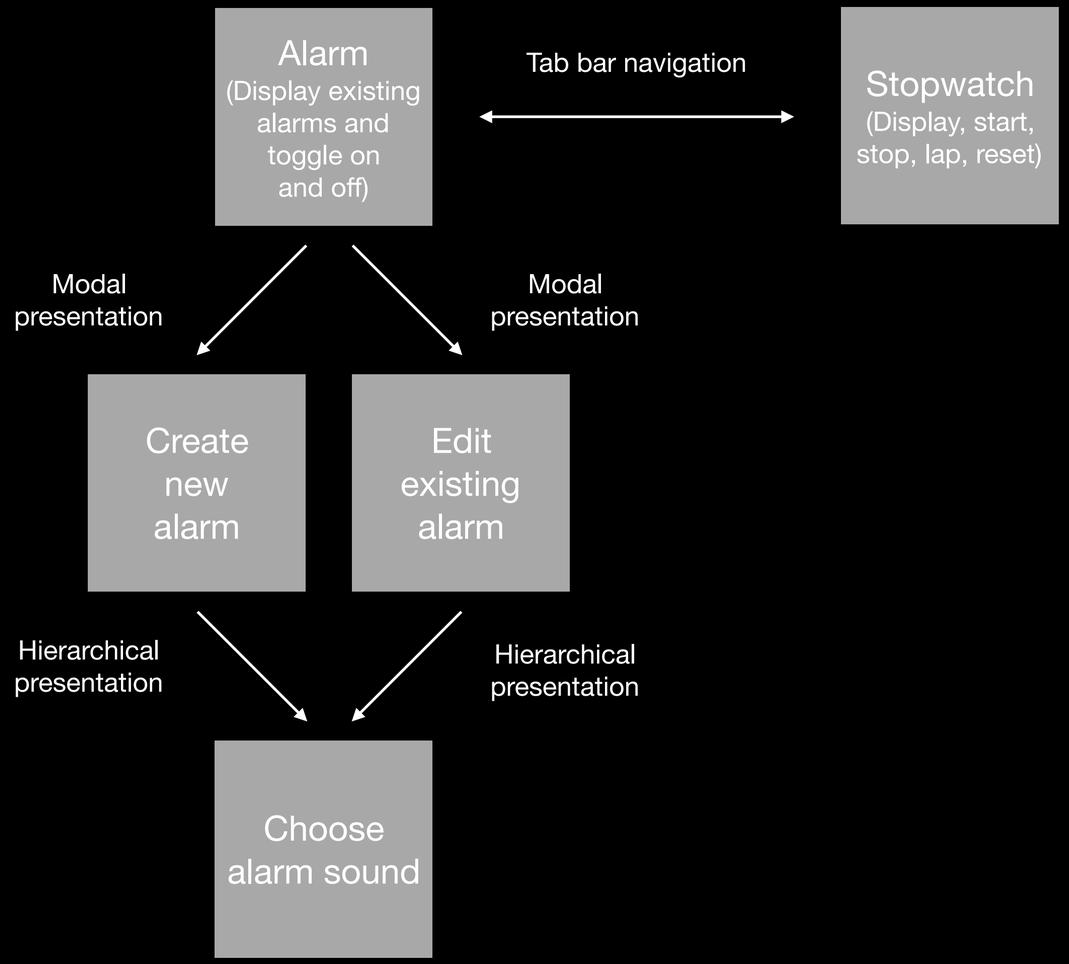
Alarm and stopwatch app

Features

- Display alarms
- Toggle alarms on and off
- Create alarms
- Change sound of alarms
- Basic stopwatch functionality (display, start, lap, stop, reset)

Example workflow

Example workflow



Unit 3—Lesson 9

Building Simple Workflows

Combine common user interfaces and user interactions together to design simple workflows and familiar navigation hierarchies.

Unit 3—Lesson 9

Lab: Pizza Delivery

Use what you've learned about design principles to plan out the navigation hierarchy and flow for a hypothetical pizza delivery app.

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