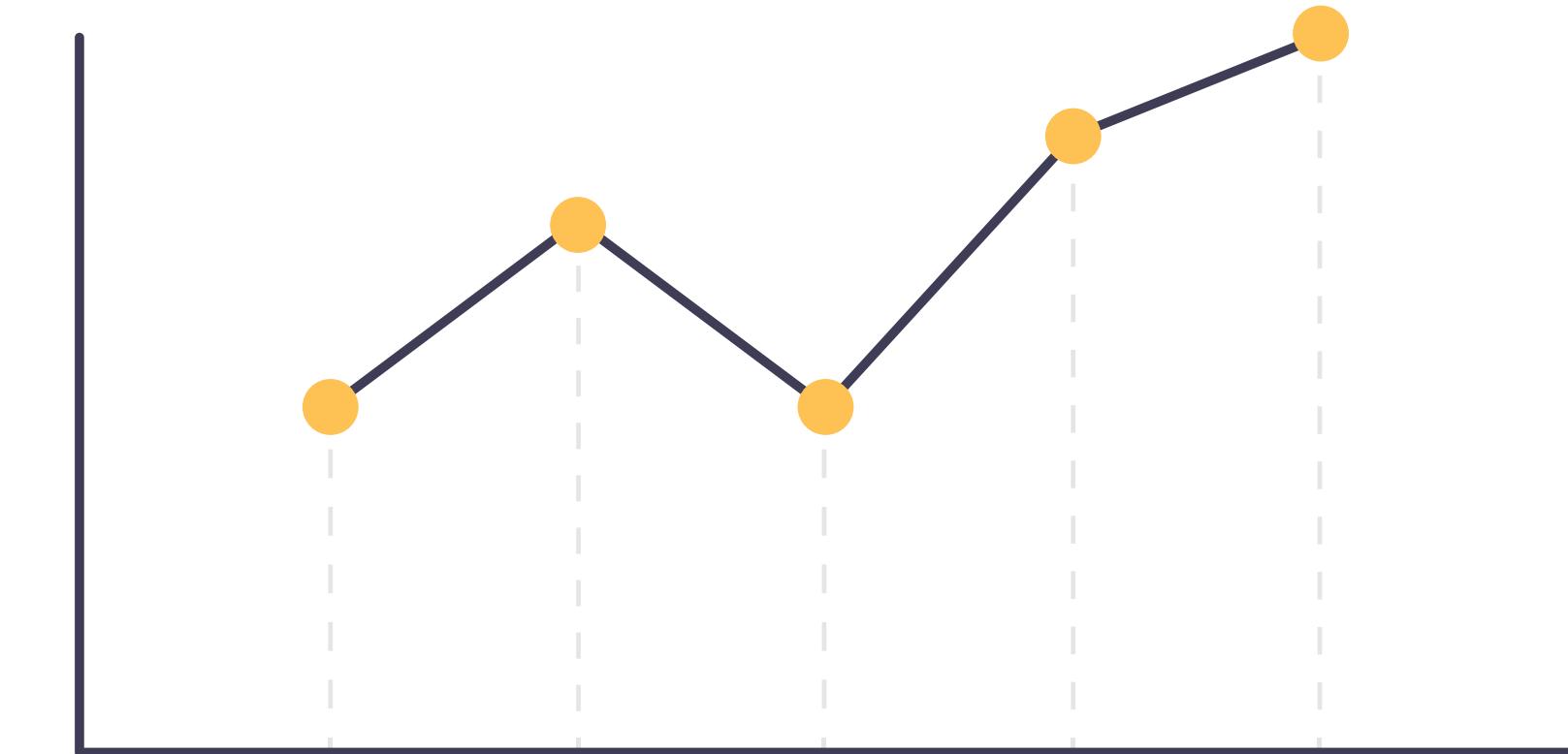


# STRONGLIFTS DIGITAL DASHBOARD

W19.IDF02



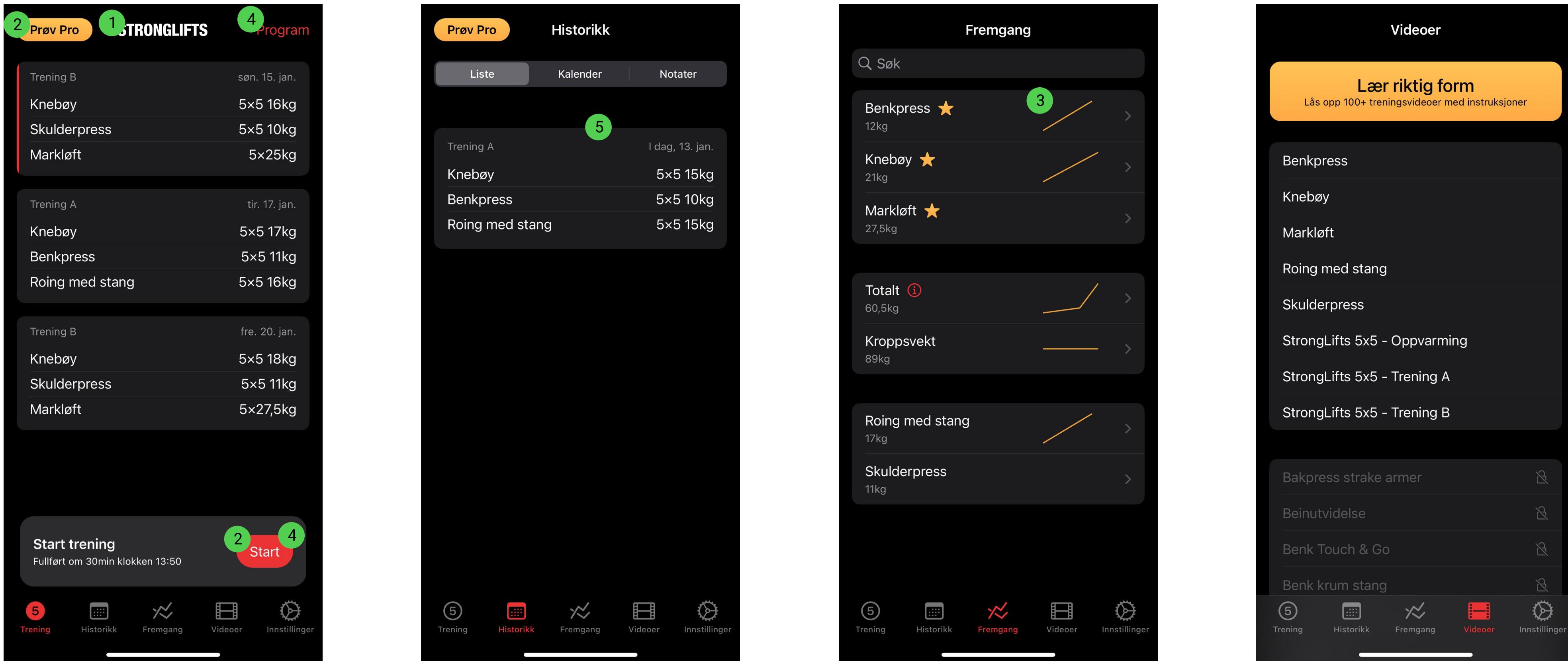
Thea Hatlevold 15/1-2023



## **INTRODUCTION**

In this assignment I will do a visual audit of the app, then I will quickly talk about my main concerns regarding visual design and interaction design principles before I present my design system and finally present the final design for the dashboard.

# VISUAL AUDIT



- 1 Inconsistencies with the font/titles.
- 2 Inconsistencies with the colour of buttons.
- 3 The main colour of the graphs are yellow.
- 4 Some of the colours does not pass the contrast requirements.
- 5 Mostly neutral colour with a pop of yellow/red.

Overall, the design is very brutal and straight-forward as a part of the brand image. I will keep the design idea as presented in the app, but I will change some of the colours in order to pass the colour contrast requirements.

# DATA VISUALIZATION

In this assignment, I based my data visualization on the information presented in *Interaction Design Foundation - Module 2* (Noroff, School of Technology and Digital media, n.d.a)

## Consistency

- All of the design elements should stay the same as often as possible.

## Layout

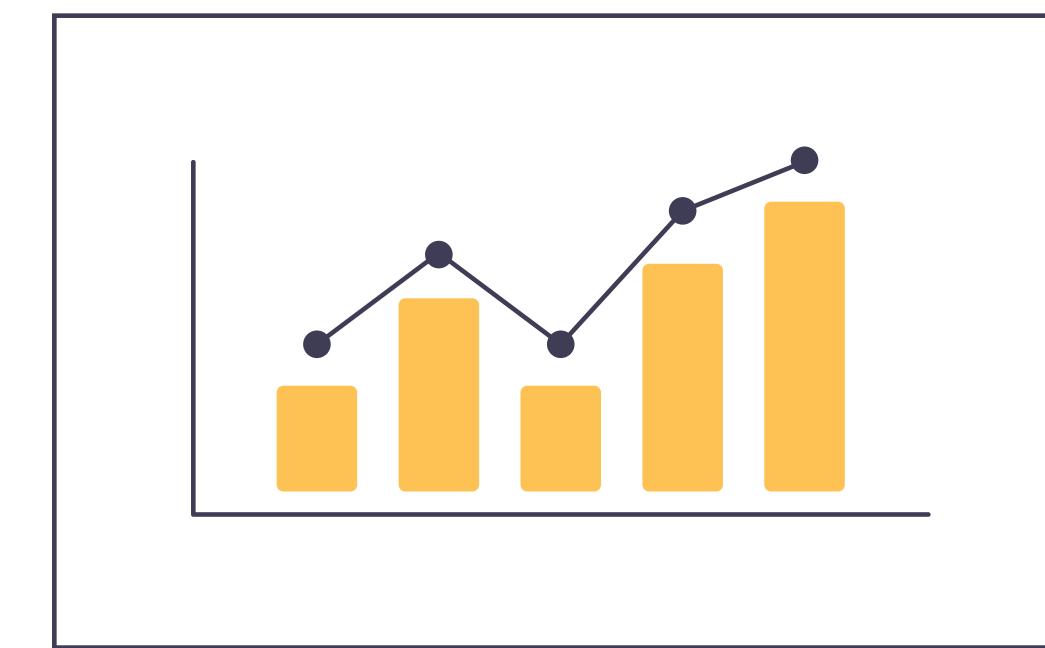
- Positioning is key to a good user experience - group related elements, keep amount of steps for the user to a minimum

## Colour

- Use the colours of graphs wisely, not only for decoration purposes.

## Visual patterns

- Display information in ways that are logical and easy to scan.



## INTERACTION DESIGN PRINCIPLES

In this assignment, I based my design on the Interaction Design Principles presented by the Interaction Design Foundation (*Interaction Design Foundation, n.d.*)

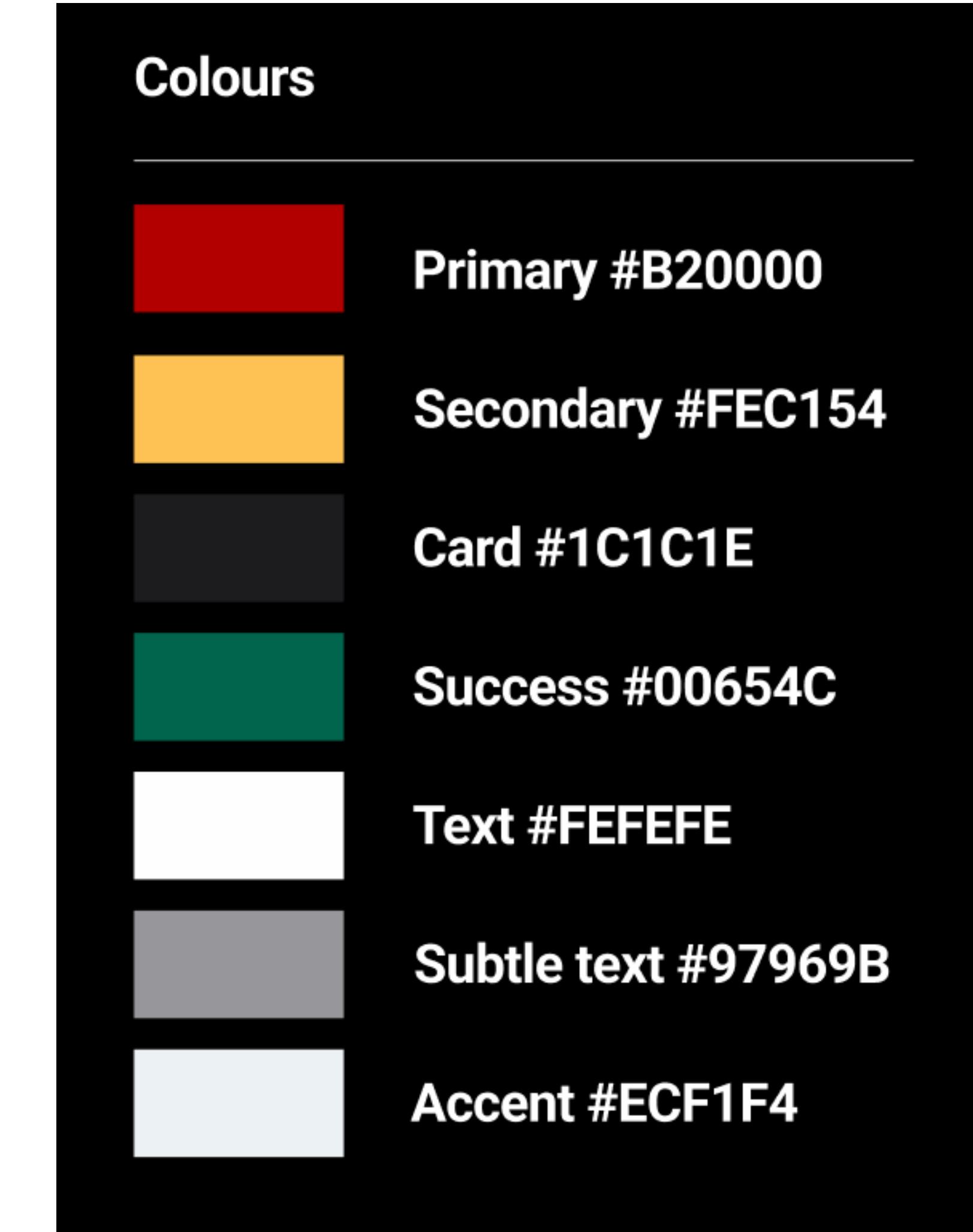
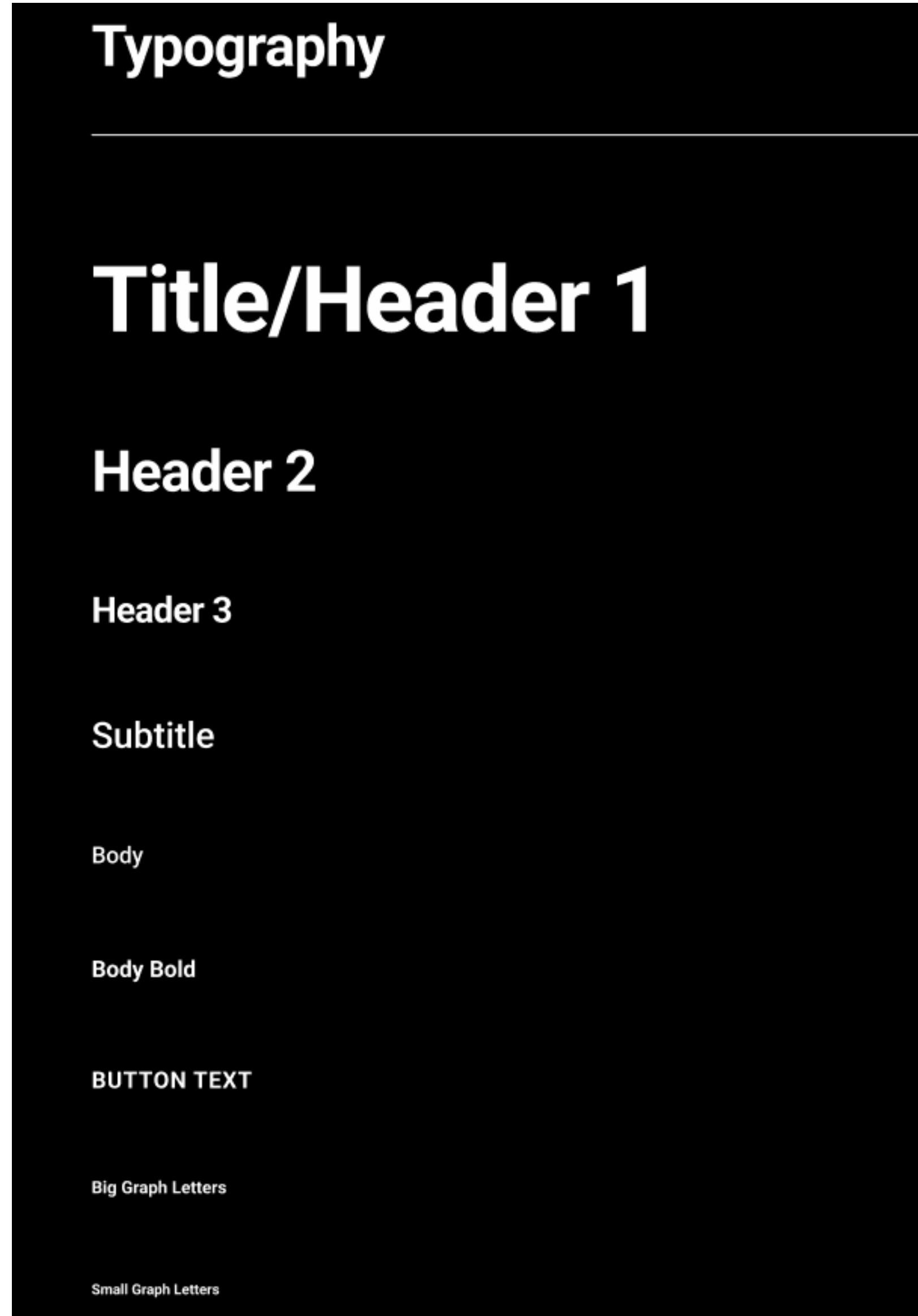
I will for the most part consider these points in my digital dashboard design.

- logical ordering
- consistency
- flexibility
- minimalism
- logical grouping
- easy-to-scan
- easy-to-find

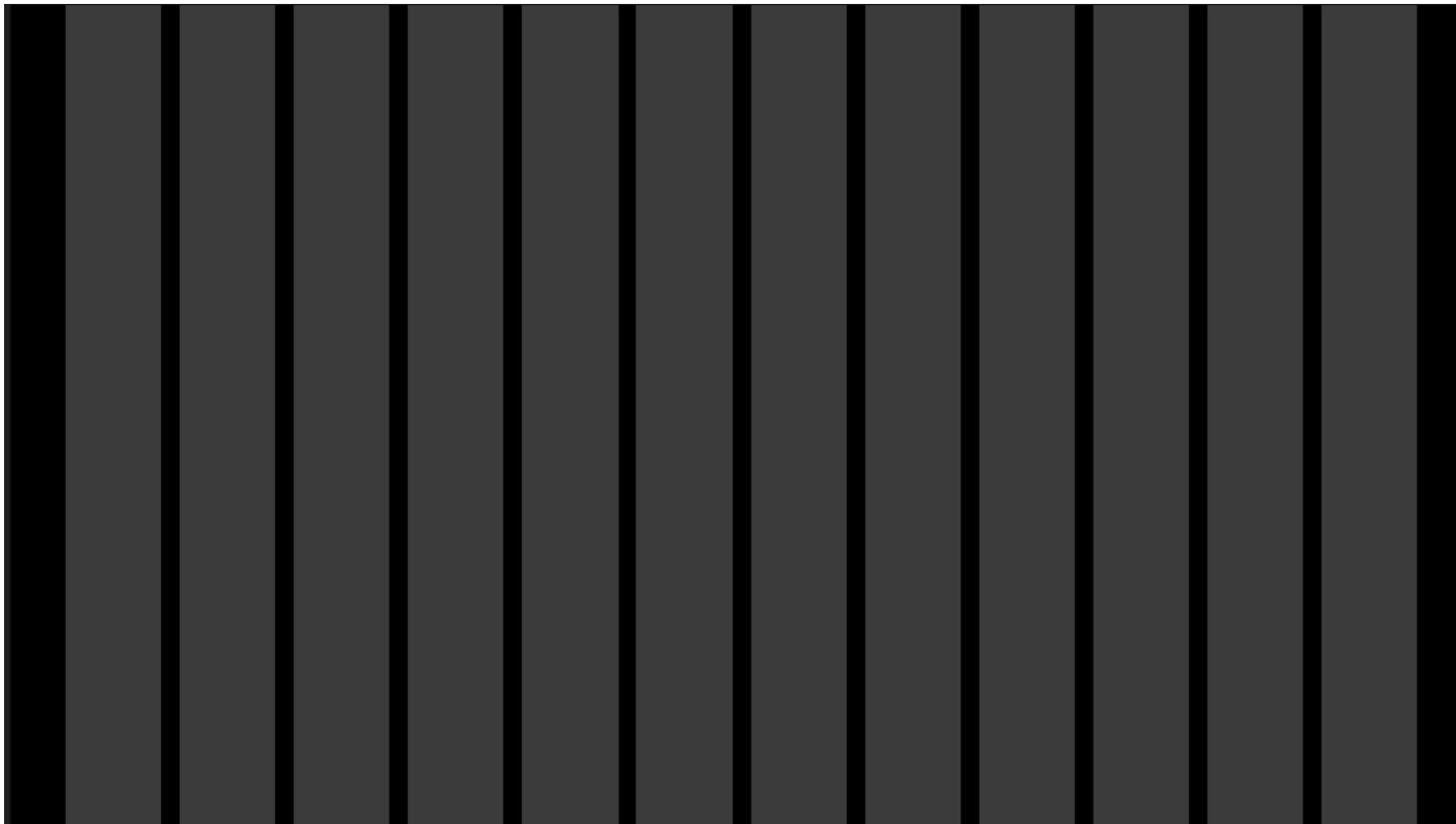
*"Good design is actually a lot harder to notice than poor design, in part because good design fit our needs so well that the design is invisible, serving us without drawing attention to itself. Bad design, on the other hand, screams out its inadequacies, making itself very noticeable"* - Don Norman, Noroff School of Technology and Digital media (n.d.b)

*"Design principles should help designers find ways to improve usability, influence perception, increase appeal, teach users and make effective design decisions in projects."* - Interaction Design Foundation, n.d.

# DESIGN SYSTEM



# DESIGN SYSTEM



## Spacing

4px	
8px	
12px	
16px	
20px	
24px	
32px	
40px	
48px	
56px	
64px	
72px	

# DESIGN SYSTEM

# Defaults

Title

This year  
Last year

A line chart comparing weight lifted over time between this year (yellow line) and last year (red line). The y-axis represents weight in kilograms (kg), ranging from 30kg to 60kg. The x-axis shows months from January to December. Both lines start at approximately 30kg in January and rise steadily, reaching about 60kg by December. The yellow line (This year) is consistently above the red line (Last year), indicating higher weight lifted.

Title

- Date-Date
- Date-Date
- Date-Date
- Date-Date

A pie chart titled 'Title' showing the distribution of four exercise types. The segments are colored yellow, red, grey, and teal. The yellow segment is the largest, followed by red, then grey and teal which are smaller.

Title

- Bench press
- Dead lifts
- Squat

A stacked bar chart titled 'Title' showing weight lifted for three exercises over six days. The bars are stacked vertically for each day. The top segment of each bar is yellow (Bench press), followed by red (Dead lifts), then grey (Squat). The total height of the bars increases from day 1 to day 6, reaching approximately 60kg by day 6.

# Actives

Title

This year  
Last year

A line chart similar to the one above, showing weight lifted over time for this year (yellow) and last year (red). A specific data point is highlighted with a callout box labeled '52kg' at approximately July 1st. The chart shows a steady increase in weight lifted throughout the year for both years.

Title

- Date-Date
- Date-Date
- Date-Date
- Date-Date

A pie chart titled 'Title' showing the distribution of four exercise types for actives. The segments are colored yellow, red, grey, and teal. The yellow segment is the largest, followed by red, then grey and teal which are smaller.

Title

- Bench press
- Dead lifts
- Squat

A stacked bar chart titled 'Title' showing weight lifted for three exercises over six days for actives. The bars are stacked vertically for each day. The top segment of each bar is yellow (Bench press), followed by red (Dead lifts), then grey (Squat). The total height of the bars increases from day 1 to day 6, reaching approximately 60kg by day 6.

SHOW 10 ▼

SEARCH...

The image shows a dark-themed component library interface. At the top left, the word "Components" is displayed in large white font. Below it, there are three main sections: "Primary", "Secondary", and "Link".

- Primary:** Contains a red button labeled "BUTTON".
- Secondary:** Contains a grey button labeled "BUTTON", a dropdown menu labeled "SELECTED" with a downward arrow, and another dropdown menu labeled "SELECTED" with a clipboard icon.
- Link:** Contains a yellow button labeled "LINK", a search bar with the word "SEARCH" and a magnifying glass icon, and a small circular progress bar.

At the bottom center of the screen, there is a navigation pagination element with the following icons: double-left arrow, left arrow, number 1, number 2 (underlined), number 3, right arrow, and double-right arrow.

# STRONGLIFTS

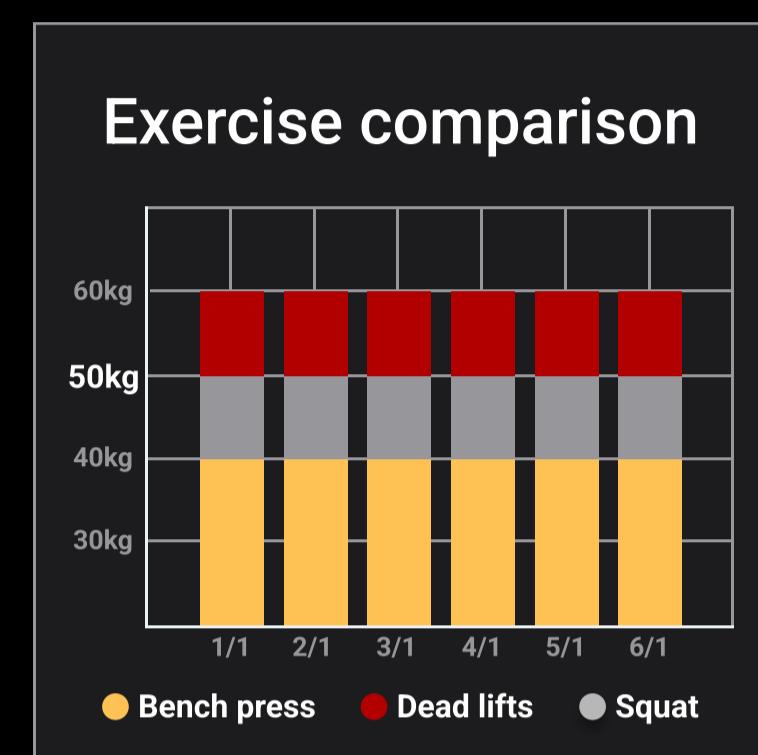
[USERNAME]

SELECTED



GUIDES

TIPS



SHOW 10



SEARCH...



LANGUAGE

ABOUT

LOG OUT

Fold

Date	Exercise	Weight lifted	Rest time
1/1-2023	Squat	60kg	3 min
1/1-2023	Squat	60kg	3 min
1/1-2023	Squat	60kg	3 min
1/1-2023	Squat	60kg	3 min
1/1-2023	Squat	60kg	3 min
1/1-2023	Squat	60kg	3 min
1/1-2023	Squat	60kg	3 min
1/1-2023	Squat	60kg	3 min
1/1-2023	Squat	60kg	3 min
1/1-2023	Squat	60kg	3 min
1/1-2023	Squat	60kg	3 min
1/1-2023	Squat	60kg	3 min
1/1-2023	Squat	60kg	3 min
1/1-2023	Squat	60kg	3 min
1/1-2023	Squat	60kg	3 min
1/1-2023	Squat	60kg	3 min

## REFERENCES

Interaction Design Foundation (n.d) *Design principles*

<https://www.interaction-design.org/literature/topics/design-principles> (13/1-2023)

Limpitsouni, K. (2022) *Undraw*

<https://undraw.co/search> (15/1-2023)

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<https://noroff.bravais.com/s/wepVgths1fD6WwpIEMgv> (13/1-2023)

Noroff, School of Technology and Digital media (n.d.b) *Why is Interaction Design important?*

<https://noroff.bravais.com/s/wepVgths1fD6WwpIEMgv> (13/1-2023)

## APPENDIX

### Design system

