

UI Design Theory

Styling Sheets

Gestalt Principals

Mobile UI

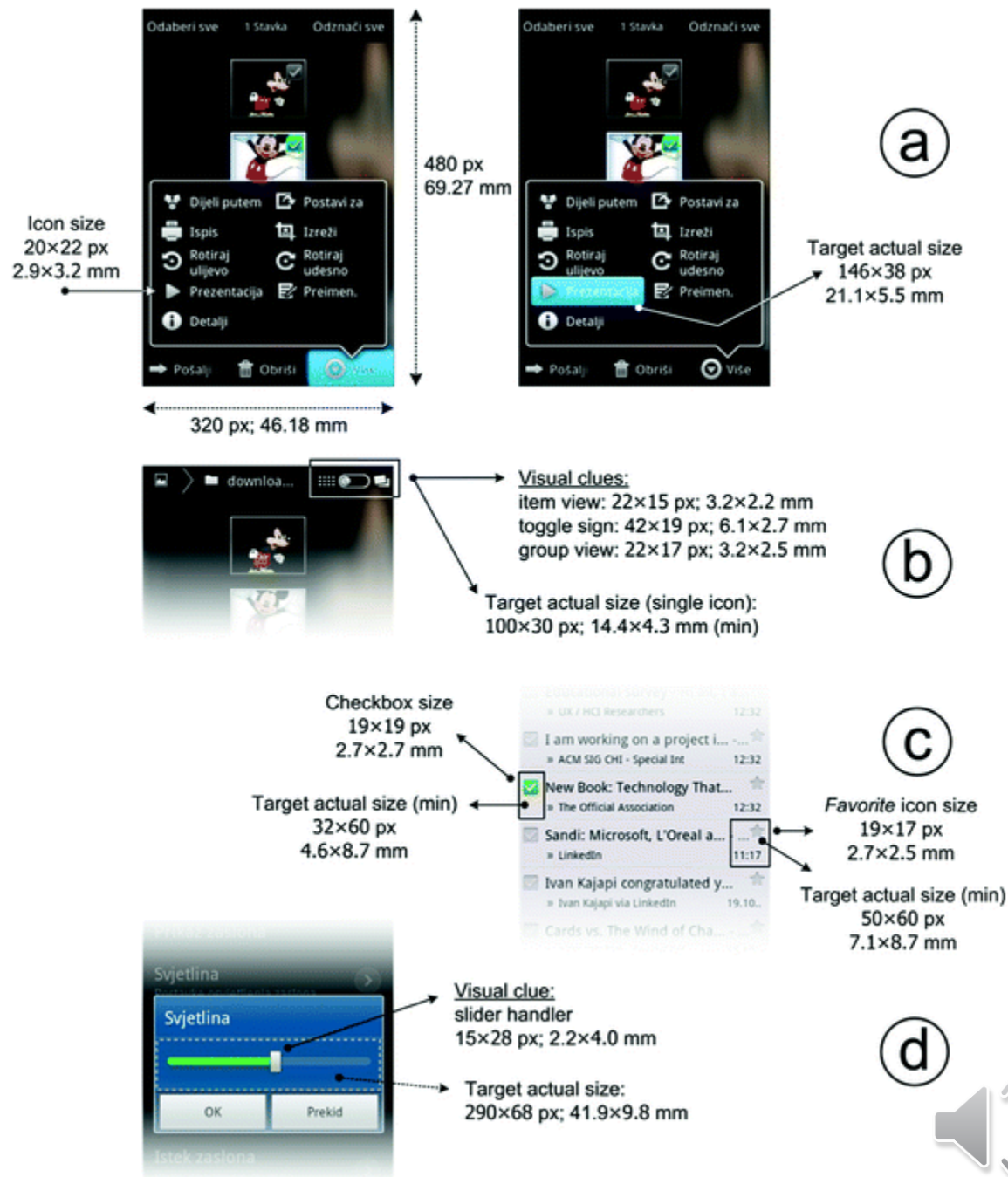
Wrap up



For mobile devices we need to consider the following.

- Vertical & Horizontal Orientation
- Screen Size
- Thumb Zone
- Mobile Gestures
- Seamless Switching

Ljubic, S., Glavinic, V., & Kukec, M. (2015).
Finger-based pointing performance on
mobile touchscreen devices: Fitts' law fits.
Paper presented at the , 9175 318-329.



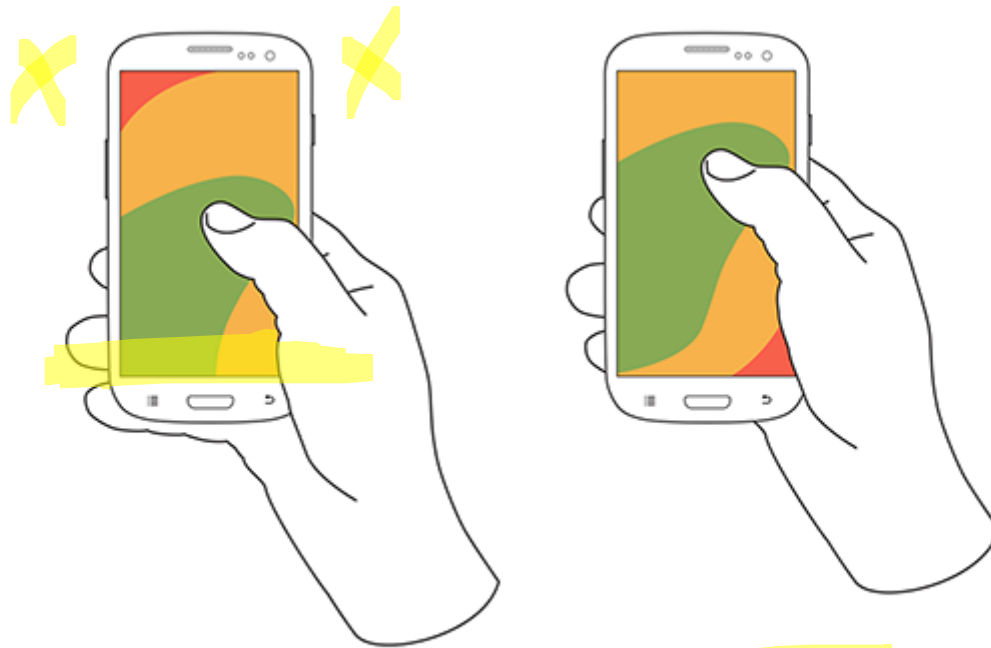
Ensure you have realistic touch targets



From: Apple UI Design



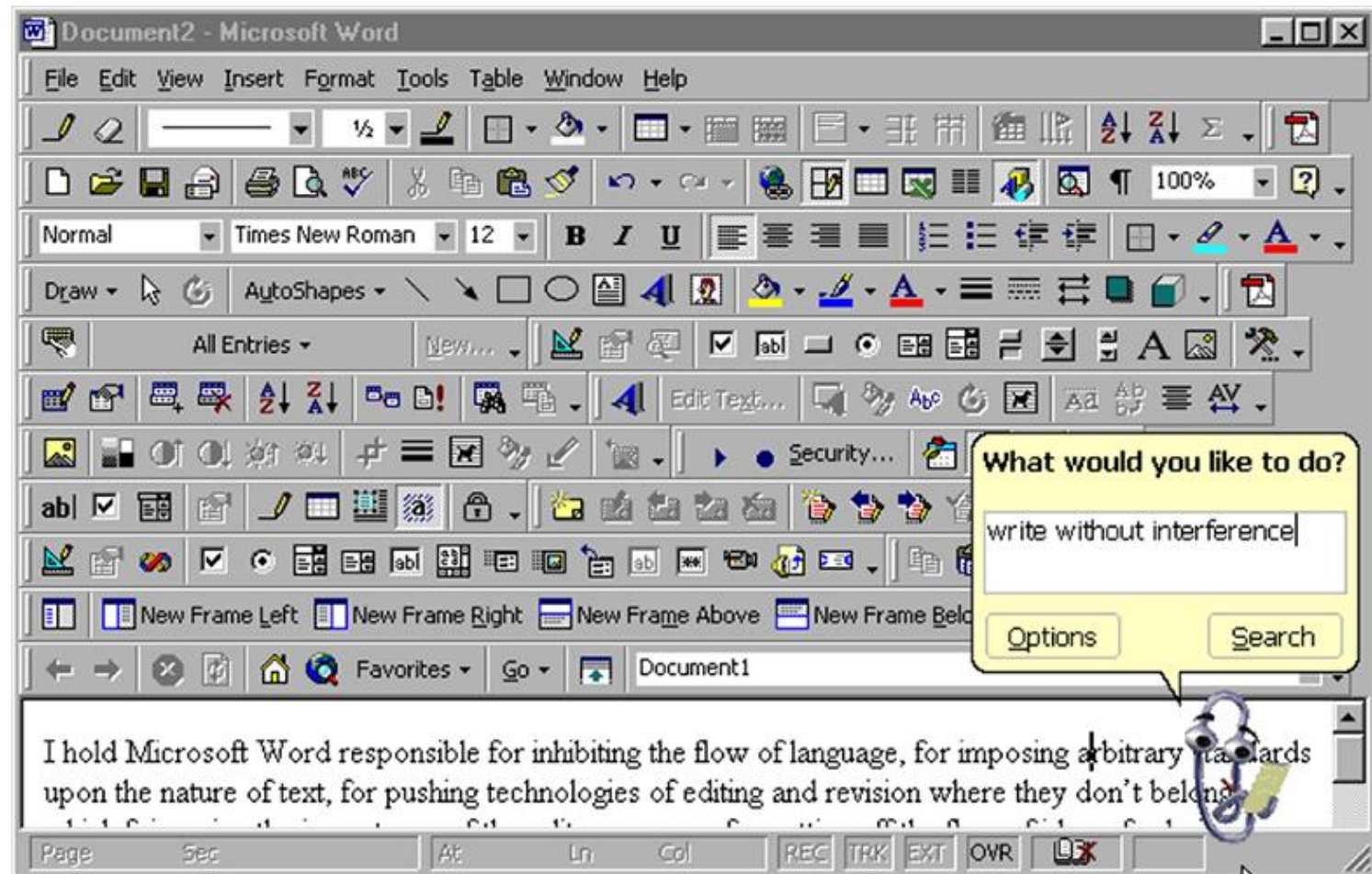
Consider thumb space



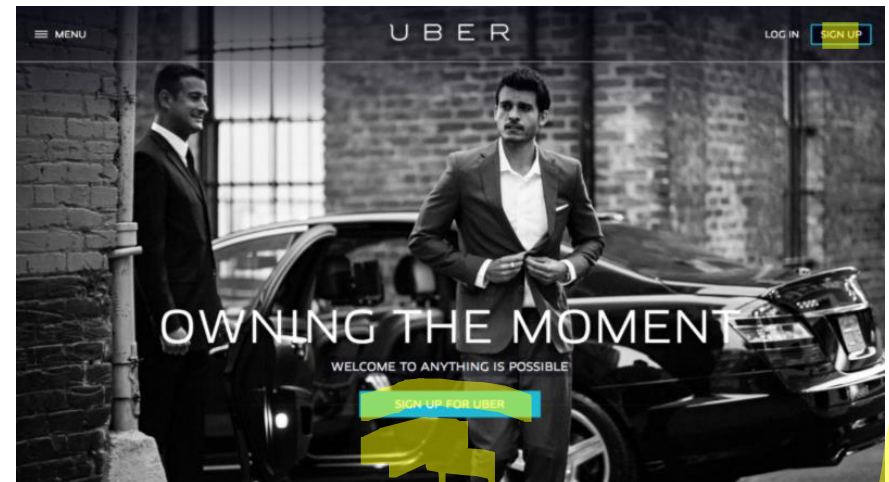
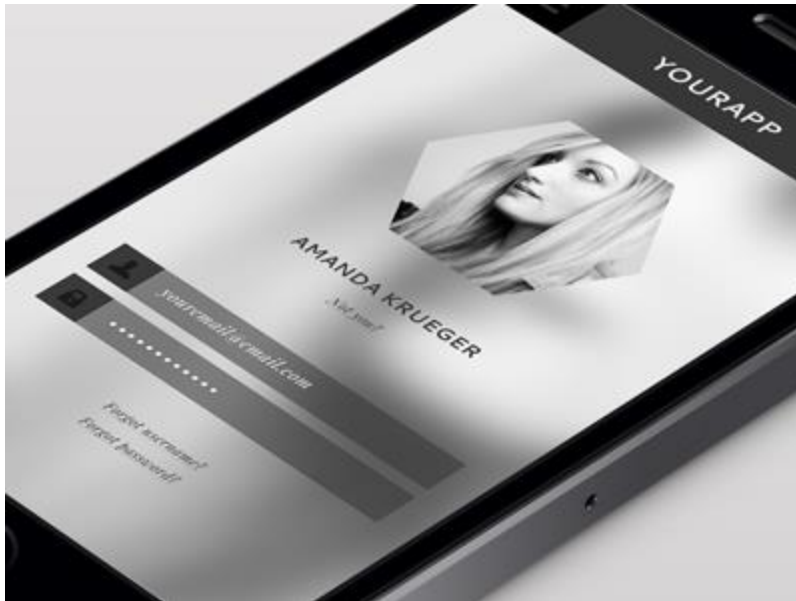
Comfort zones for a person's one-handed reach on a smartphone. Image Source: [uxmatters](#)



Cut clutter. 1-2 primary functions per screen



If in doubt, B&W first



From Eric D. Kennedy
<https://medium.com/@erikdkennedy/>



Ensure text breathing room

Heading

Sub-Headline

Adipiscing elit. Sed neque nisl, blandit vel ipsum eu, imperdiet blandit lectus. Morbi tristique urna ut volutpat ornare. Curabitur semper vitae urna ac tempus. Duis vehicula elit nulla, eleifend egestas nisl vehicula nec. Nullam varius est dui, nec accumsan lectus posuere ut. Nullam viverra purus laoreet euismod tempor.

Adipiscing elit. Sed neque nisl, blandit vel ipsum eu, imperdiet blandit lectus. Morbi tristique urna ut volutpat ornare. Curabitur semper vitae urna ac tempus. Duis vehicula elit nulla, eleifend.

Heading

Sub-Headline

Adipiscing elit. Sed neque nisl, blandit vel ipsum eu, imperdiet blandit lectus. Morbi tristique urna ut volutpat ornare. Curabitur semper vitae urna ac tempus. Duis vehicula elit nulla, eleifend egestas nisl vehicula nec. Nullam varius est dui, nec accumsan lectus posuere ut. Nullam viverra purus laoreet euismod tempor.

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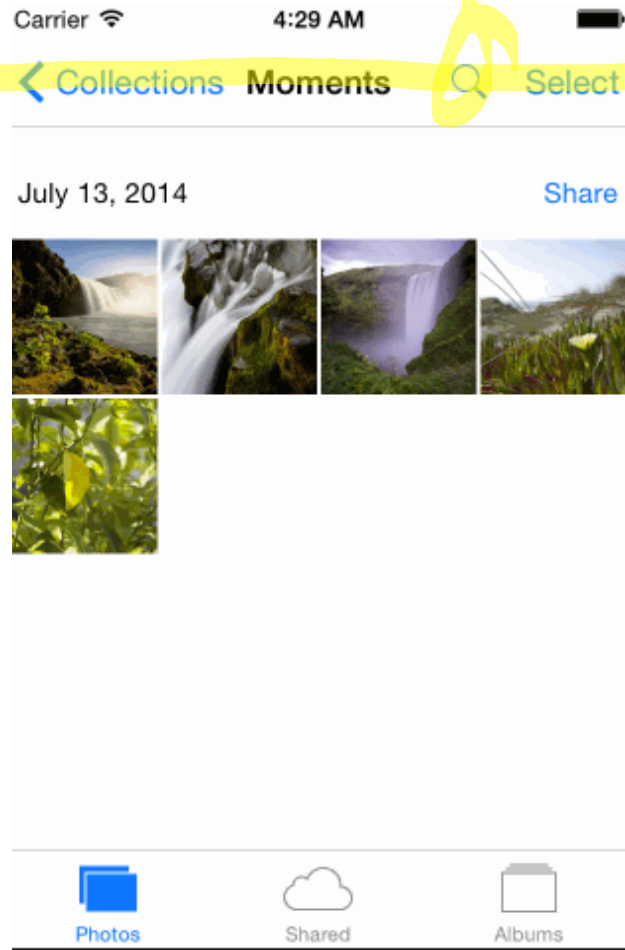
Don't.

Do.

From: Apple UI Design



Ensure consistent navigation



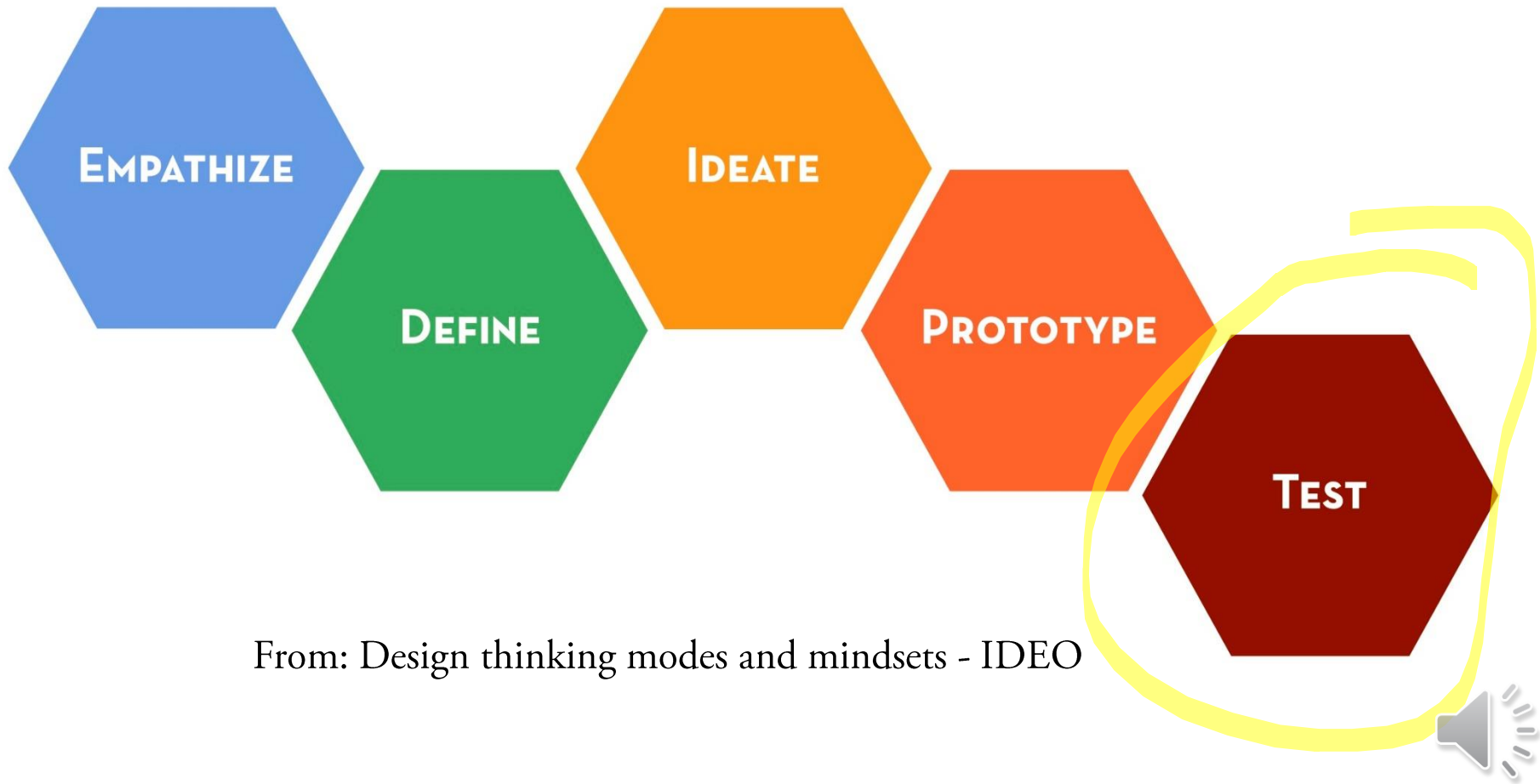
Communicate the current location to your user

There should be minimal confusion about place

From: www.uxplanet.org



Finally, test your design!



From: Design thinking modes and mindsets - IDEO

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Drawing it **all** together

A prototype is an instantiation of a design hypothesis...
a means to communicate ideas and intent... a vehicle
for evaluating design ideas.

**There are many elements that make up good
UI design.** Try employing these for your High
Fidelity Prototypes.

