UI Design Theory

Styling Sheets
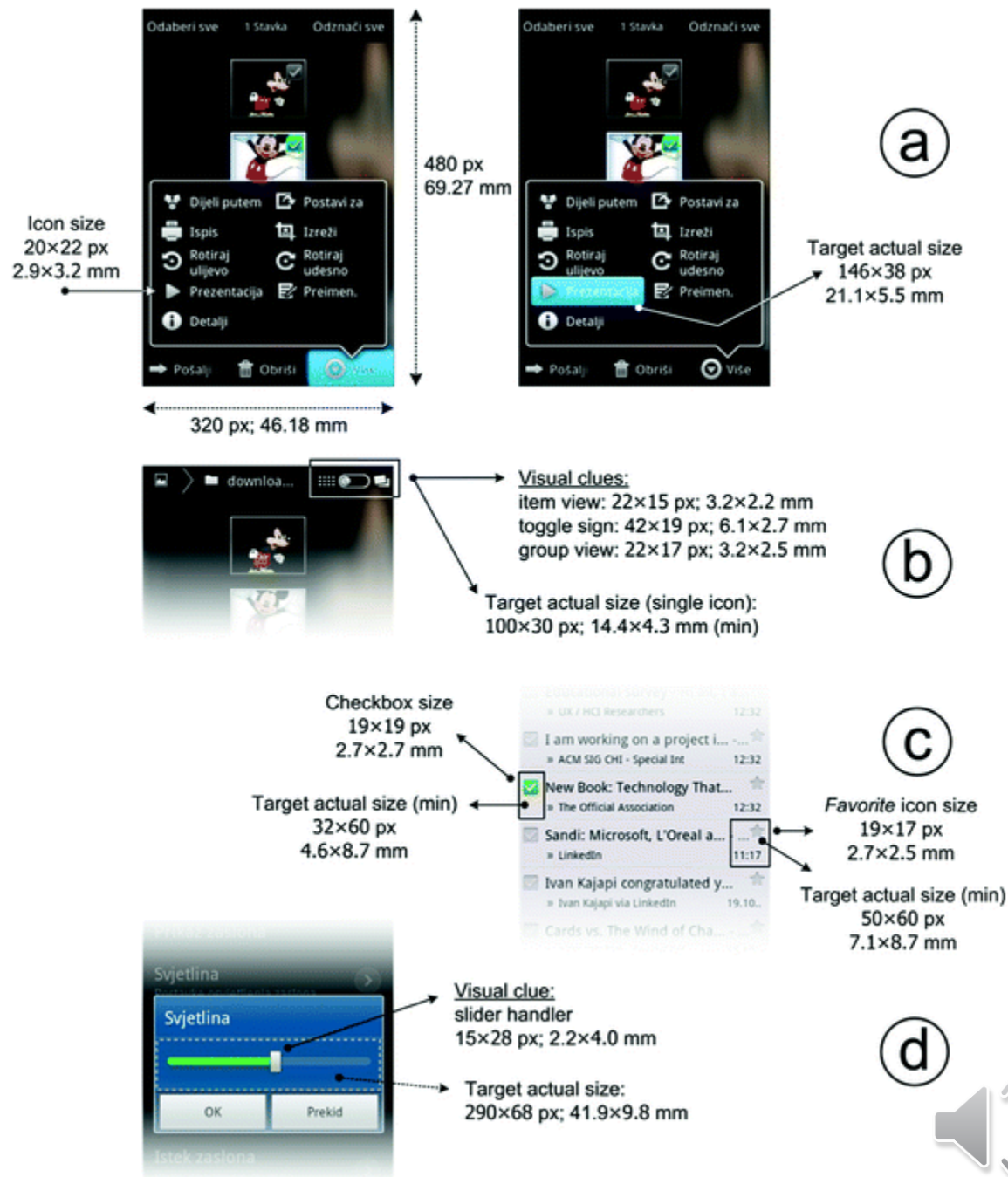
Gestalt Principals

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.
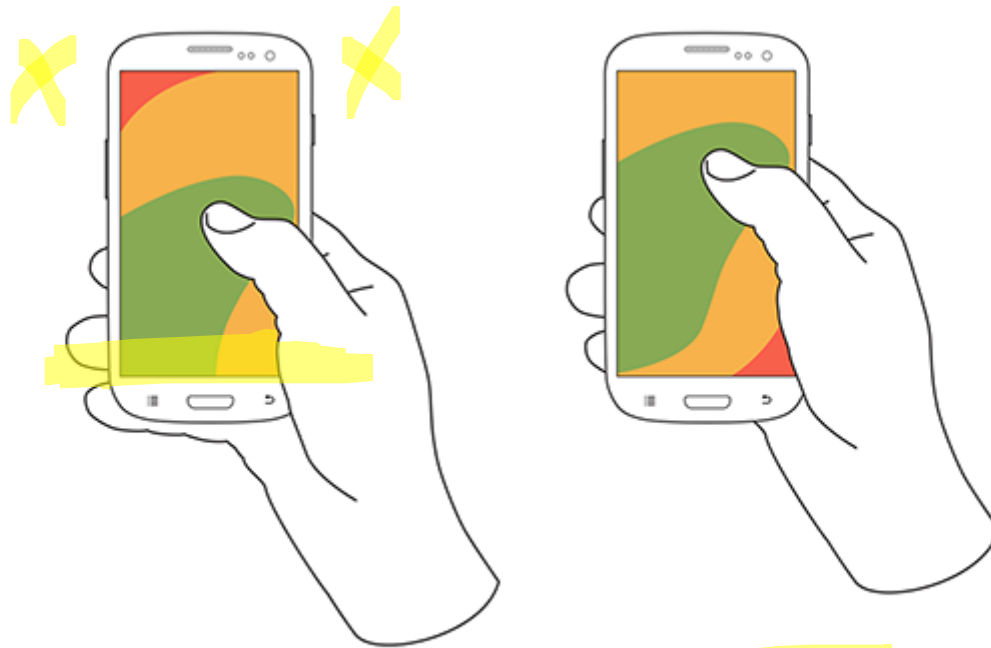
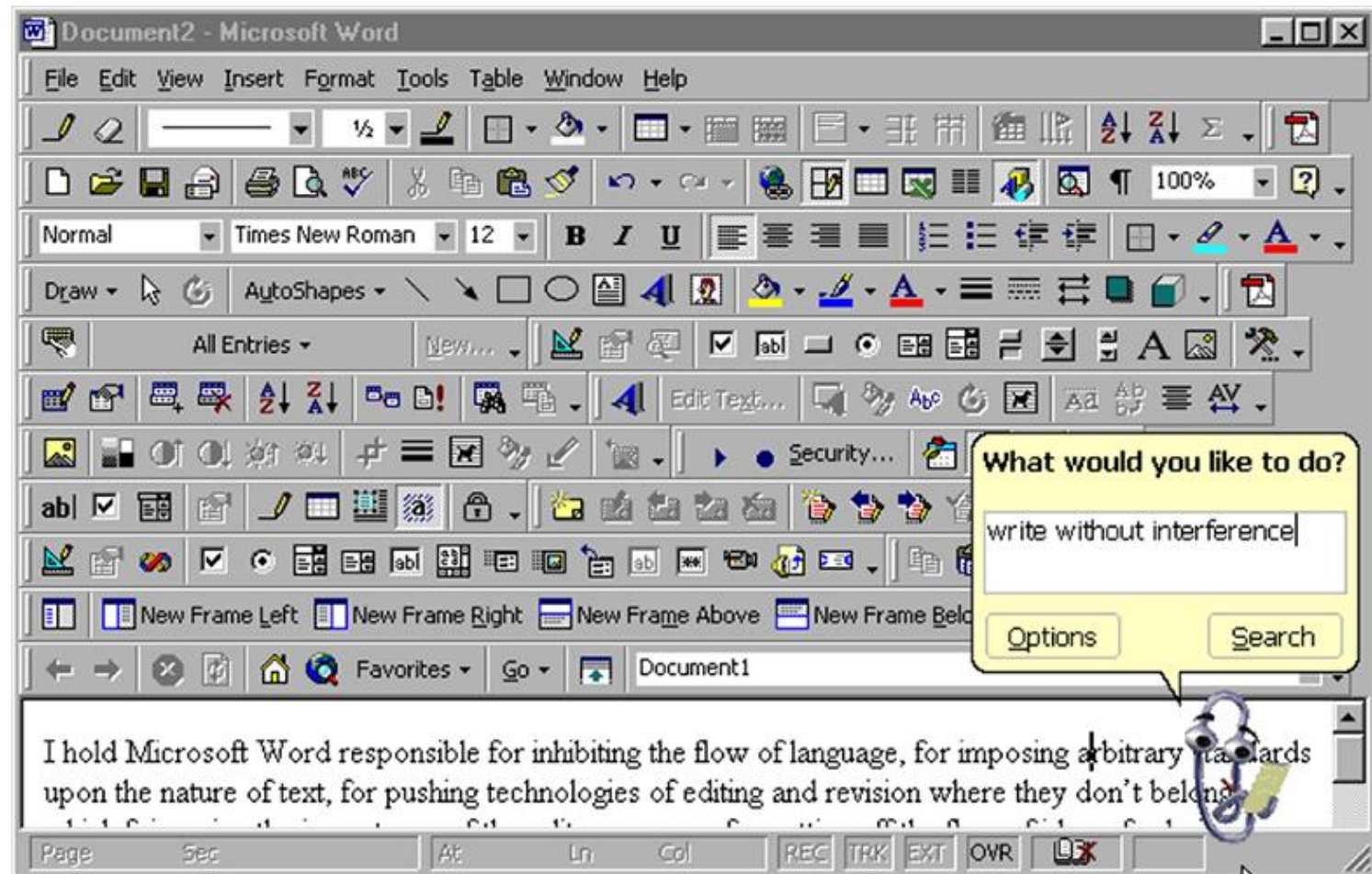# Ensure you have realistic touch targets
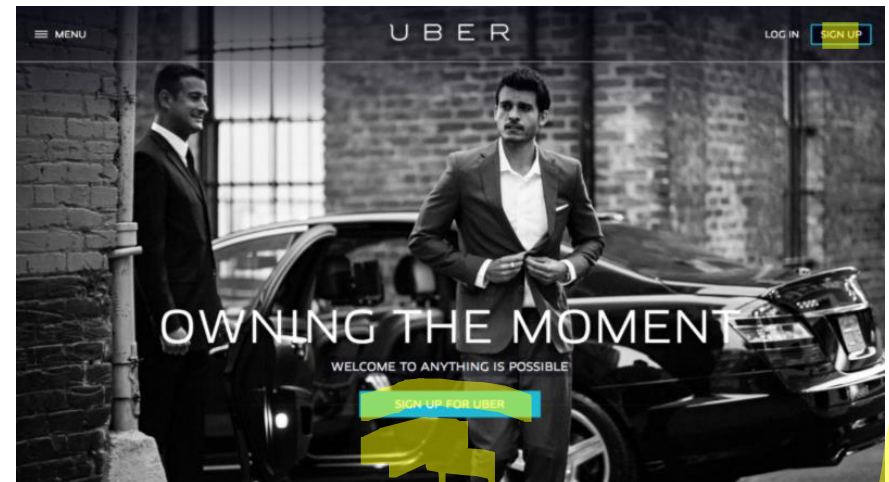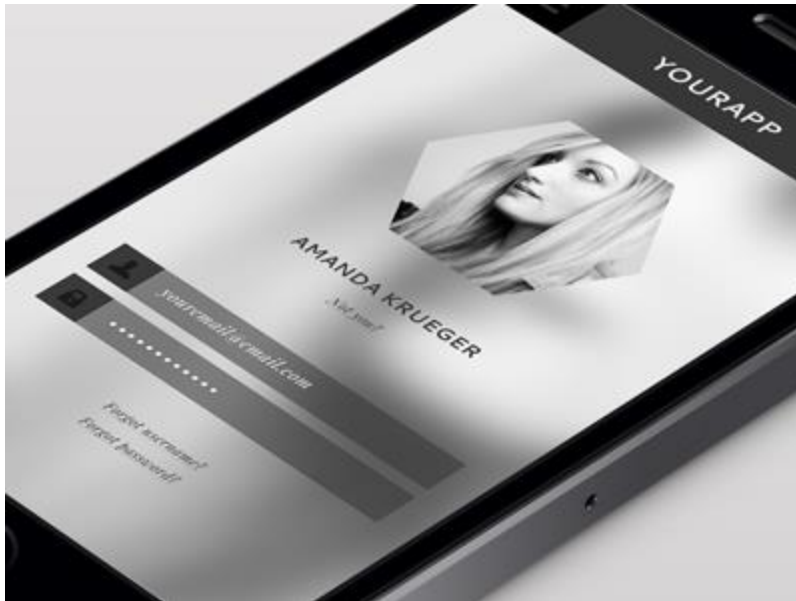

From: Apple UI Design

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

From: Apple UI Design

Ensure consistent navigation

Carrier 📶   4:29 AM   🔋
‹ Collections **Moments** 🔍 Select

July 13, 2014   Share

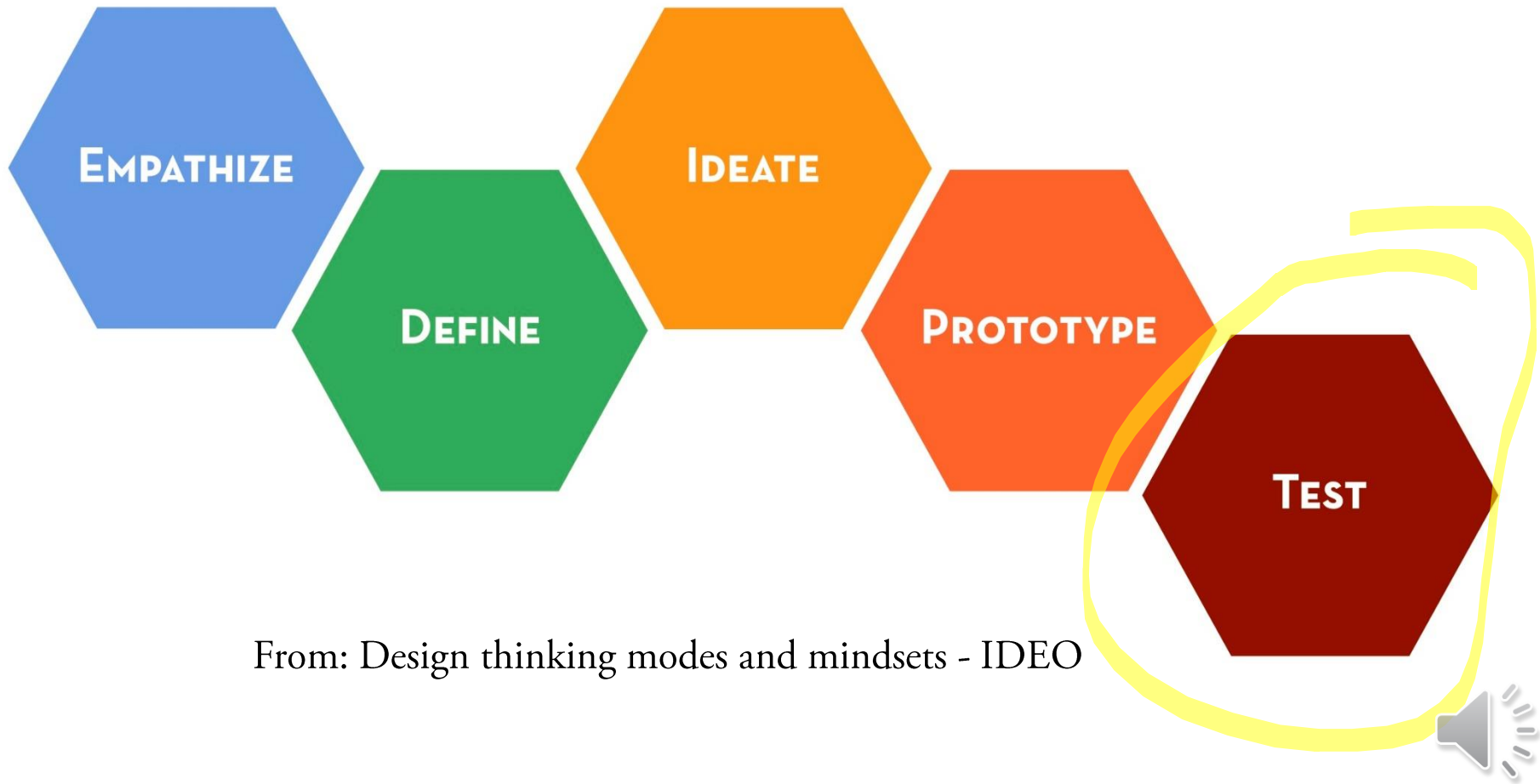Photos   Shared   Albums
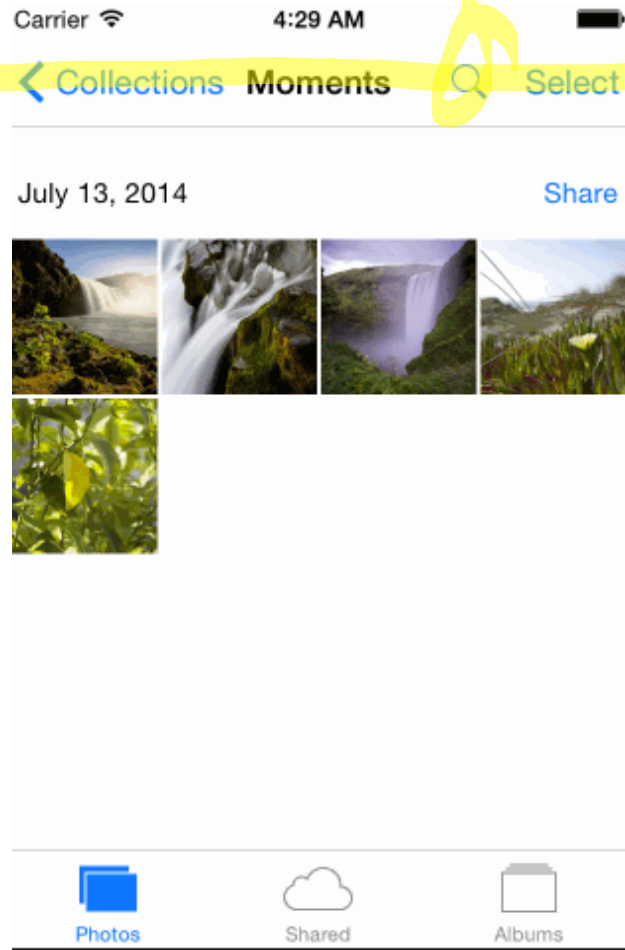
Communicate the current location to your user

There should be minimal confusion about place

Finally, test your design!

From: Design thinking modes and mindsets - IDEO

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Wrap up

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.