

ysdn\_  
4003

---

The  
Advanced Topics  
UI  
in Interactivity  
Stack

---

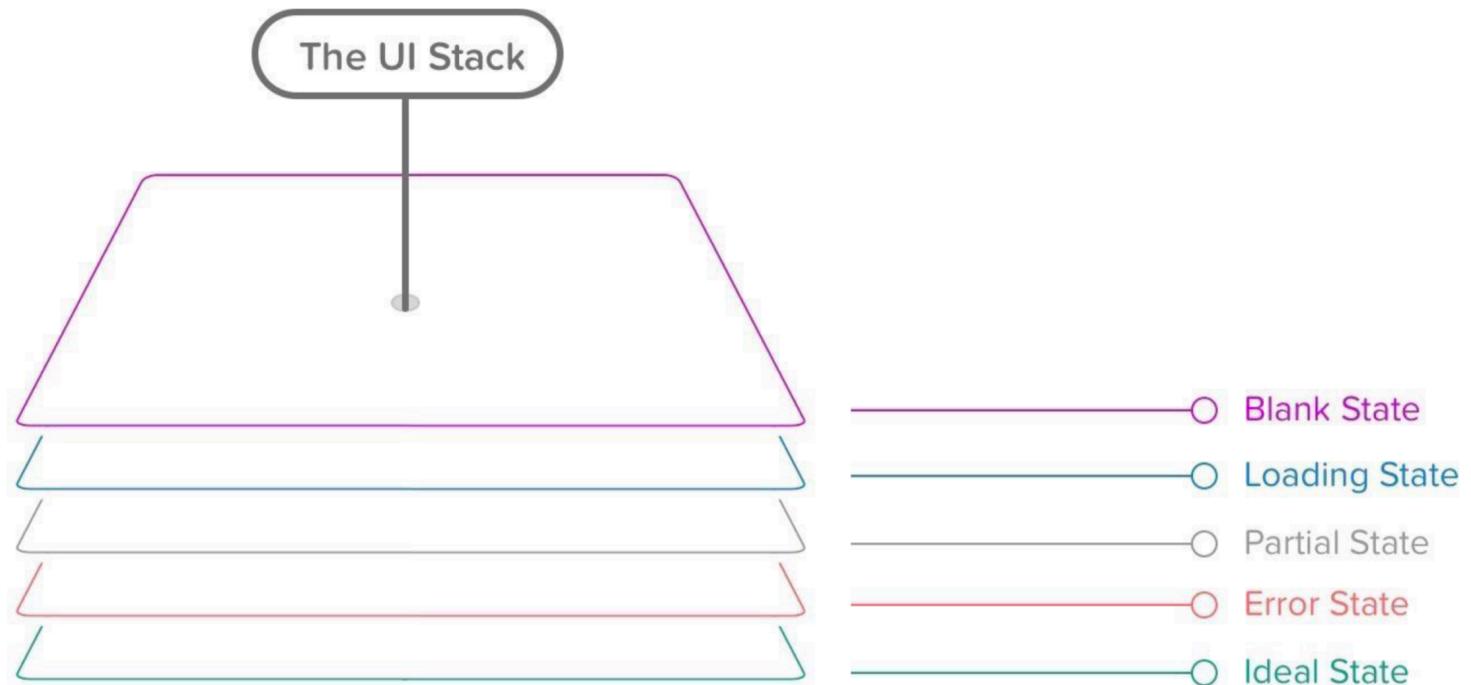
Week 4

October 1 2019

# Introduction

As a designer, it's important to understand and take into consideration the state of digital products. Generally speaking, we focus first on the optimal path of a digital experience, which is the most common user experience that peoples will have when using the app.

# Introduction



Designing Products People Love: How Great Designers Create Successful Products by Scott Hurff

Scott Hurff explains that to design a product that people love, each digital product should have 5 different type of experiences designed for the users. Under the concept of The UI Stack, these states include:

- \_Loading State
- \_Partial State
- \_Error State
- \_Ideal State

# Ideal State

As mentioned initially, the ideal state focuses on the optimal beginning-to-end path for digital experience. It should cover 80% of all cases.

## Example

- \_Account already setup
- \_Already functional pre-popular timeline
- \_First time onboarding
- \_Empty state

# Error State

This state occurs when screens go wrong. It could be either on a page or an element level.

## Example

\_Error Modal

\_Page-level error

\_Invalid input field

\_Toast/Snack BAR notifications

# Partial State

The partial state could be associated as the in-between empty state and ideal state. For example, the screen is not totally empty but not fully completed.

## Examples

\_ To do list app with interface progression

# Loading State

Unlike a digital prototype, real digital applications do have a period of loading. Whether it is waiting for a full-page, image or section, it's always important to indicate these moments in the interface itself for users

Example  
\_Skeleton  
\_Progress bar  
\_General loaders

# Blank/Empty state

It would be naive to believe that every screen will have content on it. These empty states are extremely important for two reasons: One, to suggest users create or edit tasks to pivot empty state into element lists and/or two, to simply congratulate users that there's nothing to do on this page at the moment.

Example  
\_Skeleton  
\_Progress bar  
\_General loaders