#### http://rsc.foi.hr/design.pdf

# Mobile UX/UI how-to

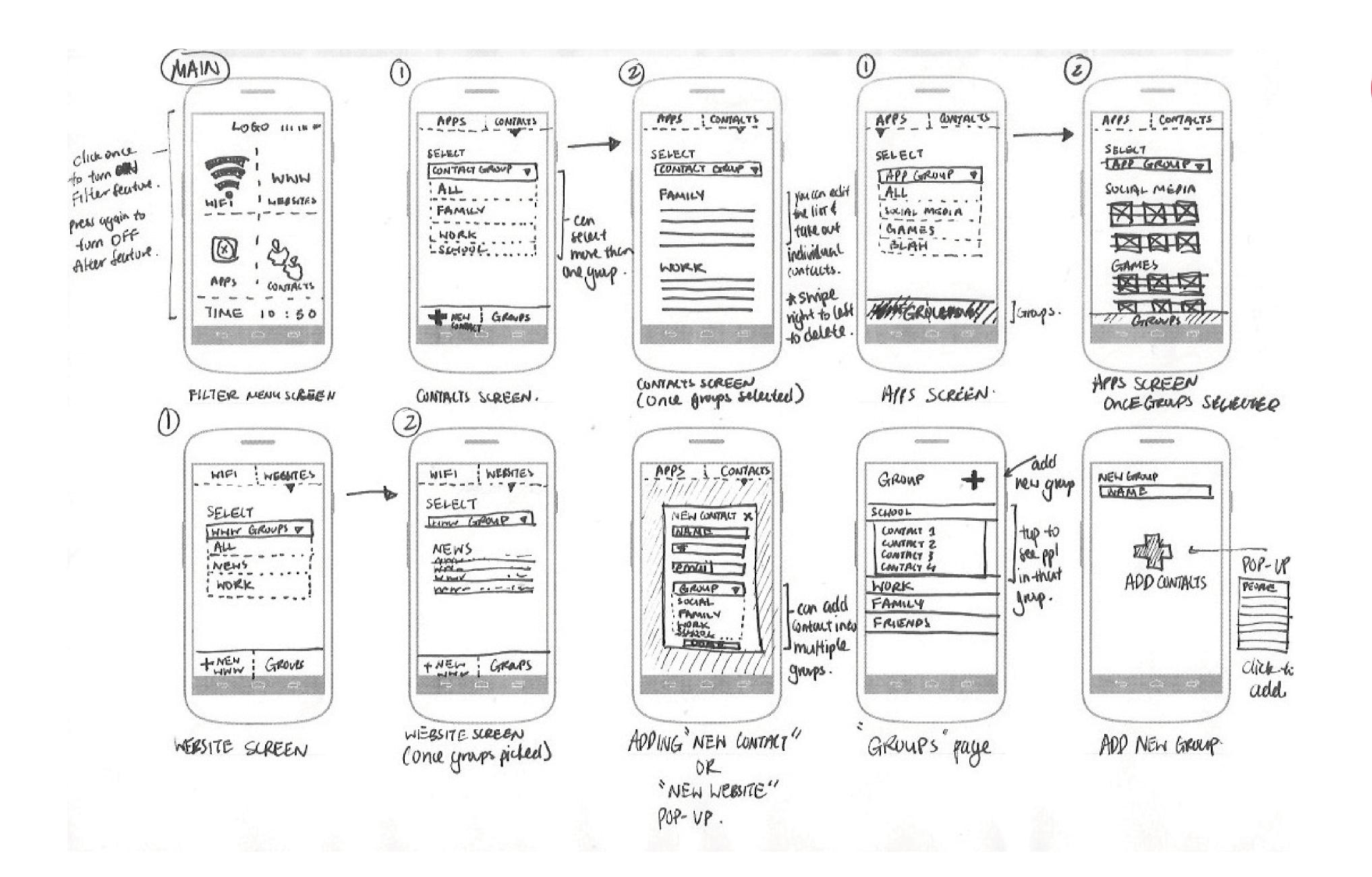


Ready, steady, code...

Jaša Zelmanović UI/UX @ Asseco SEE

# 1. Koncept aplikacije (Wireframe)







## Alati

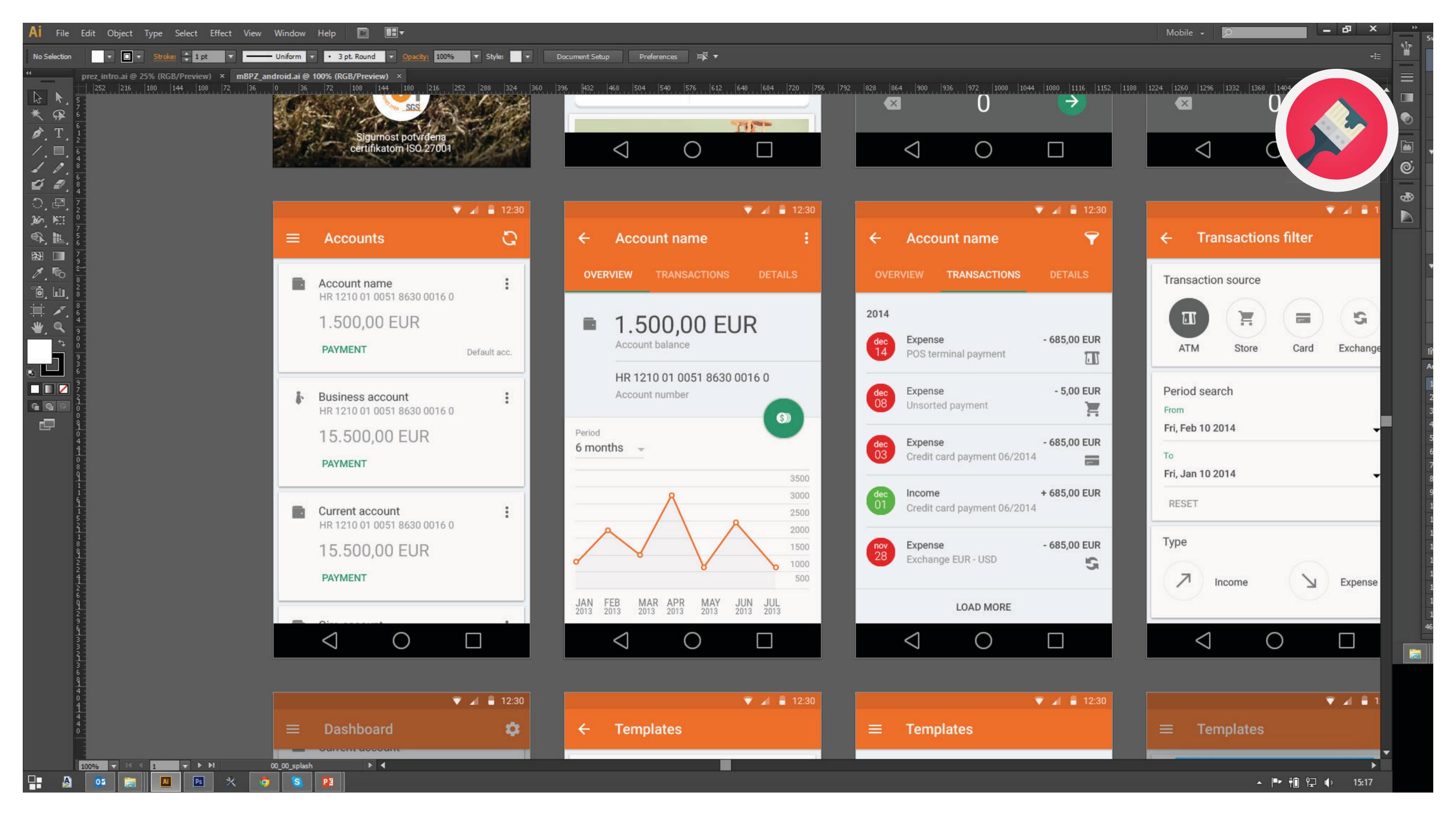
Papir + olovka ili

<a href="https://balsamiq.com/">https://balsamiq.com/</a>
<a href="http://www.justinmind.com/download">http://www.justinmind.com/download</a>

Adobe illustrator (Trial), Photoshop (Trial), Sketch, Gimp

# 2. Dizajn sučelja







#### Alati

Adobe illustrator (Trial), Photoshop (Trial), Sketch, Gimp, Expression Blend (WP)

# Smjernice i resursi za dizajn (Android)

Guidelines - <a href="http://www.google.com/design/">http://www.google.com/design/</a>
Ikone - <a href="https://github.com/google/material-design-icons">https://github.com/google/material-design-icons</a>
App ikona - <a href="http://goo.gl/TUvuP5">http://goo.gl/TUvuP5</a>
Elementi / layout (.ai) - <a href="http://goo.gl/gRFc26">http://goo.gl/gRFc26</a>, ovisno o alatu koji se koristi dostupno sa interneta

# Smjernice i resursi za dizajn (iOS)



Guidelines - <a href="http://goo.gl/kLWdLs">http://goo.gl/kLWdLs</a>

App Ikone - http://appicontemplate.com/

Ikone - giyf (google is your friend)

Elementi / Layout - ovisno o alatu koji se koristi dostupno sa interneta

# Smjernice i resursi za dizajn (WP)

Guidelines - <a href="http://goo.gl/b6llfW">http://goo.gl/b6llfW</a>

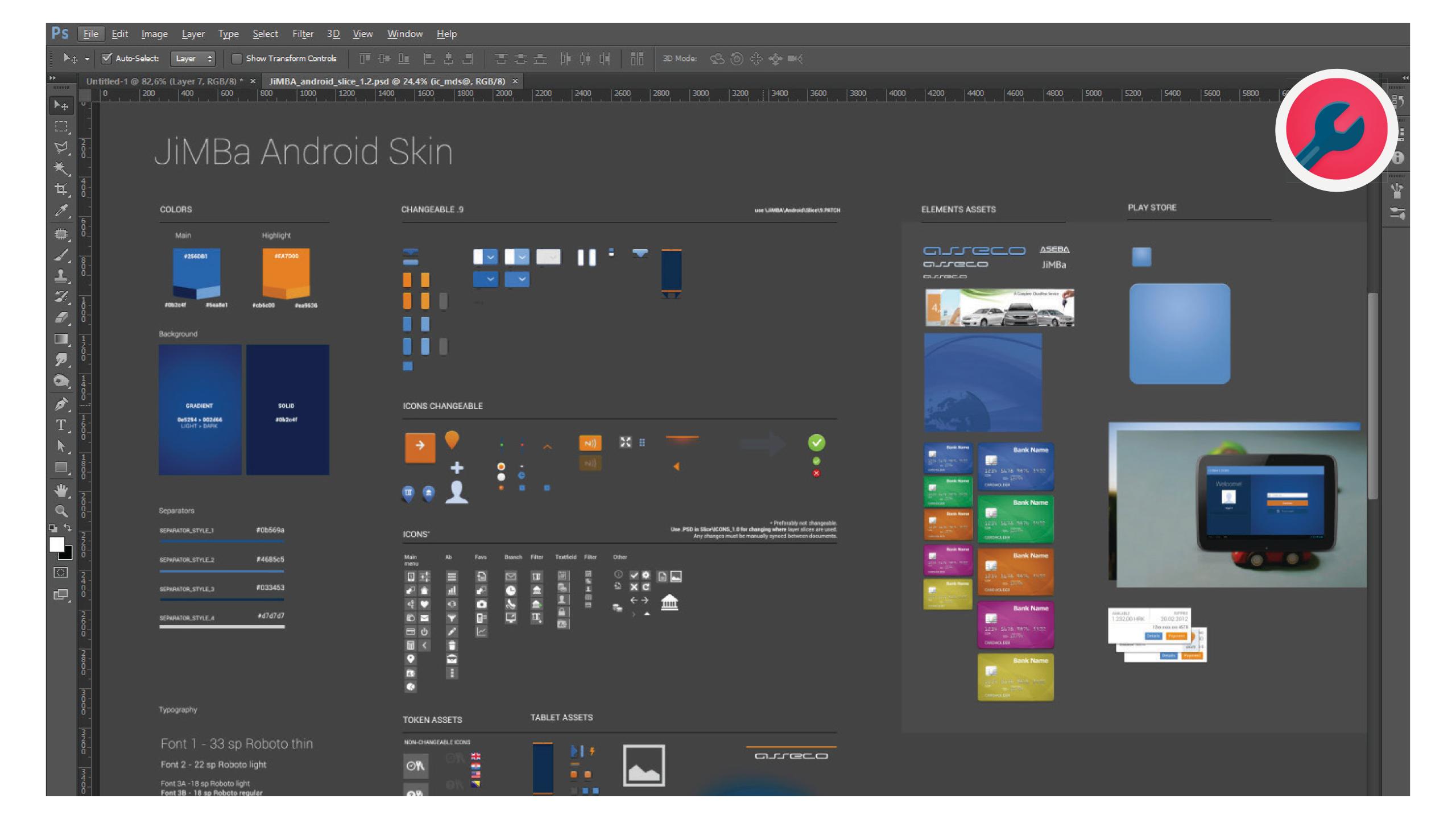
App Ikone - <a href="http://goo.gl/CCJNhY">http://goo.gl/CCJNhY</a>

Ikone - <a href="https://www.syncfusion.com/downloads/metrostudio">https://www.syncfusion.com/downloads/metrostudio</a>

Elementi / Layout - ovisno o alatu koji se koristi dostupno sa interneta

# 3. Izrada sučelja







## Alati

Adobe illustrator (Trial), Photoshop (Trial), Sketch, Gimp, Expression Blend

#### Android

https://github.com/redwarp/9-Patch-Resizer http://romannurik.github.io/AndroidAssetStudio/ http://android-holo-colors.com/ (Deprecated) http://www.cutandslice.me/ (Photoshop only)







### Hints

Wireframe crtati po cjelinama (funkcionalnostima). Što više pitanja riješenih u fazi wireframe-a rasterečuje razvoj od naknadnih izmjena.

Na papiru imati jasnu ideju kako funkcionira navigacija.

Koristiti nativne elemente i kontrole. Razvoj vlastitih oduzima više vremena i dugoročno je aplikacija teža za održavanje.

Za sva pitanja povucite dizajnera za rukav.

ili

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