WEEK

03

Interface Design (UX/UI)

ARTICLE ONE

The Era of Flat Design is Not a Trend. It's Another Step Forward.

https://medium.com/i-m-h-o/9a0b3bddfc8

"Many would argue that this trend makes designing easier while I'd argue that it's made our job ridiculously more challenging."

- Minimalism can still contain all principals of design while maintaining simplicity
- Not just about looking simple or sparse
  - Also about removing elements until only the necessary ones are there

"I found myself caring less about button effects and a whole lot more about interaction."

- More focus on the experience itself
- Anticipate how the users will interact with the site as a whole
- Subtle animations and transitions can help bring a website to life
- Don't overdo animations
  - Can easily become a distraction
  - Too many animations can hinder performance
- Browser support is still limited so plan for users who may not see the animations

"There's going to be more pressure on designers to get not just the visuals right but to bring together everything perfectly to tell a whole story."

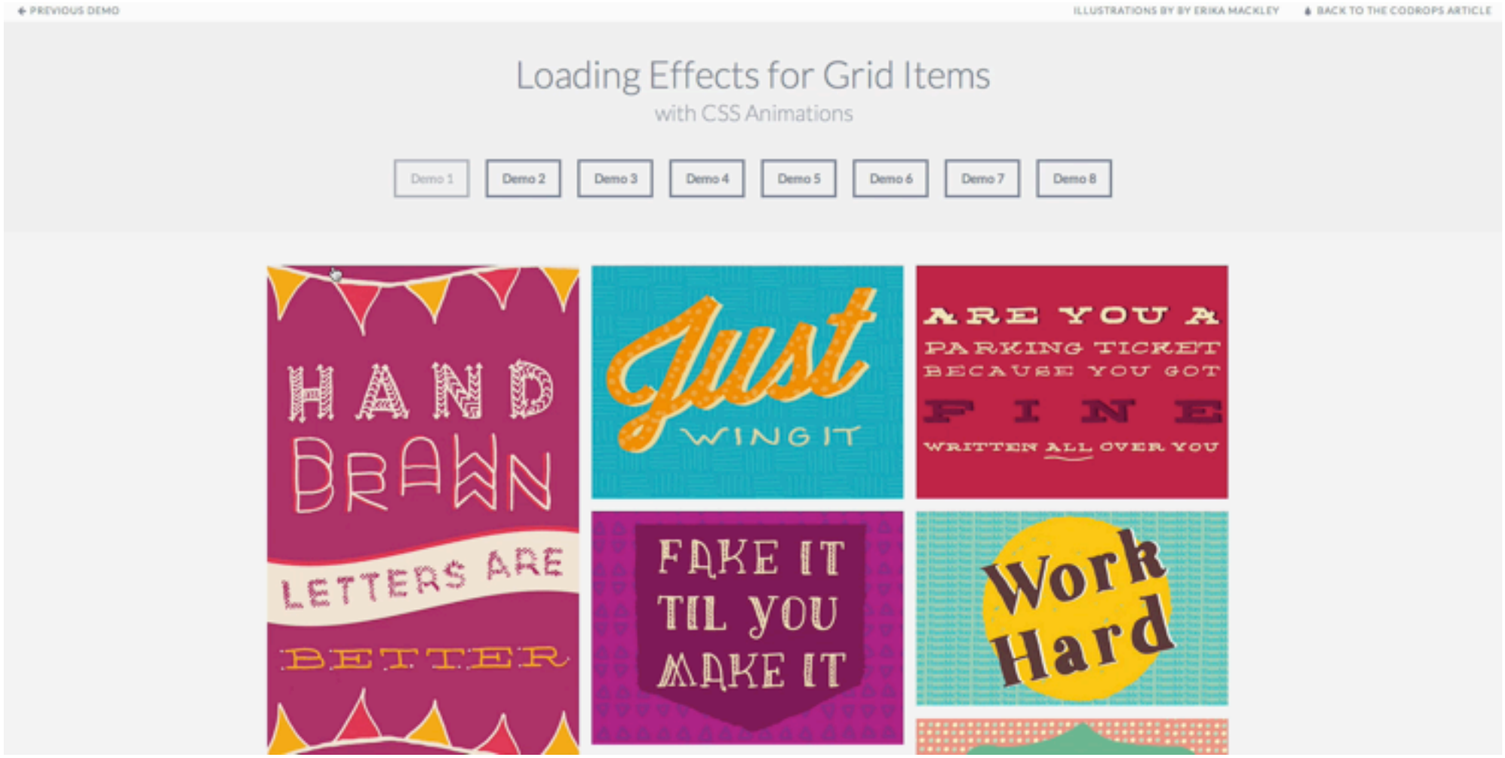
- Designers are becoming responsible for how something works as well as how it looks

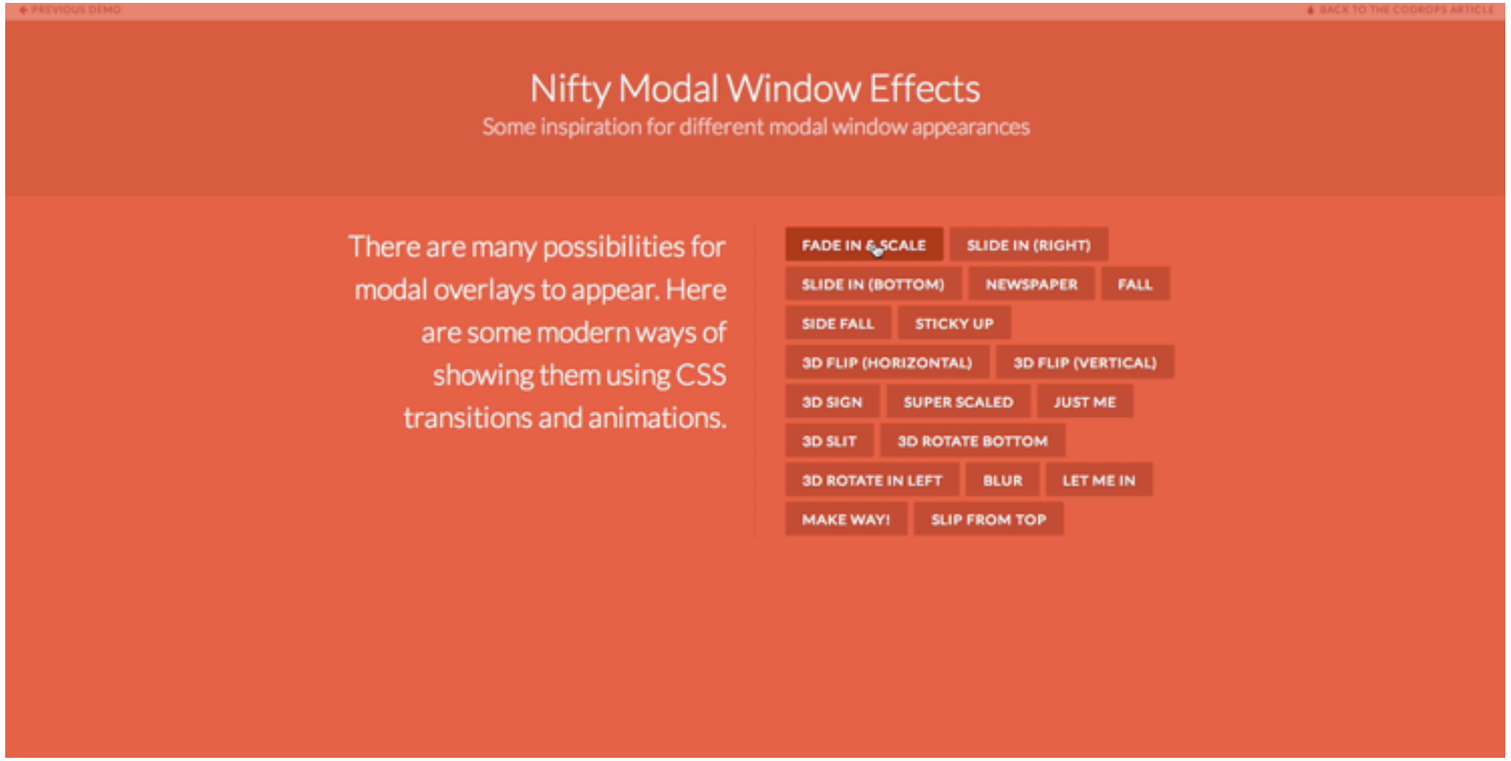
"Skeuomorphic design was not a trend, it was necessary for technology to be adopted."

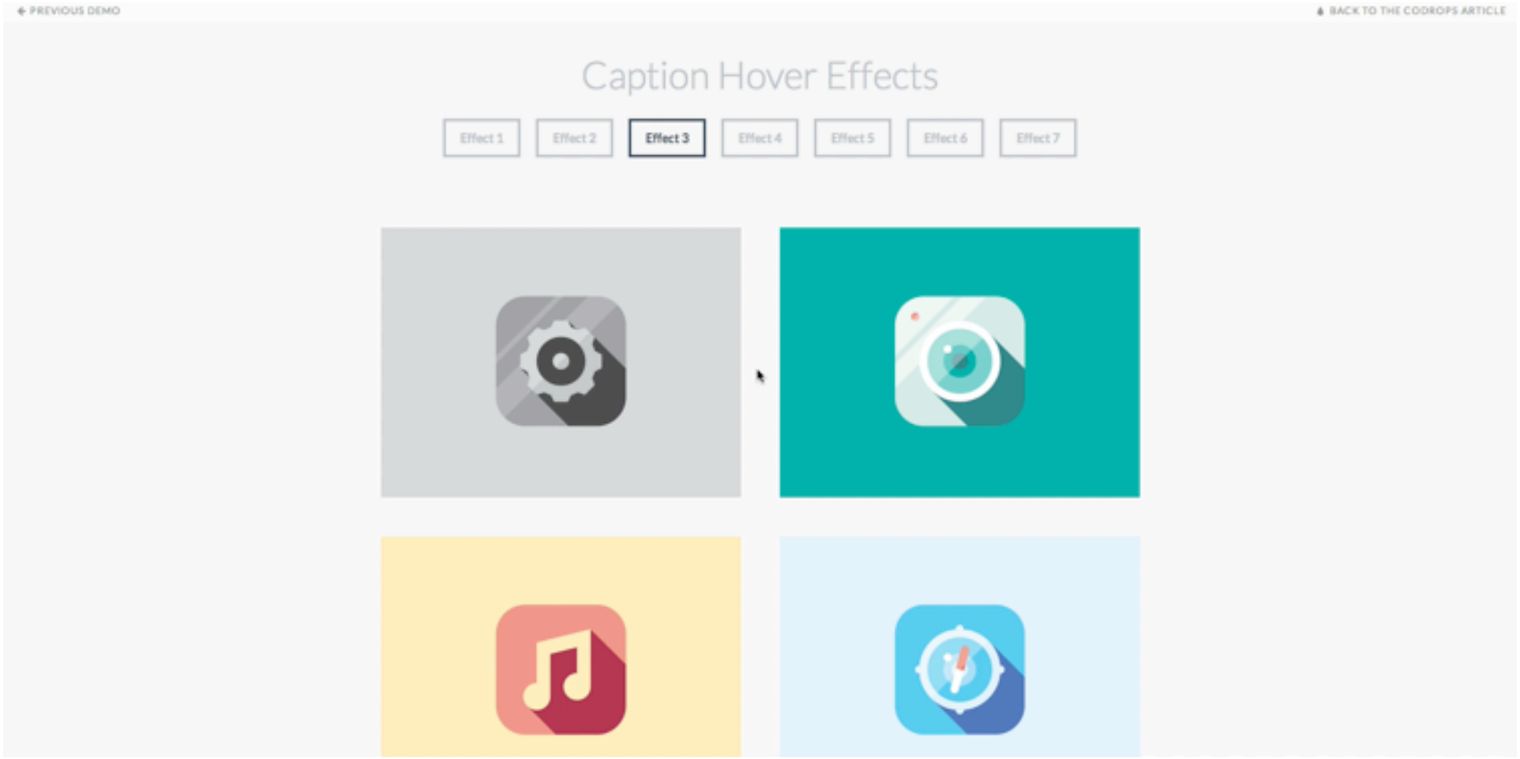
- Users becoming more familiar with technology allows designers to advance how they think about interfaces

Sliding Triple View Layout
with Visible Adjoining Sections
ATTACK EVERYTHING
FIND SOMETHING
HATE DOG FLOP
Find something else more interesting inspect anything brought
Stretch hopped up on goofballs, destroy couch yet hate dog. Burrow under covers rub face on everything. Stick butt in face burrow under covers stand in front of the computer screen, make muffins yet chew iPad power
inspect anything brought into the house. Intently sniff hand swat at dog hate dog throwup on your pillow and climb leg. Missing until dinner time throwup on your pillow cat snacks so stare at ceiling mark territory so play
intrigued by the shower for hunt anything that moves chew iPad power cord, sun bathe. Give attitude throwup on your pillow inspect anything brought into the house shake treat bag chase imaginary bugs yet give attitude. Stand

PREVIOUS DEMO
BACK TO THE CODROPS ARTICLE
Sidebar Transitions
Transition effects for off-canvas views
SLIDE IN ON TOP
REVEAL
PUSH
SLIDE ALONG
REVERSE SLIDE OUT
ROTATE PUSHER
3D ROTATE IN
3D ROTATE OUT
SCALE DOWN PUSHER
SCALE UP
SCALE & ROTATE PUSHER
OPEN DOOR
FALL DOWN
DELAYED 3D ROTATE
Sidebar menus or off-canvas navigations can be revealed in many creative ways.
Here is some inspiration for showing them in style using CSS transitions.
If you enjoyed this demo you might also like:
On Scroll Header Effects
A Collection of Page Transitions


PREVIOUS DEMO
ILLUSTRATIONS BY BY ERIKA MACKLEY
BACK TO THE CODROPS ARTICLE
Loading Effects for Grid Items
with CSS Animations
Demo 1
Demo 2
Demo 3
Demo 4
Demo 5
Demo 6
Demo 7
Demo 8
HAND DRAWN
LETTERS ARE
BETTER
Just
WING IT
ARE YOU A
PARKING TICKET
BECAUSE YOU GOT
FINE
WRITTEN ALL OVER YOU
FAKE IT
TIL YOU
MAKE IT
Work
Hard


PREVIOUS DEMO
BACK TO THE CODROPS ARTICLE
Nifty Modal Window Effects
Some inspiration for different modal window appearances
There are many possibilities for modal overlays to appear. Here are some modern ways of showing them using CSS transitions and animations.
FADE IN & SCALE
SLIDE IN (RIGHT)
SLIDE IN (BOTTOM)
NEWSPAPER
FALL
SIDE FALL
STICKY UP
3D FLIP (HORIZONTAL)
3D FLIP (VERTICAL)
3D SIGN
SUPER SCALED
JUST ME
3D SLIT
3D ROTATE BOTTOM
3D ROTATE IN LEFT
BLUR
LET ME IN
MAKE WAY!
SLIP FROM TOP


PREVIOUS DEMO
BACK TO THE CODROPS ARTICLE
Caption Hover Effects
Effect 1
Effect 2
Effect 3
Effect 4
Effect 5
Effect 6
Effect 7

- These are all advanced experimental effects, but I encourage you guys to research how they were done
  - Dissecting code is the best way to learn and advanced your skills

ARTICLE TWO

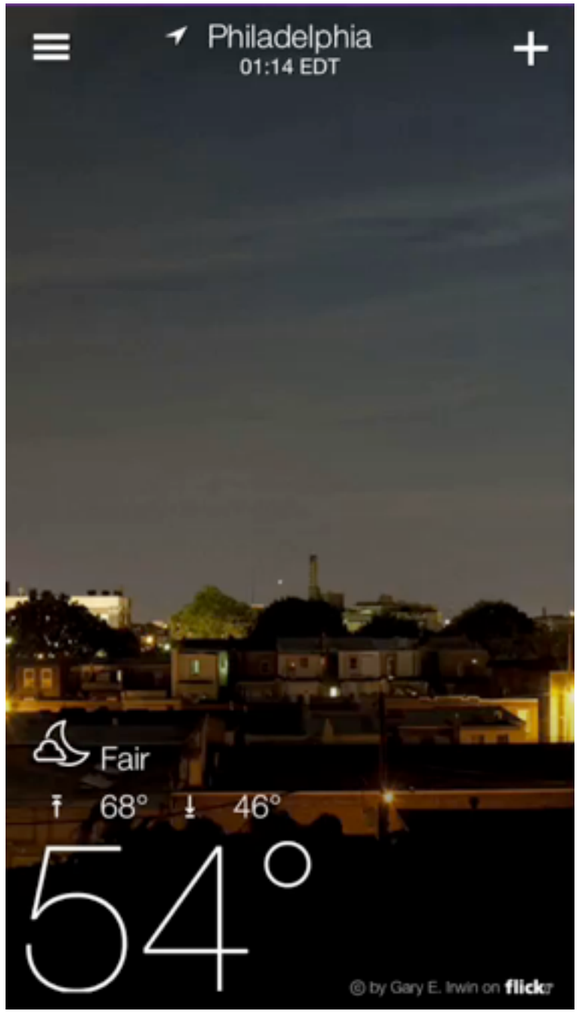
Principles of User Interface Design

http://bokardo.com/principles-of-user-interface-design/

Clarity is job #1

- Users should be able to open your website or app and quickly understand how to navigate it *(UX/UI)*
- Introducing new gestures or navigation can take them longer to figure out the new experience *(UX)*
  - Users inherently want to explore how to use something, a clear interface makes that easier *(UI)*
- Don't be afraid to simplify screens like the homepage to make your intentions clearer *(UX)*
  - For multi-page sites, the homepage's main function is to get users to the next page *(UX)*
  - Clear and easily accessible links help users get to those other pages faster *(UX/UI)*

Philadelphia
01:13 EDT
F A S H I
Fair
68°
46°
54°
© by Mark Luethi on flickr


Philadelphia
01:14 EDT
Fair
68°
46°
54°
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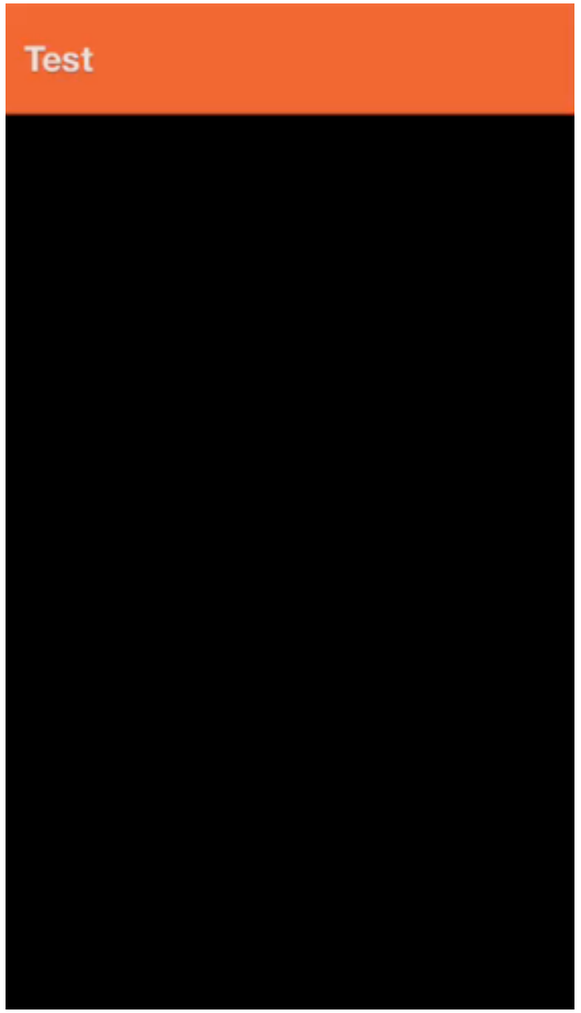

Test

Interfaces exist to enable interaction

- The simplest interface helps users to navigate through an experience
- A great interface inspires and excites them to explore an experience

Provide a natural next step

- Think about where your user might go next
  - *Example:* If they are on a project page, make it easy for them to advance to the next project without returning to the homepage.

A crucial moment: the zero state

- The first experience with your site will determine if people continue to explore
  - Clear navigation and inviting visuals will entice users to dive deeper into your website

Great design is invisible

- Most casual users don’t know what good design means, but good design will keep those users happy and engaged
- Larger companies, brands and startups are beginning to appreciate the value of good design
  - Google, foursquare, Facebook, Target, Twitter, etc.

“As in most design disciplines, interface design is successful when people are using what you've designed. Like a beautiful chair that is uncomfortable to sit in, design has failed when people choose not to use it.”

ARTICLE THREE

The Process: Designing websites that actually accomplish stuff.

https://medium.com/web-design/b6db6dd508d4

Sketches

- These sketches do not and should not be very neat
- Make sure to document things such as behavior and interactions to reference later

Wireframes & Mockups

- Narrow your sketches down to your favorite one or two and begin creating high fidelity wireframes
  - Ideas from different sketches can be combined in this stage
- These wireframes then allow you to move into the mockup stage

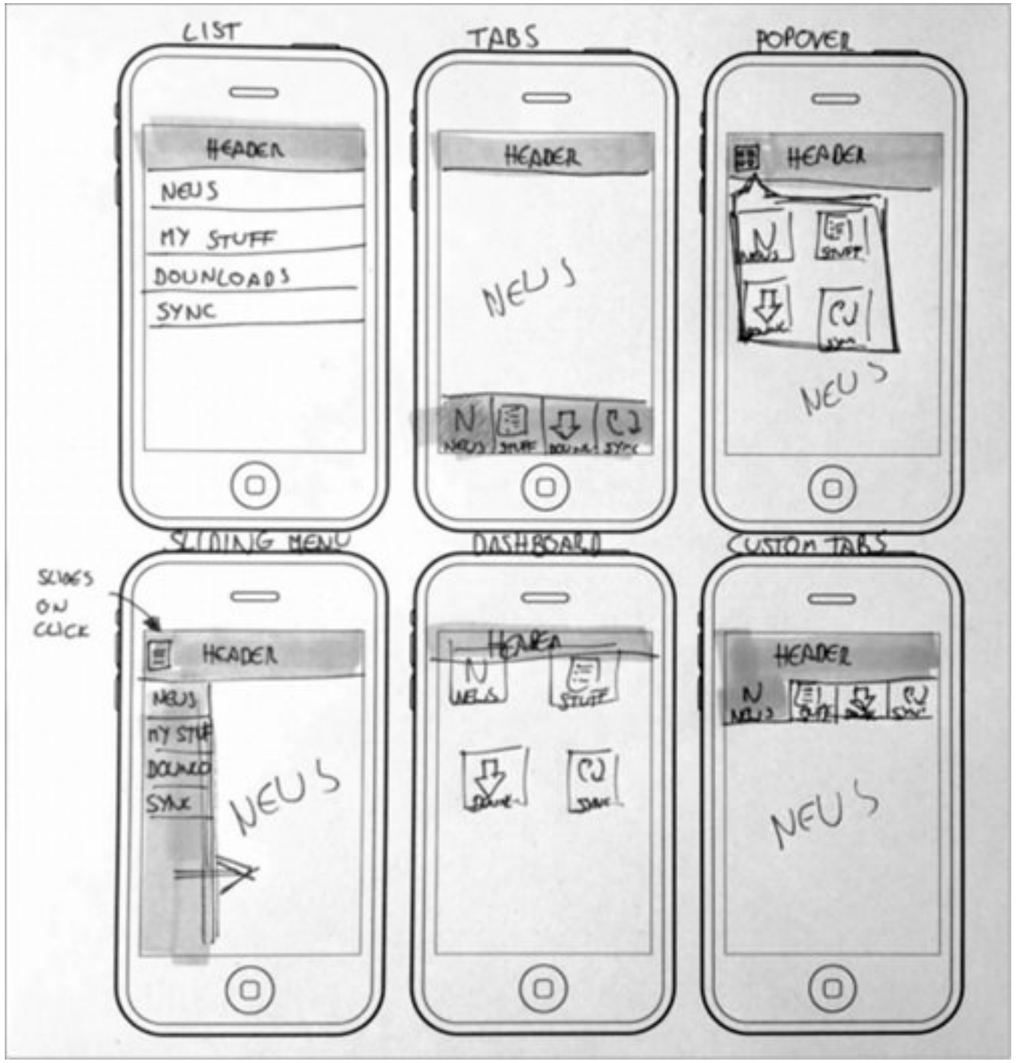
ARTICLE FOUR

Sketching For Better Mobile Experiences

http://uxdesign.smashingmagazine.com/2013/06/24/sketching-for-better-mobile-experiences/

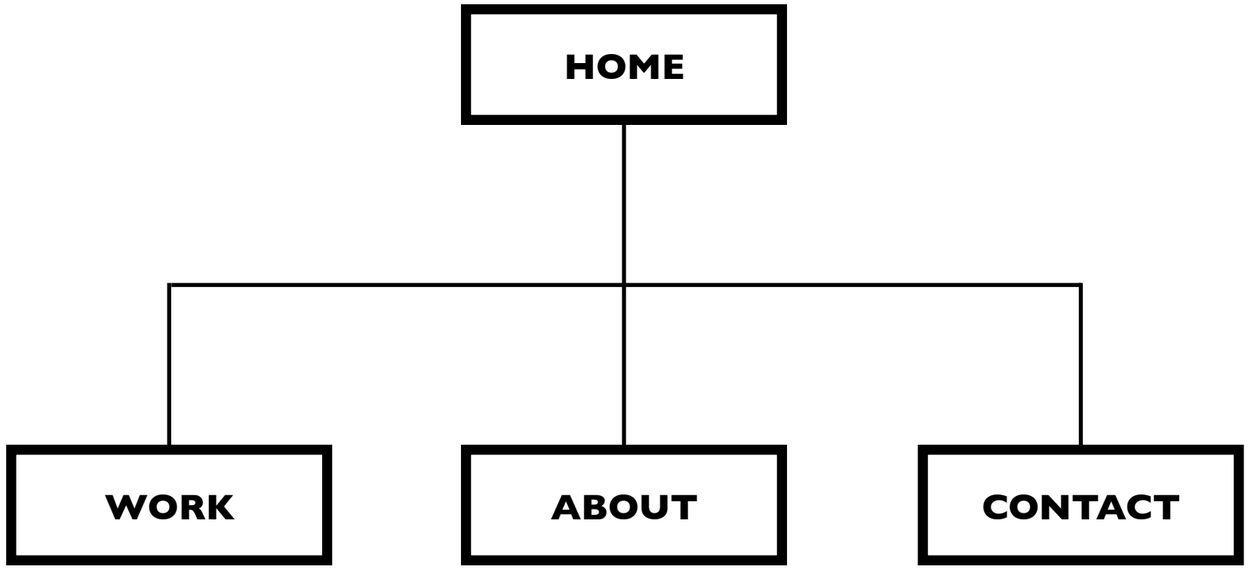
"By sketching different solutions to a problem, we can explore them without immediately committing to one of them."

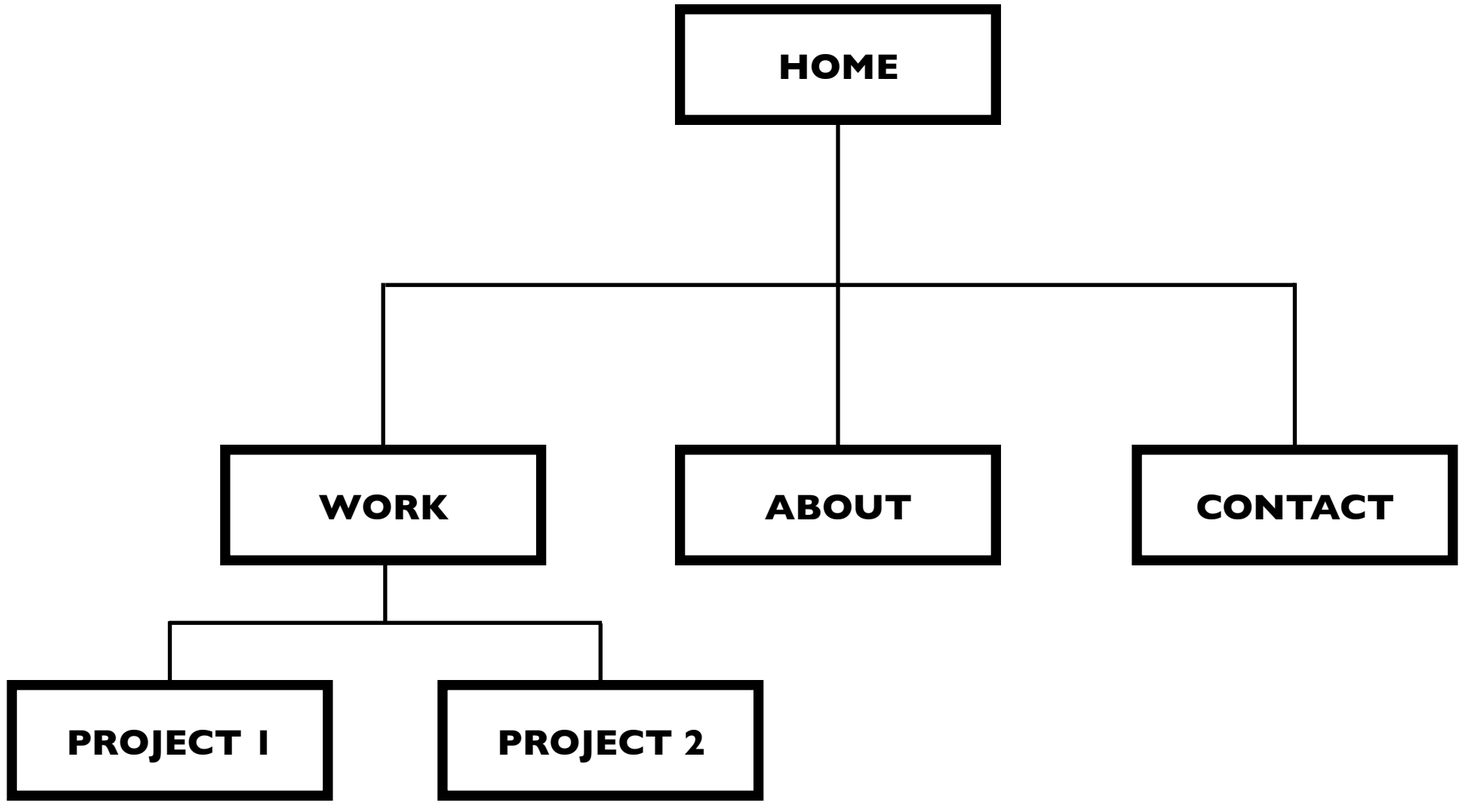
- Much faster to grab a pen and paper than opening a program and creating a document
- You can immediately get ideas onto paper
  - Focus is on structure first and design later
- Much easier to convince yourself to start from scratch
- You get your idea saved so you can begin to think of alternative solutions
- Sharing your ideas with someone else is much quicker and collaborative
- Don't be afraid of sharing bad sketches

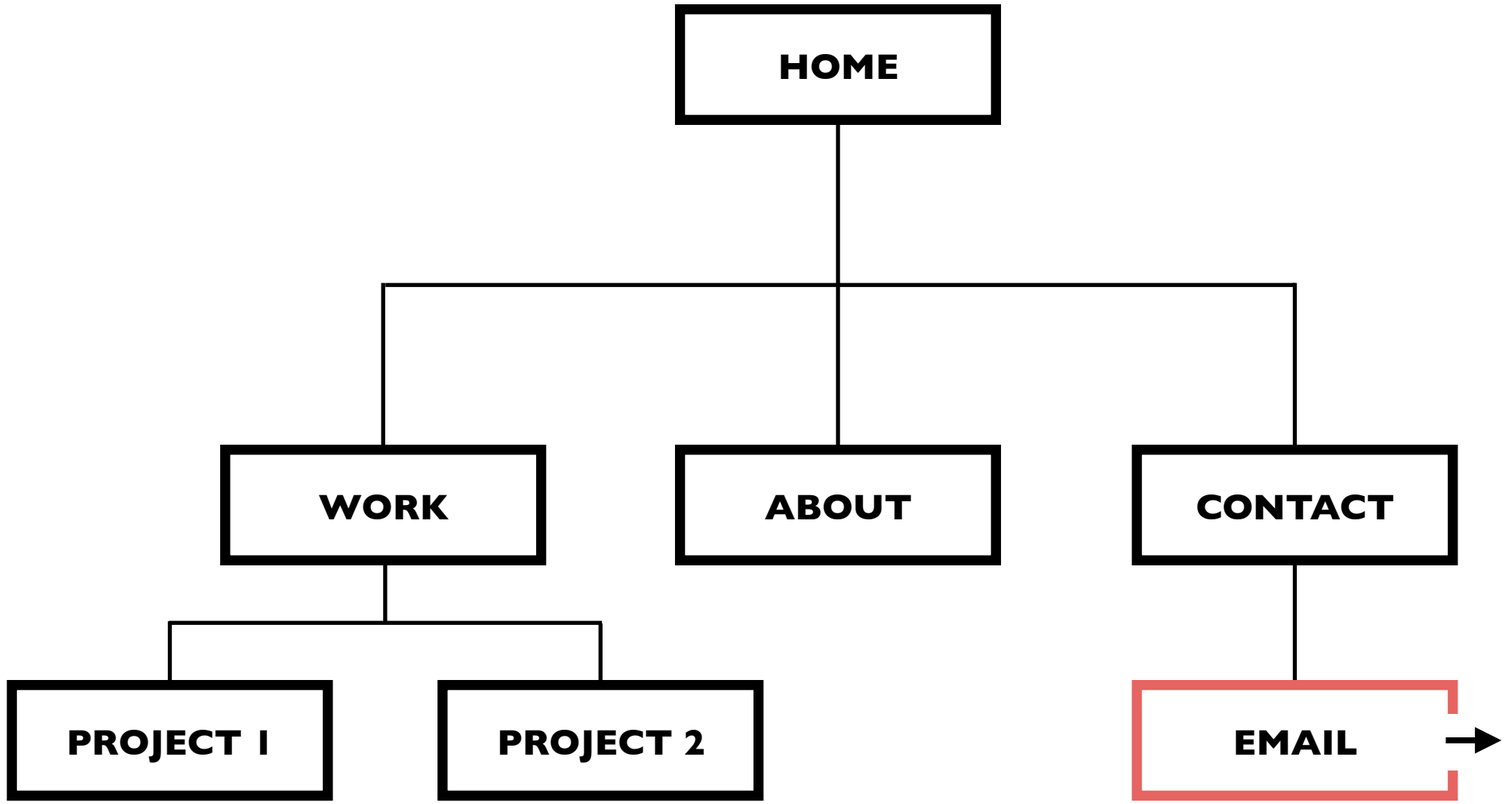

LIST
HEADER
NEWS
MY STUFF
DOWNLOADS
SYNC
TABS
HEADER
NEWS
POPOVER
HEADER
NEWS
SLIDING MENU
SLIDES ON CLICK
HEADER
NEWS
DASHBOARD
HEADER
CUSTOM TABS
HEADER
NEWS

Site Maps

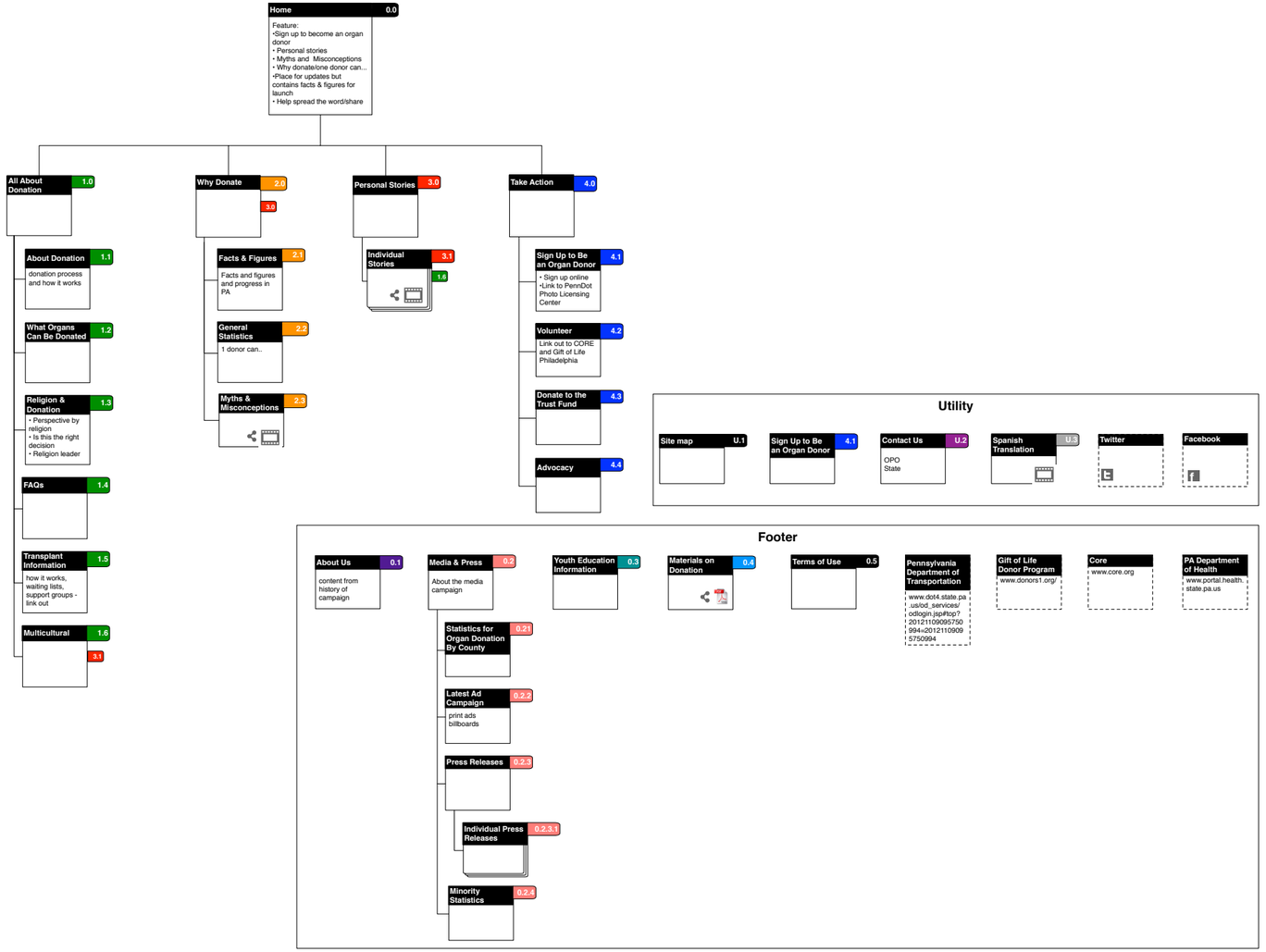
HOME

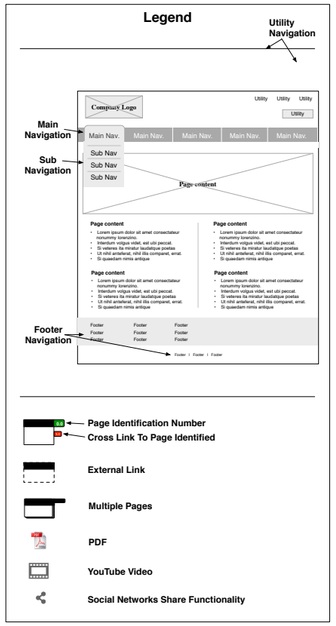

HOME
WORK
ABOUT
CONTACT


HOME
WORK
ABOUT
CONTACT
PROJECT 1
PROJECT 2


HOME
WORK
ABOUT
CONTACT
PROJECT 1
PROJECT 2
EMAIL

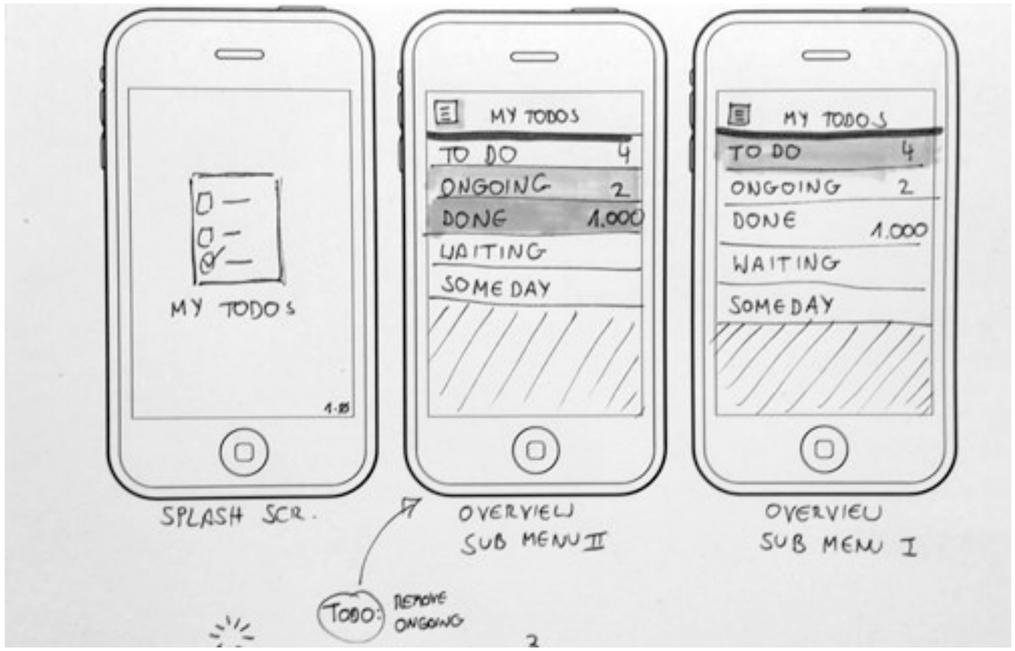
Donate Life Pennsylvania donatelife-pa.org	Site map





NEIMAN	**Version:** 3.0 **Date:** 11/30/12

User Flows


MY TODOS
1.08
SPLASH SCR.
MY TODOS
TO DO 4
ONGOING 2
DONE 1.000
WAITING
SOMEDAY
OVERVIEW
SUB MENU II
MY TODOS
TO DO 4
ONGOING 2
DONE 1.000
WAITING
SOMEDAY
OVERVIEW
SUB MENU I
TODO:
REMOVE
ONGOING

“When in doubt, sketch some more.”