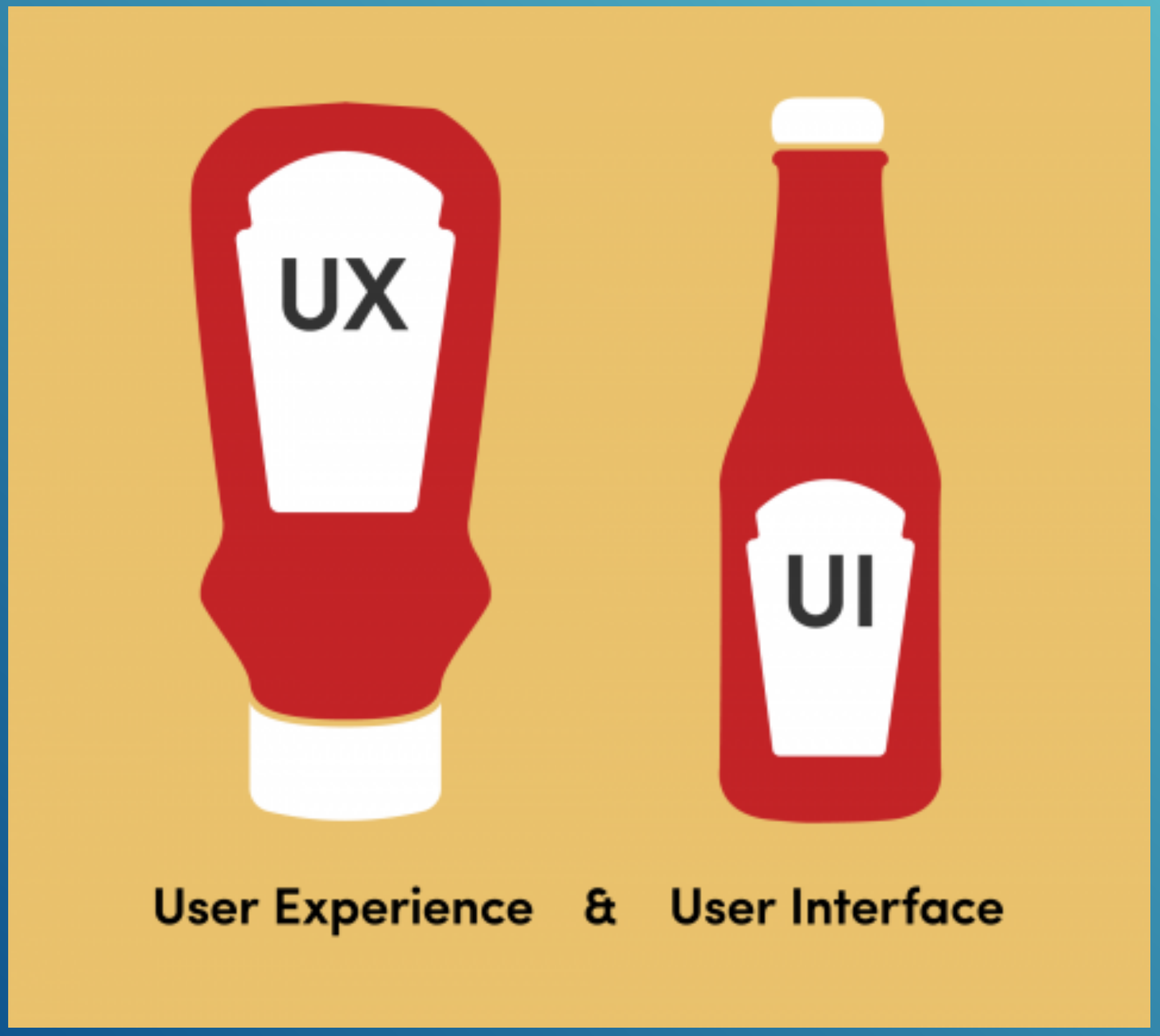
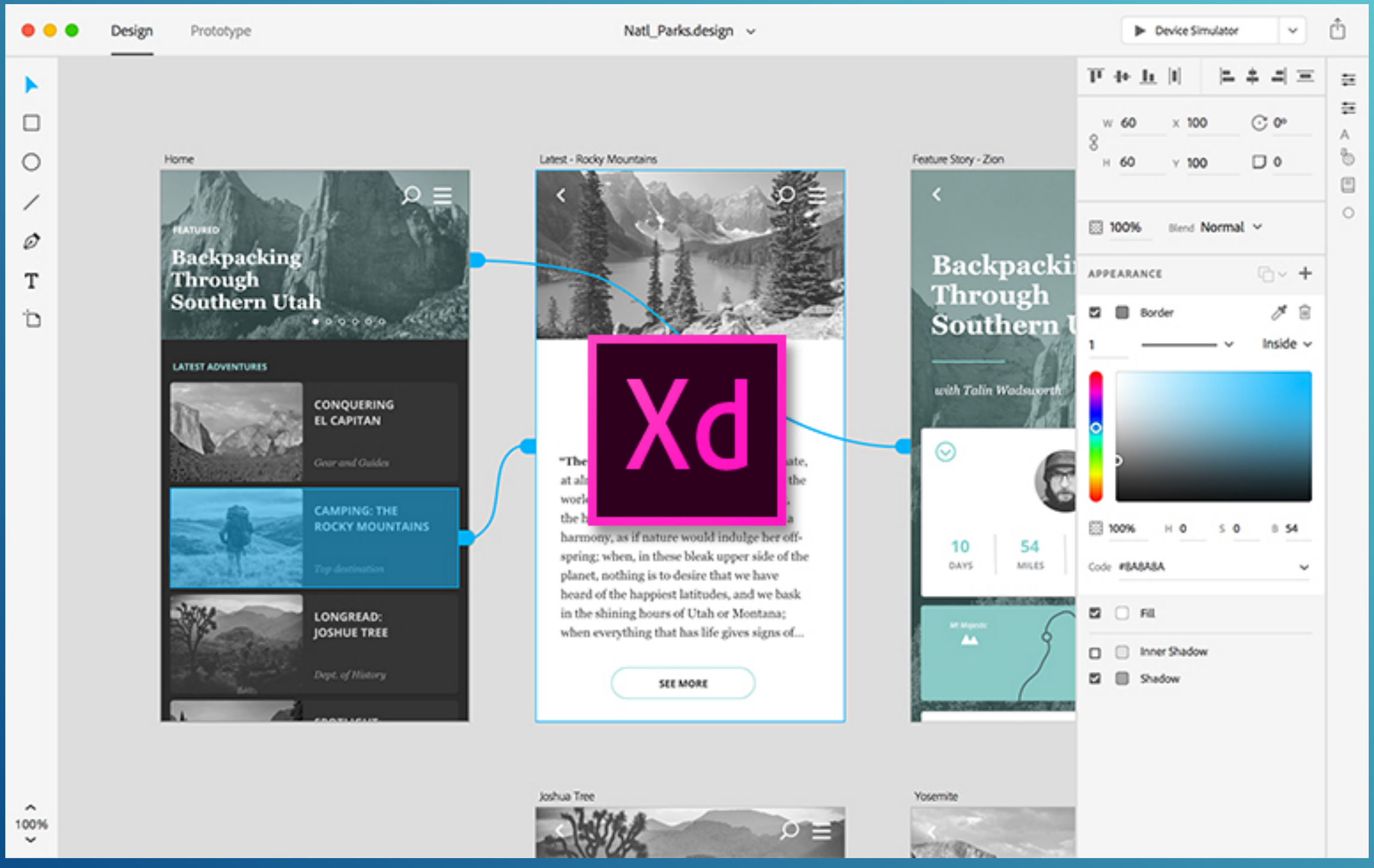

UX
UI
User Experience & User Interface


Design
Prototype
Natl_Parks.design
Device Simulator
Home
Latest - Rocky Mountains
Feature Story - Zion
FEATURED
Backpacking Through Southern Utah
LATEST ADVENTURES
CONQUERING EL CAPITAN
Gear and Guides
CAMPING: THE ROCKY MOUNTAINS
Top destination
LONGREAD: JOSHUE TREE
Dept. of History
harmony, as if nature would indulge her off-spring; when, in these bleak upper side of the planet, nothing is to desire that we have heard of the happiest latitudes, and we bask in the shining hours of Utah or Montana; when everything that has life gives signs of...
SEE MORE
with Talin Wadsworth
10 DAYS
54 MILES
Joshua Tree
Yosemite
W 60
X 100
H 60
Y 100
100%
Blend Normal
APPEARANCE
Border
Inside
Code #BABABA
Fill
Inner Shadow
Shadow
100%

Adobe XD CC

GUI

GRAPHICAL USER INTERFACE

UI

USER INTERFACE

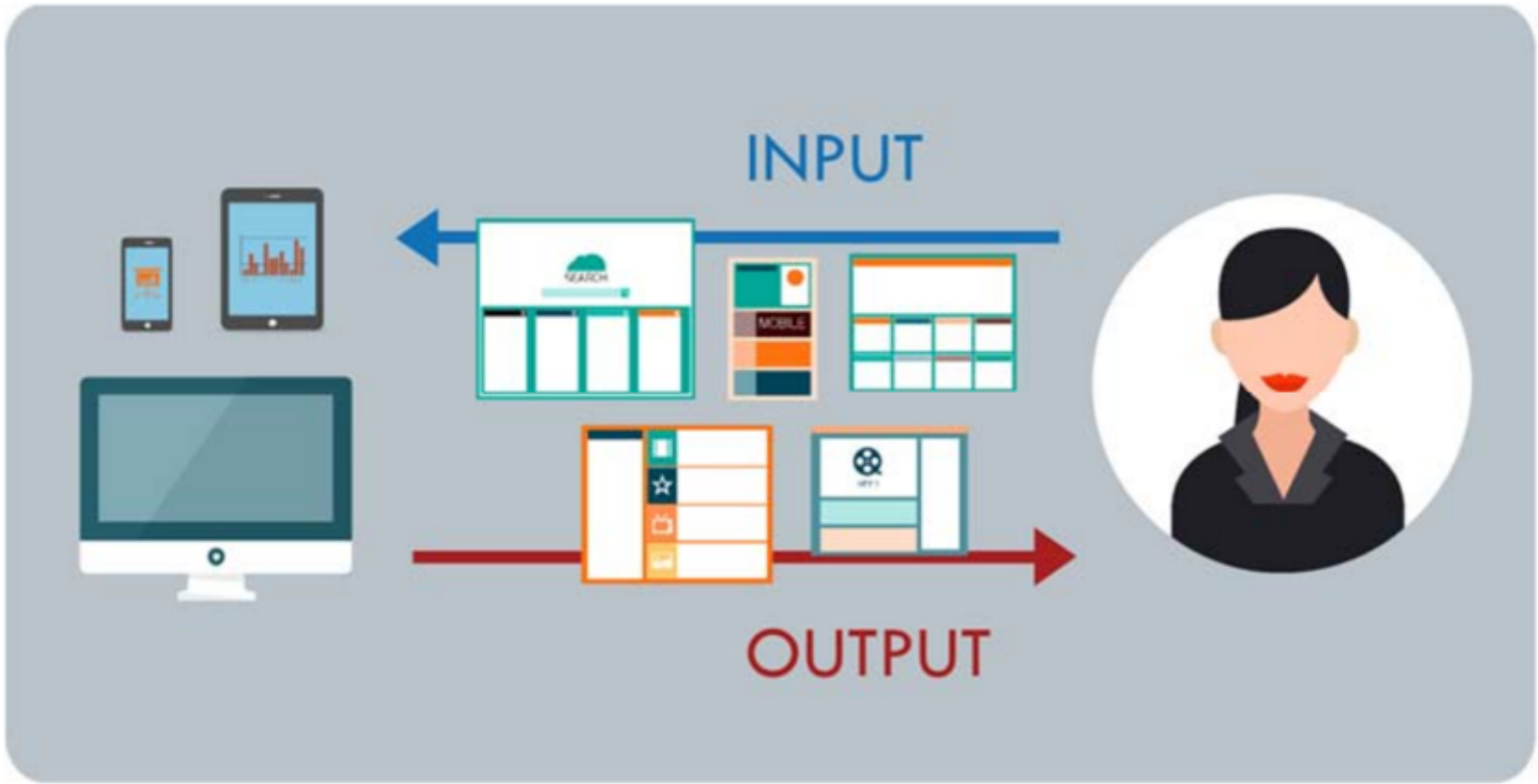
UI

USER INTERFACE

is an interface between the user and the computer.

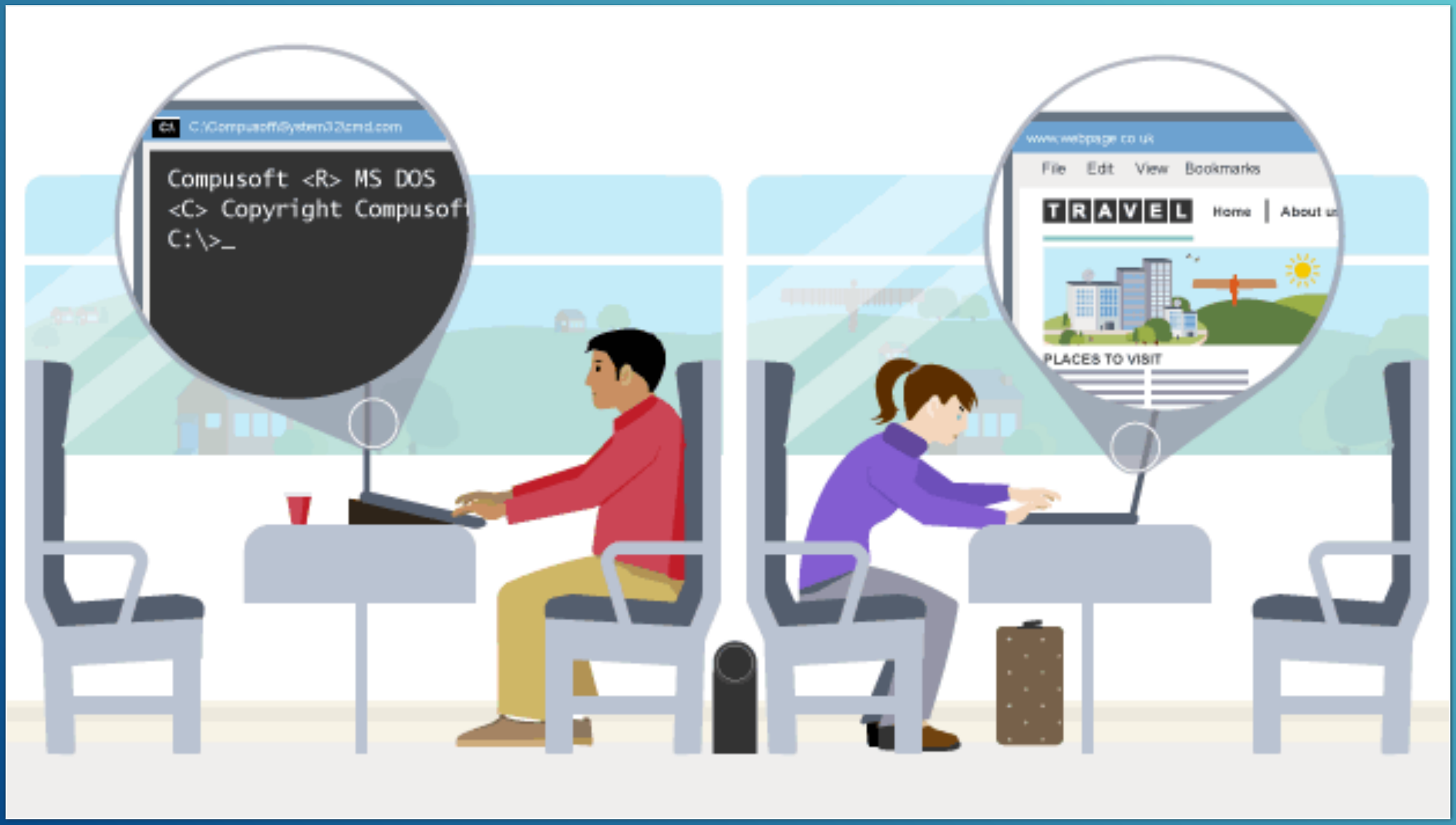
UI

USER INTERFACE



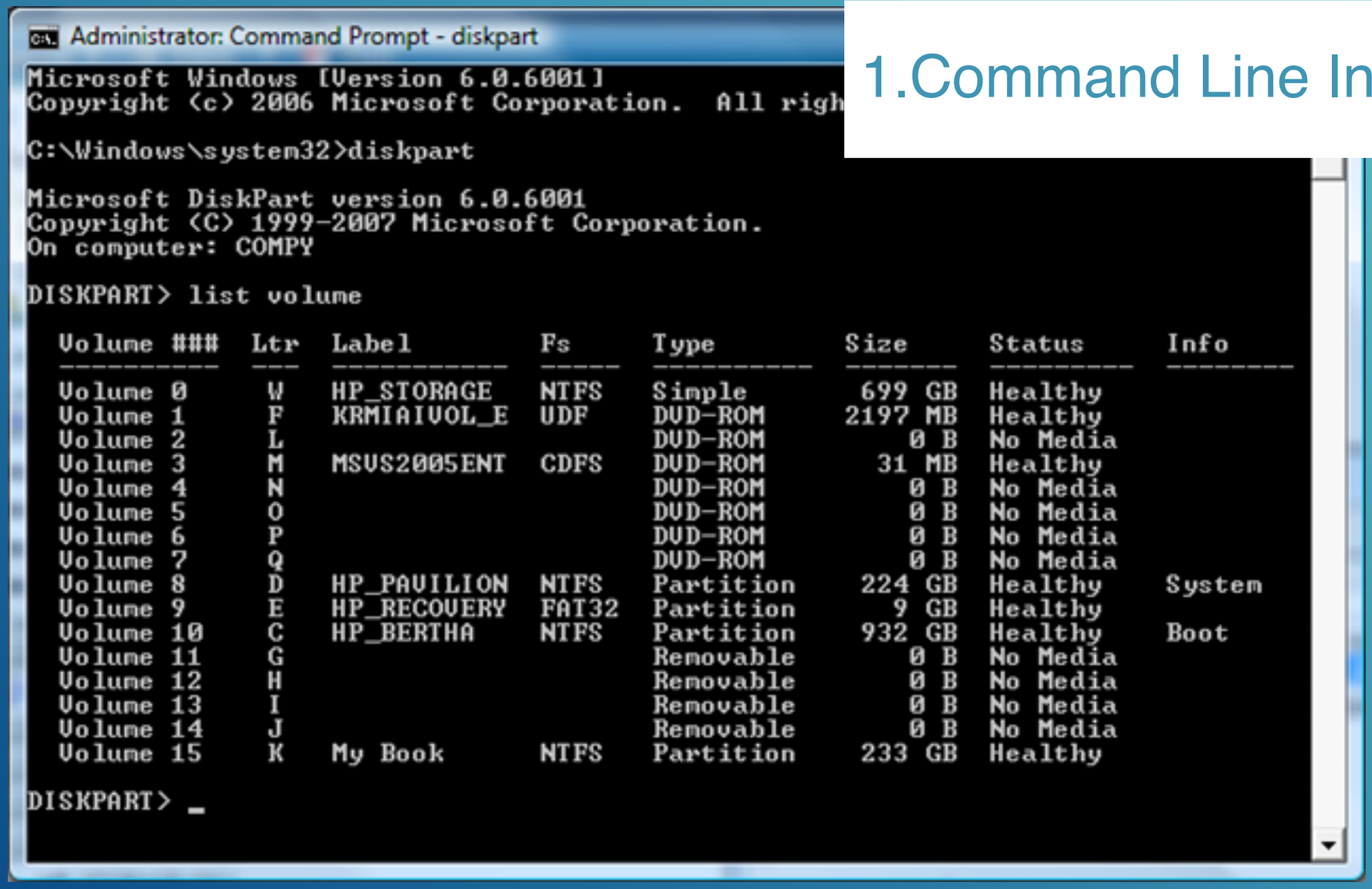
UI

USER INTERFACE


C:\Compusoft\System32\cmd.com
Compusoft <R> MS DOS
<C> Copyright Compusoft
C:\>_
www.webpage.co.uk
File Edit View Bookmarks
TRAVEL
Home
About us
PLACES TO VISIT

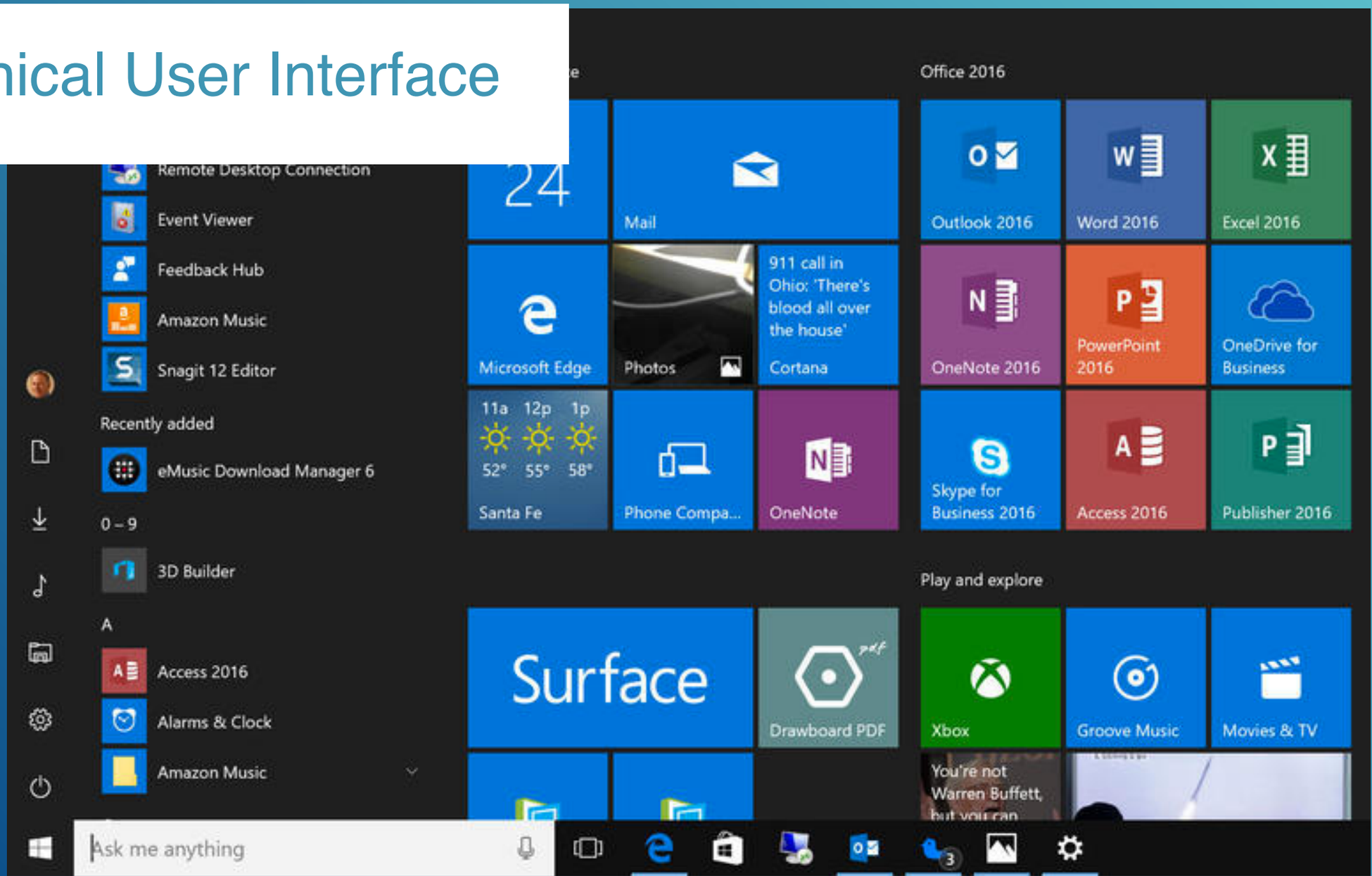
Types of User Interface

1.Command Line Interface



Types of User Interface

2.Graphical User Interface



GUI

GRAPHICAL USER INTERFACE

a computer program that enables a person to communicate with a computer through the use of symbols, visual metaphors, and pointing devices.

GUI

GRAPHICAL USER INTERFACE

They use graphics and pictures
to represent the input and output program.

GUI

GRAPHICAL USER INTERFACE

การติดต่อกับผู้ใช้โดยใช้ภาพสัญลักษณ์

เป็นการออกแบบส่วนของโปรแกรมคอมพิวเตอร์ให้มีการโต้ตอบกับผู้ใช้ โดยการใช้ Icon ,รูปภาพ และสัญลักษณ์อื่นๆ เพื่อแทนลักษณะต่างๆ ของโปรแกรม แทนการที่ผู้ใช้จะพิมพ์คำสั่งต่างๆ ในการทำงาน

Search
Safari
Messages
Contacts
OCT
20
Calendar
Reminders
FaceTime
iTunes
App Store
Game Center
Notes
Launchpad
280
3D
Maps
Time Machine
iBooks
System Preferences
OCT
20
2
280
3D

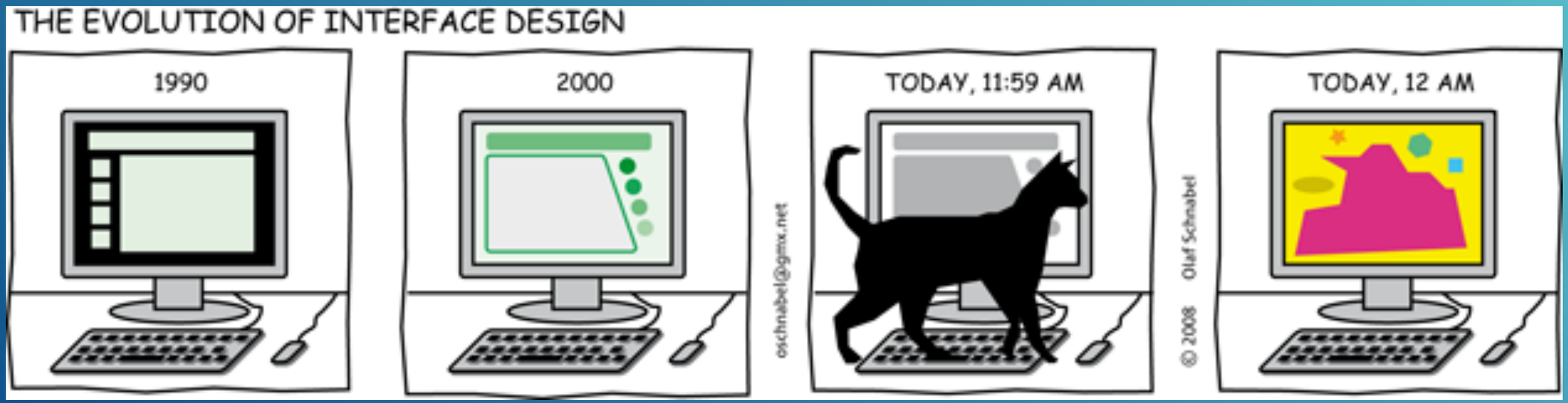
GUI

GRAPHICAL USER INTERFACE

GUI

GRAPHICAL USER INTERFACE

Graphical User Interfaces use pictures and graphics instead of just words to represent the input and output of a program. The program displays certain icons, buttons, dialogue boxes etc. on the screen and the user controls the program mainly by moving a pointer on the screen (typically controlled by a mouse) and selecting certain objects by pressing buttons, etc.

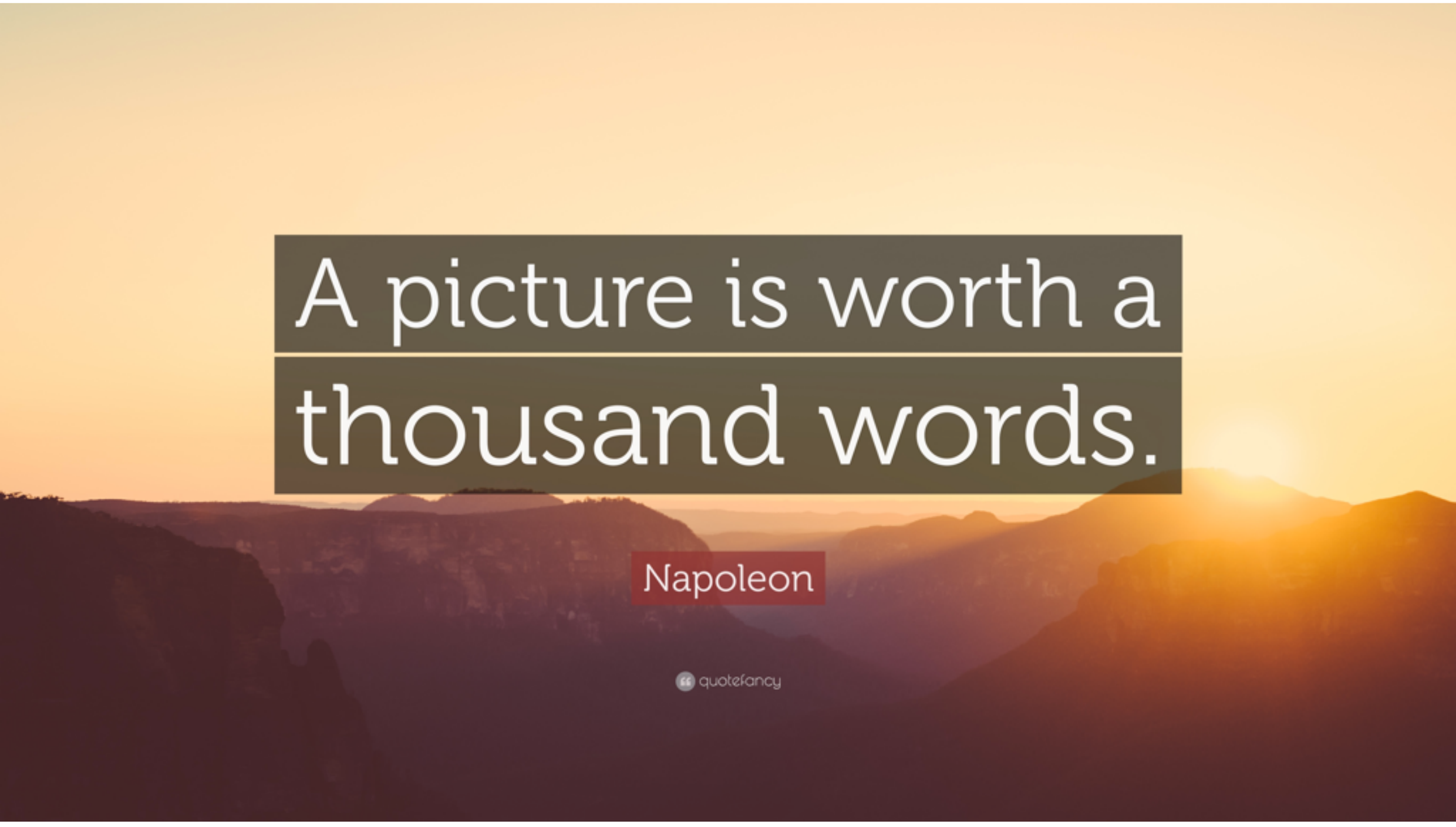

THE EVOLUTION OF INTERFACE DESIGN
1990
2000
TODAY, 11:59 AM
TODAY, 12 AM
oschnabel@gmx.net
© 2008 Olaf Schnabel

VISUAL COMMUNICATION

WHAT IS VISUAL COMMUNICATION?

Visual communication describes the conveyance of information and ideas in forms that can be read or looked upon

Examples include:


A picture is worth a thousand words.
Napoleon
quotefancy

Visual Communication

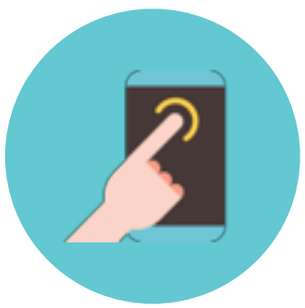
The three basic principles of visual communication according to are:

Organisation:

Give the user a simple, clear, and consistent conceptual structure.

Economy:

Maximise the effectiveness of a minimal set of tools.



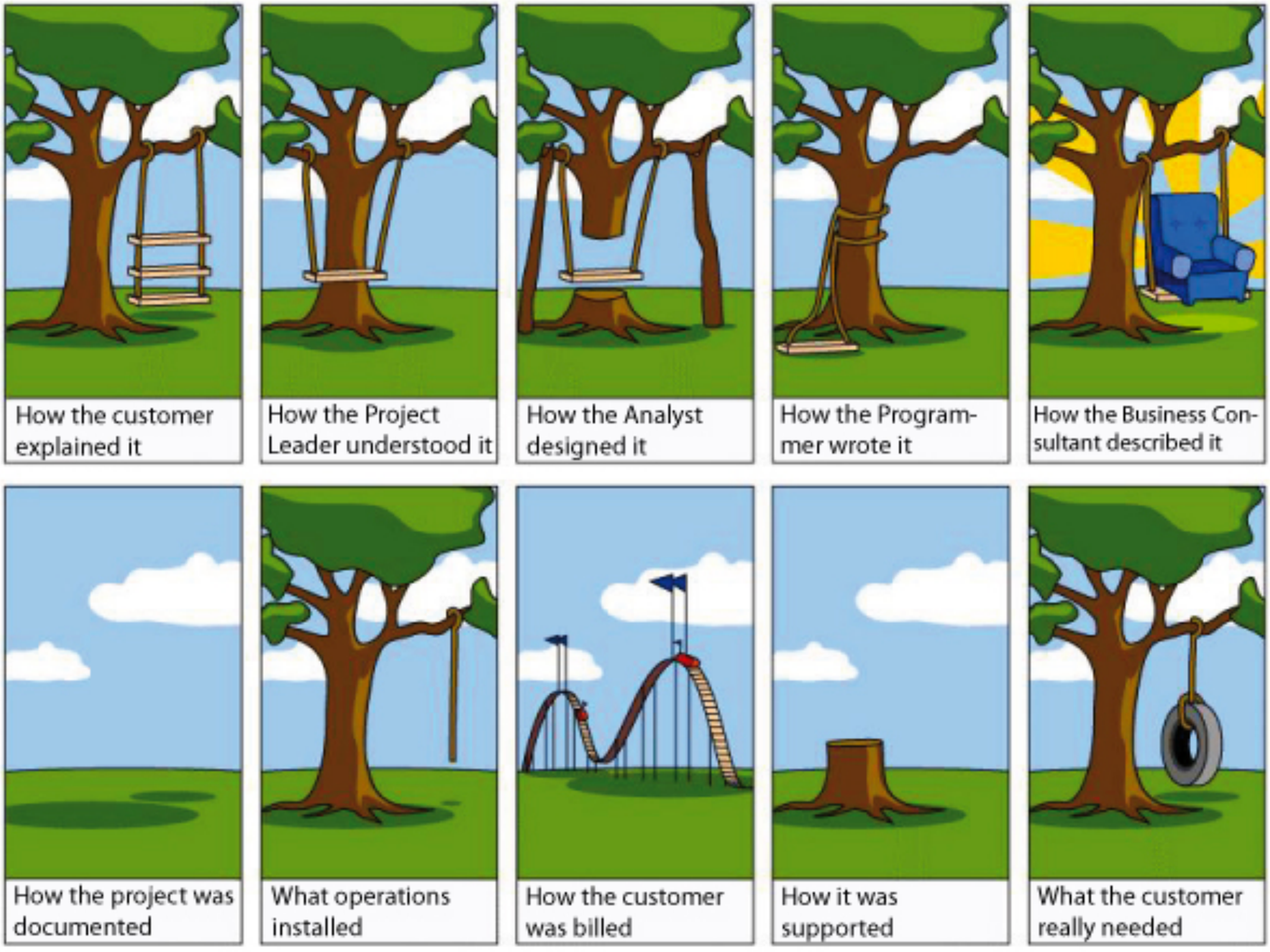
Communication:

Adjust your presentation to the intake capacity of your users.

"DESIGN IS INHERENTLY CREATIVE AND UNPREDICTABLE. "

"WHEN PLANNING A UI,
A DESIGNER SHOULD **FOCUS**
ON THE NEEDS OF THE END USERS.

USER-CENTERED DESIGN



A World without User-Centered Design

DESIGN

DESIGN IS SOLVING PROBLEMS.

NOT DRAWING PICTURE.

DON’T THE DESIGN **SERVE THE PURPOSE OF ITS EXISTENCE**
(COMMUNICATING BRAND MESSAGE ,
INFORMING,EDUCATING,ETC.)?

HOW SHOULD IT BE PERCEIVED (AND RECEIVED)
BY THE VIEWER/AUDIENCE?

THE PRINCIPLE OF GOOD GRAPHIC DESIGN ARE THE SAME PRINCIPLE THE DICTATE GOOD UI DESIGN

facebook
Google
YAHOO!
Coca-Cola
CNN
P&G
hp
HBO
adidas
McDonald's
NASA
Pizza Hut
NFL
MOTOR HARLEY-DAVIDSON CYCLES
ups
STARBUCKS COFFEE

Mercedes-Benz

Men talk about women, sports and cars.
Women talk about men inside sports cars.
S SL 5002
Mercedes-Benz

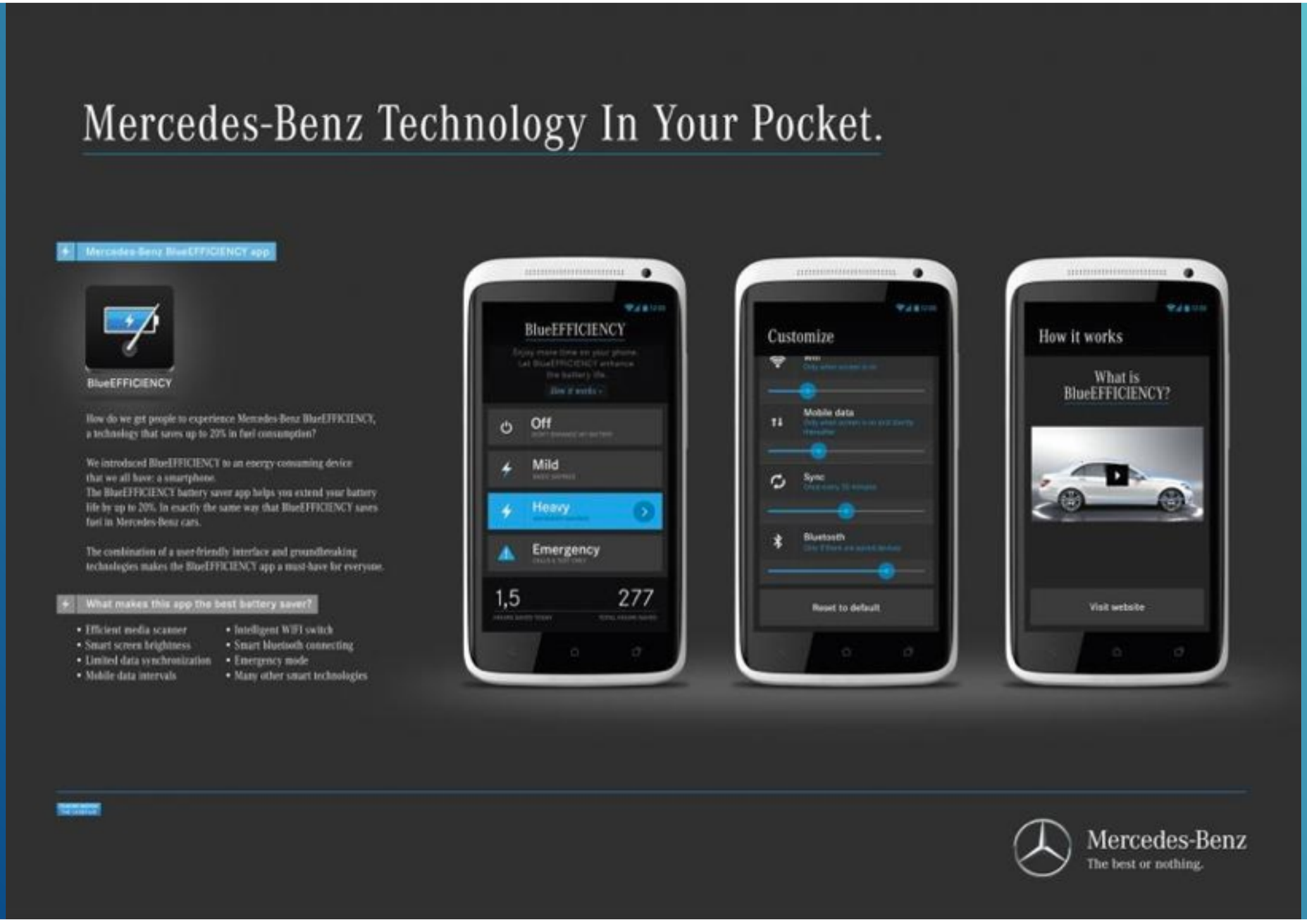
Introducing the only collectable toy scale 1:1.

SLK Special Edition: A limited and exclusive edition only for those true knowers of colectable toys.

Mercedes-Benz

The Future of the Automobile

其他三款国产车型，C级车、全新E级车及GLC SUV同样功不可没
中国制造，专属中国



https://youtu.be/OConXuBzYik

DESIGN IS DESIGN IS DESIGN

THE PRINCIPLE OF DESIGN

THE PRINCIPLE OF DESIGN

The Principles of Design

Pattern		A regular arrangement of alternated or repeated **elements**or motifs.
Contrast		The juxtaposition of different **elements** of design in order to highlight their differences and/or create visual interest, or a focal point.
Emphasis		Special attention or importance given to one part of the content. Emphasis can be achieved through use of design **elements** or other principles.
Balance		A feeling of balance results when the **elements** of design are arranged symmetrically or asymmetrically to create the impression of equality in weight or importance.
Scale		The relationship between objects with respect to size, number, and so on, including the relation between parts of a whole.
Harmony		The arrangement of **elements** to give the viewer the feeling that all the parts of the piece form a coherent whole.
Rhythm/ Movement		The use of recurring **elements** to direct the eye through the image. The way the elements are organized to lead the eye to the focal area.
Unity		All parts of an image are connected in a way so as to be seen as one.
Variety		Using different **elements** in an image to create visual interest.