

App Design and User Experience

Lecture 11

Please sit with your project team!

CIS 1951

Last time, in CIS 1951...

UIKit & UIKit Integration with SwiftUI

- UIKit basics: MVC
- User interaction in UIKit: event and input management
- Integrating UIKit in SwiftUI: using `UIViewRepresentable`
- Combining UIKit & SwiftUI: navigation and data sharing strategies
- **Questions? Comments? Feedback?**

CIS 1951 as a whole

Lectures 1-6: The Basics

Lectures 7-10: Technologies

Lectures 11-13: Beyond Development

The App Design Process

How do we get an app from scratch?

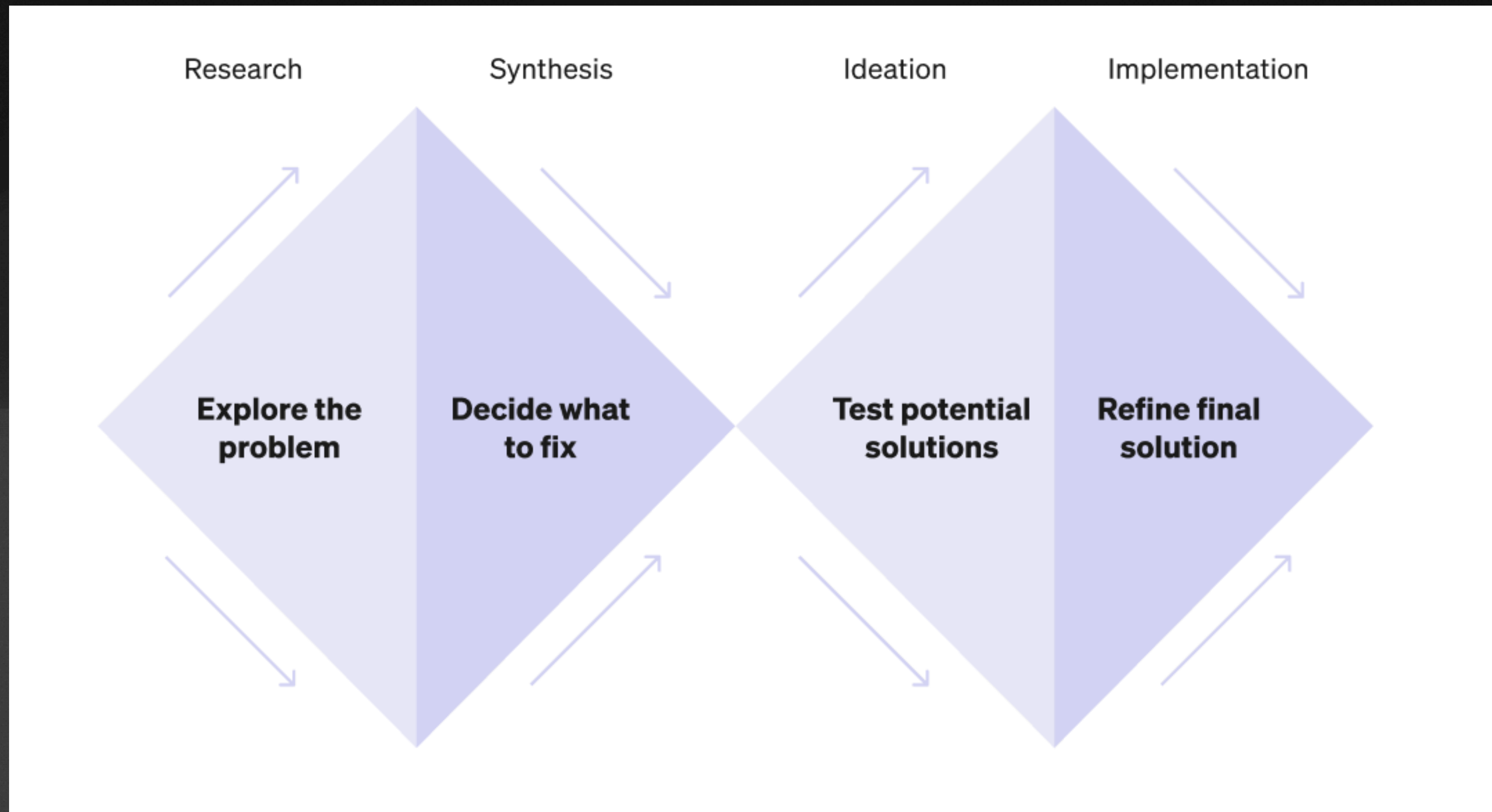
What do we need to know?

- **Problem:** What problem do we want to solve?
- **Solution/Features:** How do we solve it?
- **UI/UX:** How will people access/use our solution?
- **Implementation:** How do we build our solution?

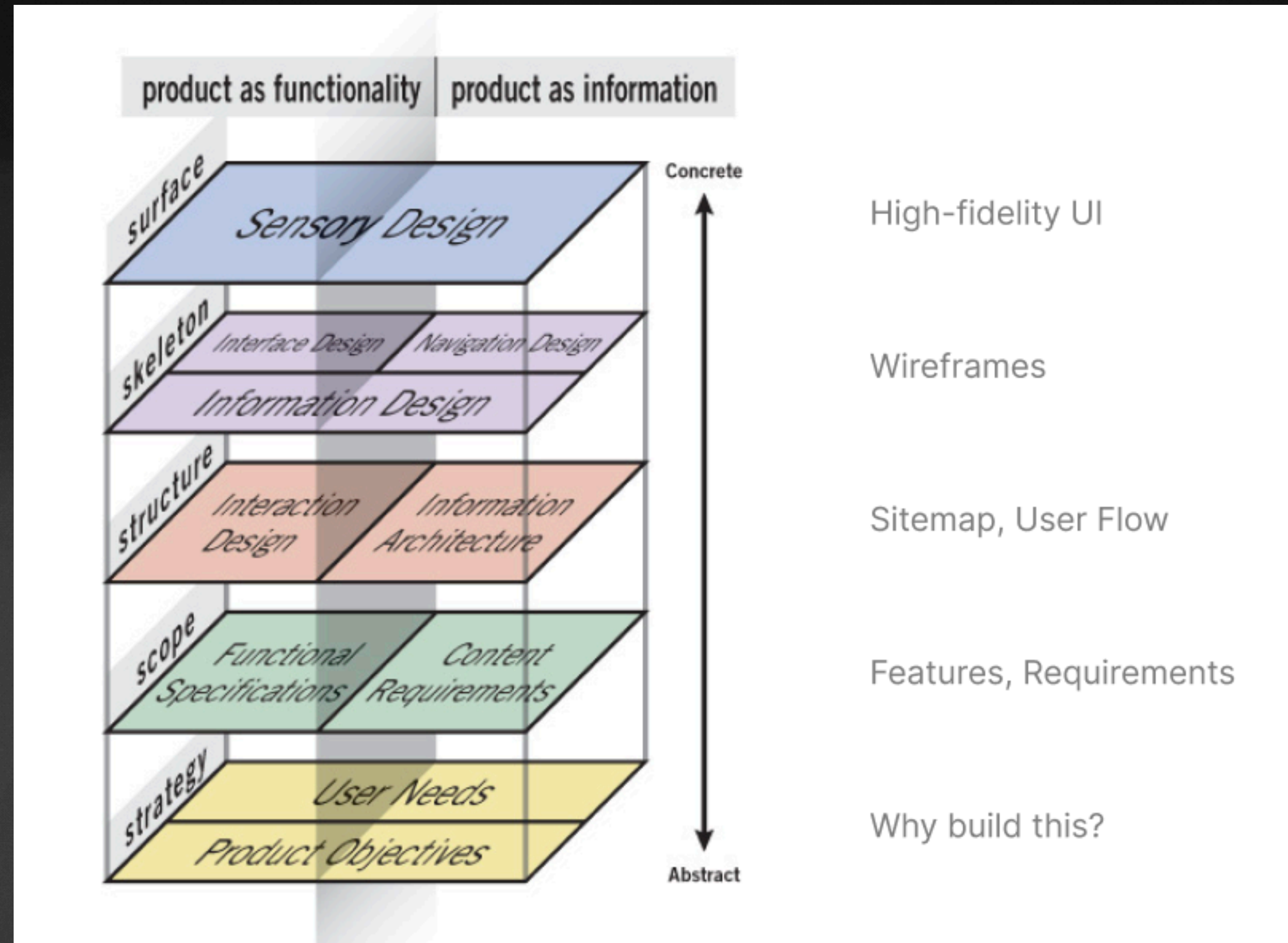
What is UI/UX?

- **UI** = User interface, aka what the user **sees** on our app
- **UX** = User experience, aka how the user **interacts** with our app

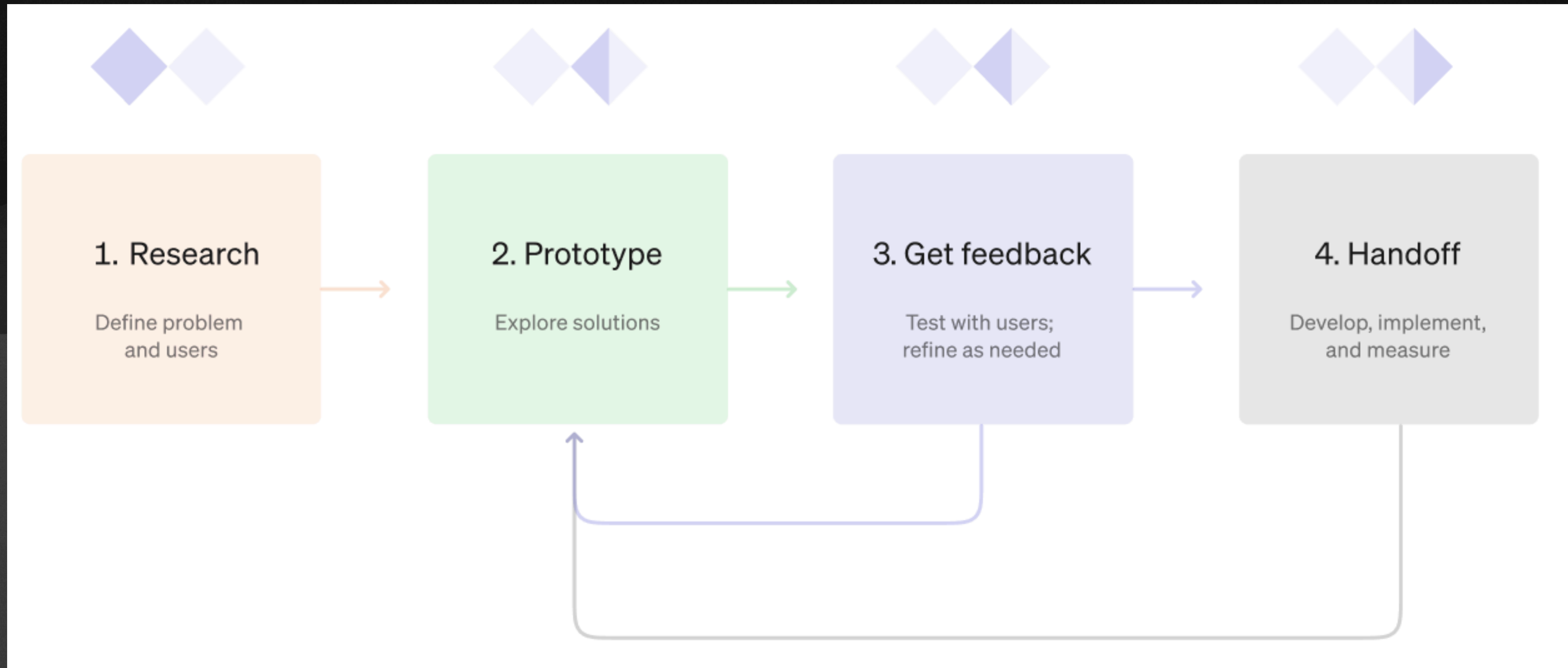
Design Thinking



The Planes of UX



The UX Process



The App Design Process

Steps

- User Stories
- Low-fi Sketch
- User Flow
- View Hierarchy Diagram
- High-fi Sketch

User Stories

User Stories

Definition

“Brief, informal explanations of software features written from the perspective of the end user”

User Stories

Structure

“As a [persona], I [want to], [so that].”

User Stories

Examples

- Consider our HW4 weather app:
 - “As a frequent traveler, I want to quickly check the weather forecast for multiple cities I plan to visit, so that I can pack appropriately and make informed travel arrangements.”
 - “As a gardening enthusiast, I want to monitor the weather conditions of my local area and save historical weather data, so that I can plan my gardening activities based on past weather trends and upcoming forecasts.”

User Stories

Your Turn!

Generate 5 user stories for your project app.

User Stories

Your Turn!

Pick 1 to share!

Say your app idea, then your selected user story.

Low-fi Sketch

Low-fi Sketch

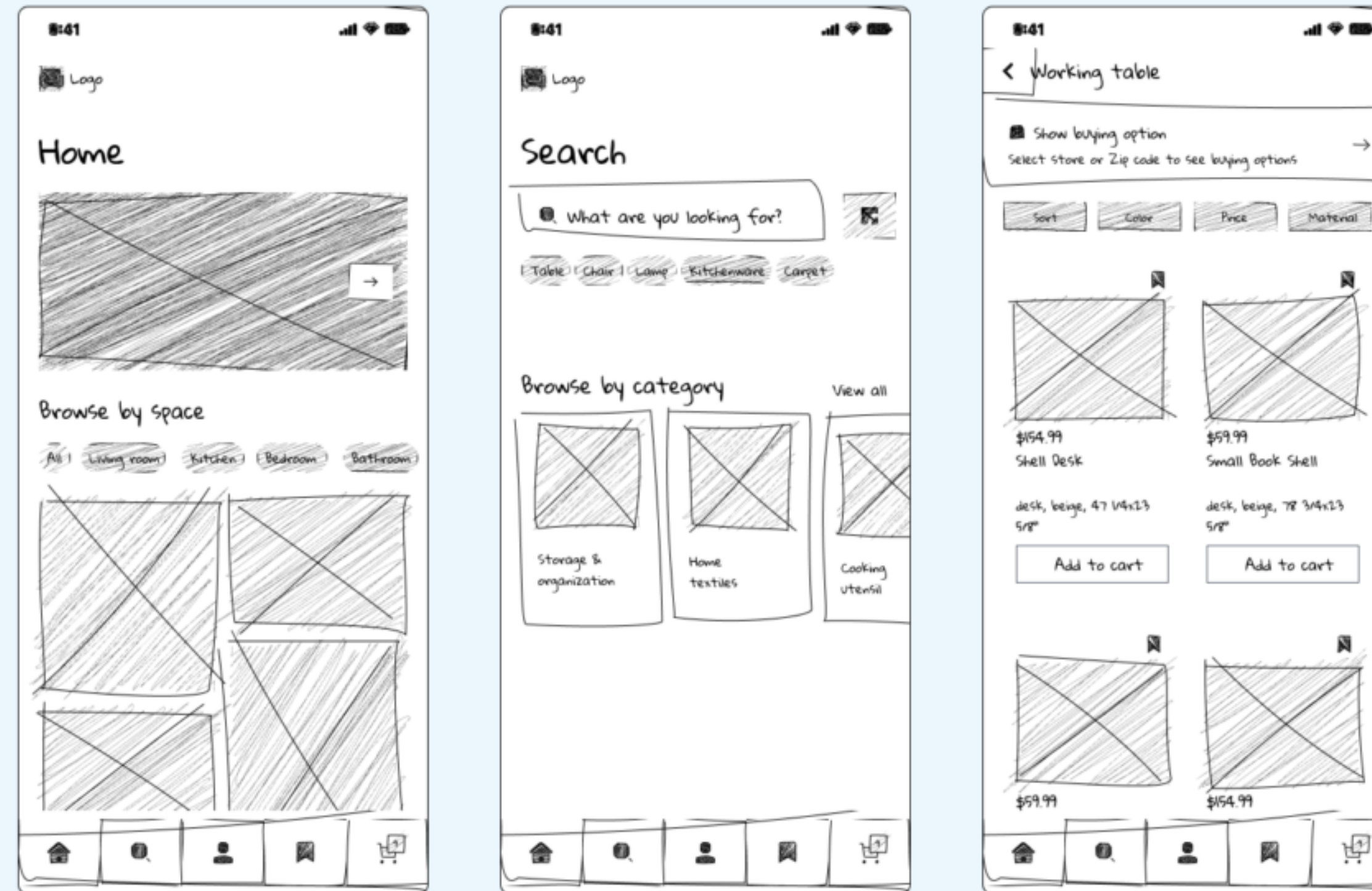
Definition

A rough drawing or skeleton of how your app will look and work.

*Sometimes also called a “wireframe”

Low-fi Sketch

Example



Low-fi Sketch

Your Turn!

Use pencil and paper, sketch a wireframe of your app.

Which screens do you plan to have?

What's on each screen?

Low-fi Sketch

Your Turn!

Pass your sketch to your neighbor.

Write down what you think your neighbor's app does based on the sketch you see.

What features can you see?

User Flow

User Flow

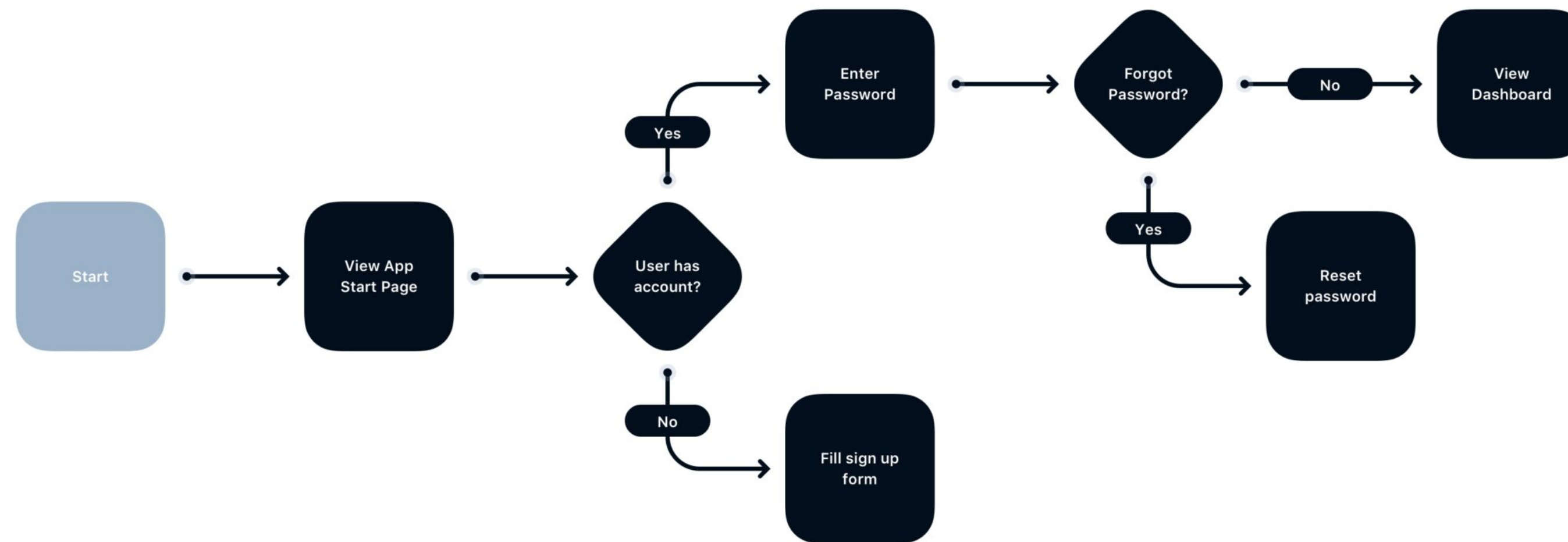
Definition

A visualized path that the user follows through an app to complete single or multiple tasks.

User Flow

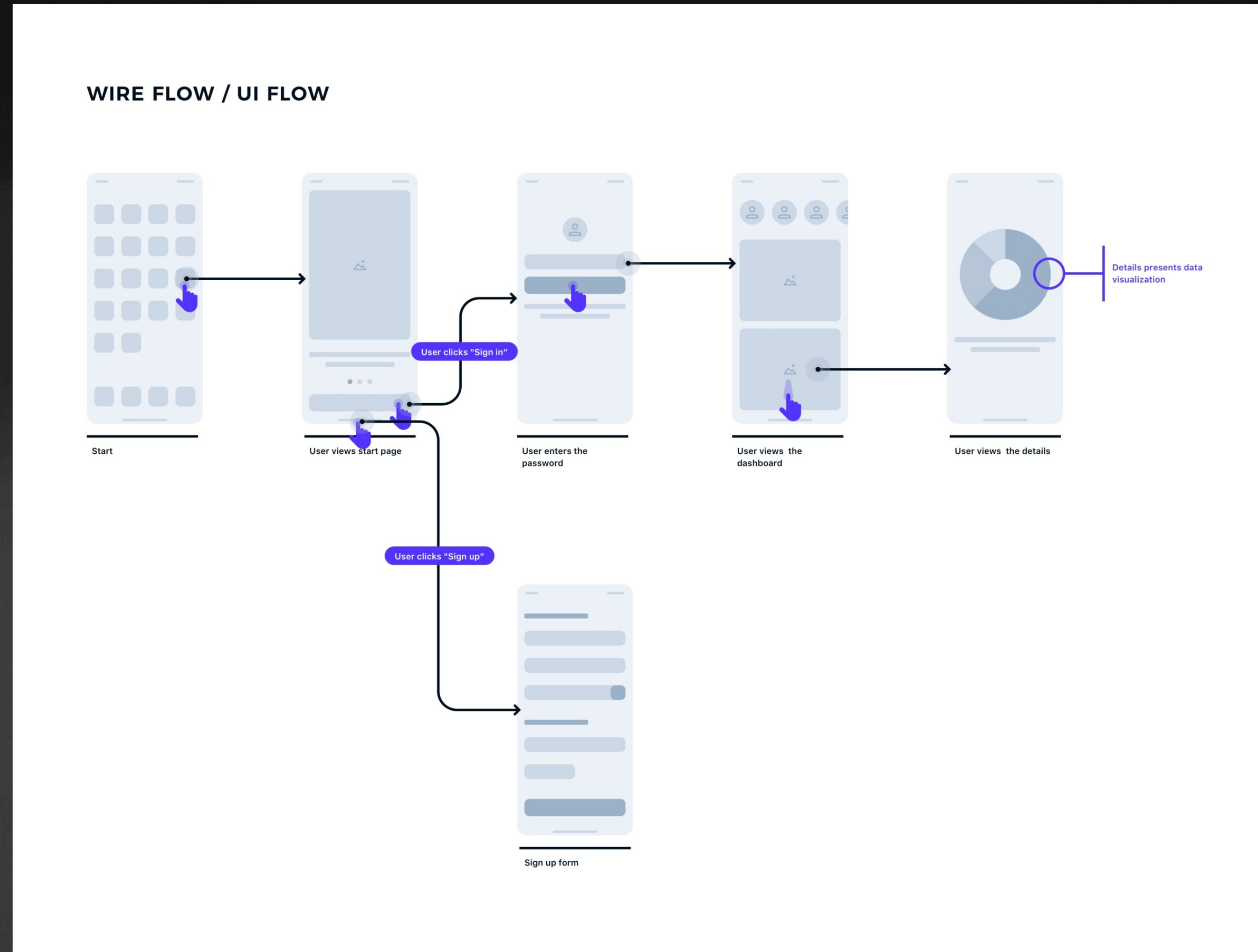
Example

TASK FLOW



User Flow

Example



User Flow

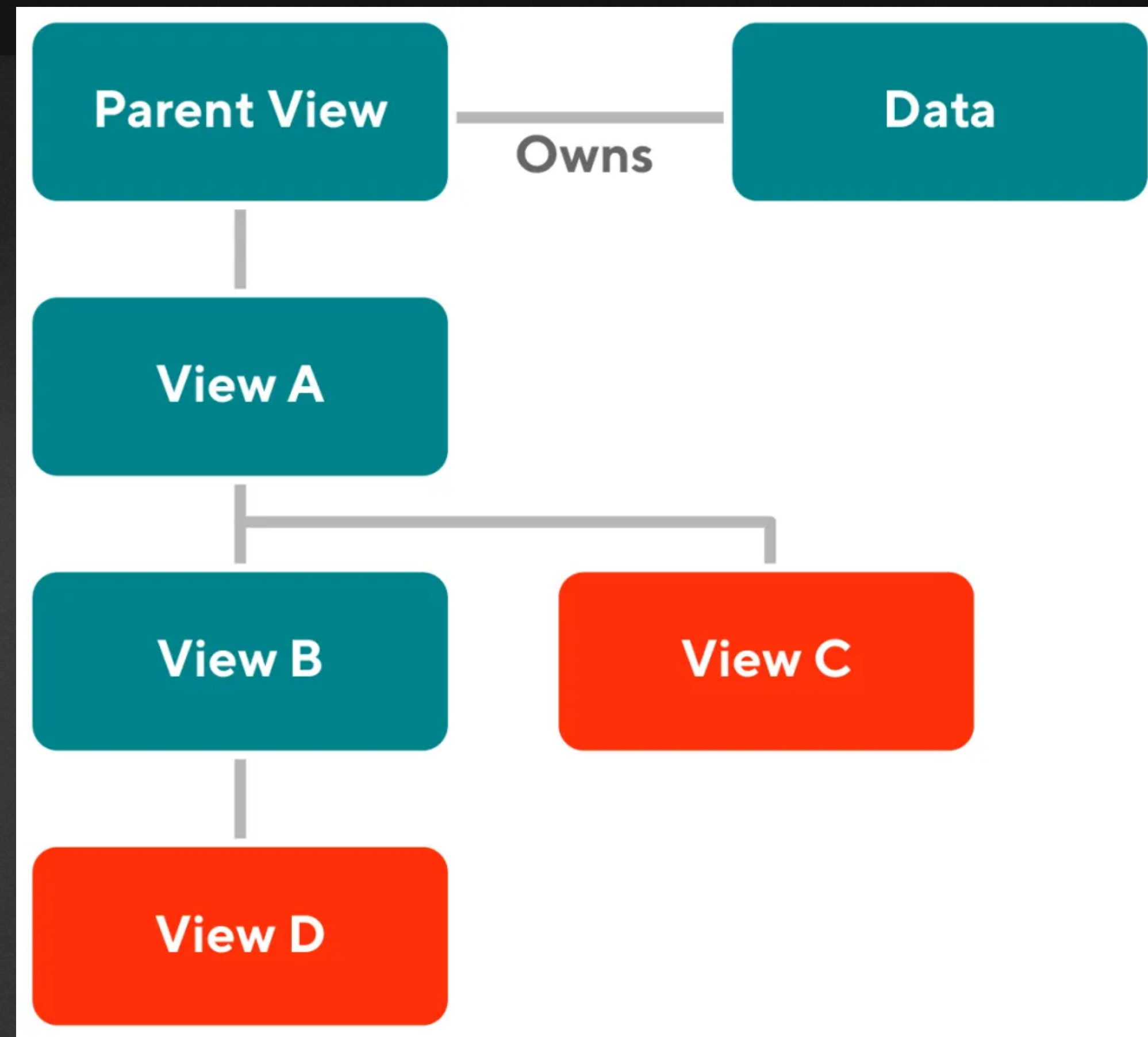
Your Turn!

On your low-fi sketch, draw at least 3 user interactions using arrows across components.

View Hierarchy Diagram

View Hierarchy Diagram

Review from Week 4!



High-fi Sketch

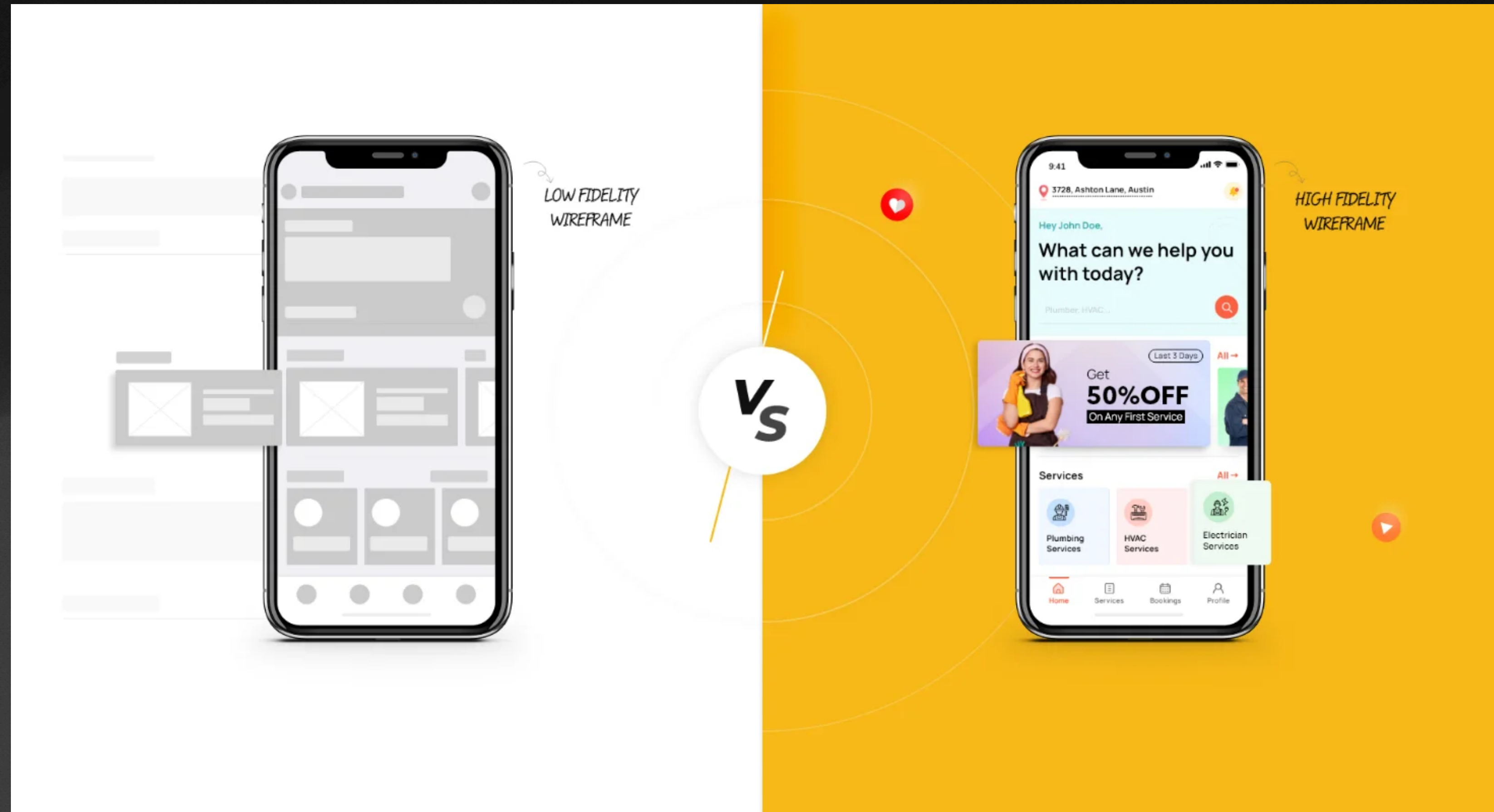
High-fi Sketch

Definition

A realistic, interactive prototype that closely resembles the final design of a project.

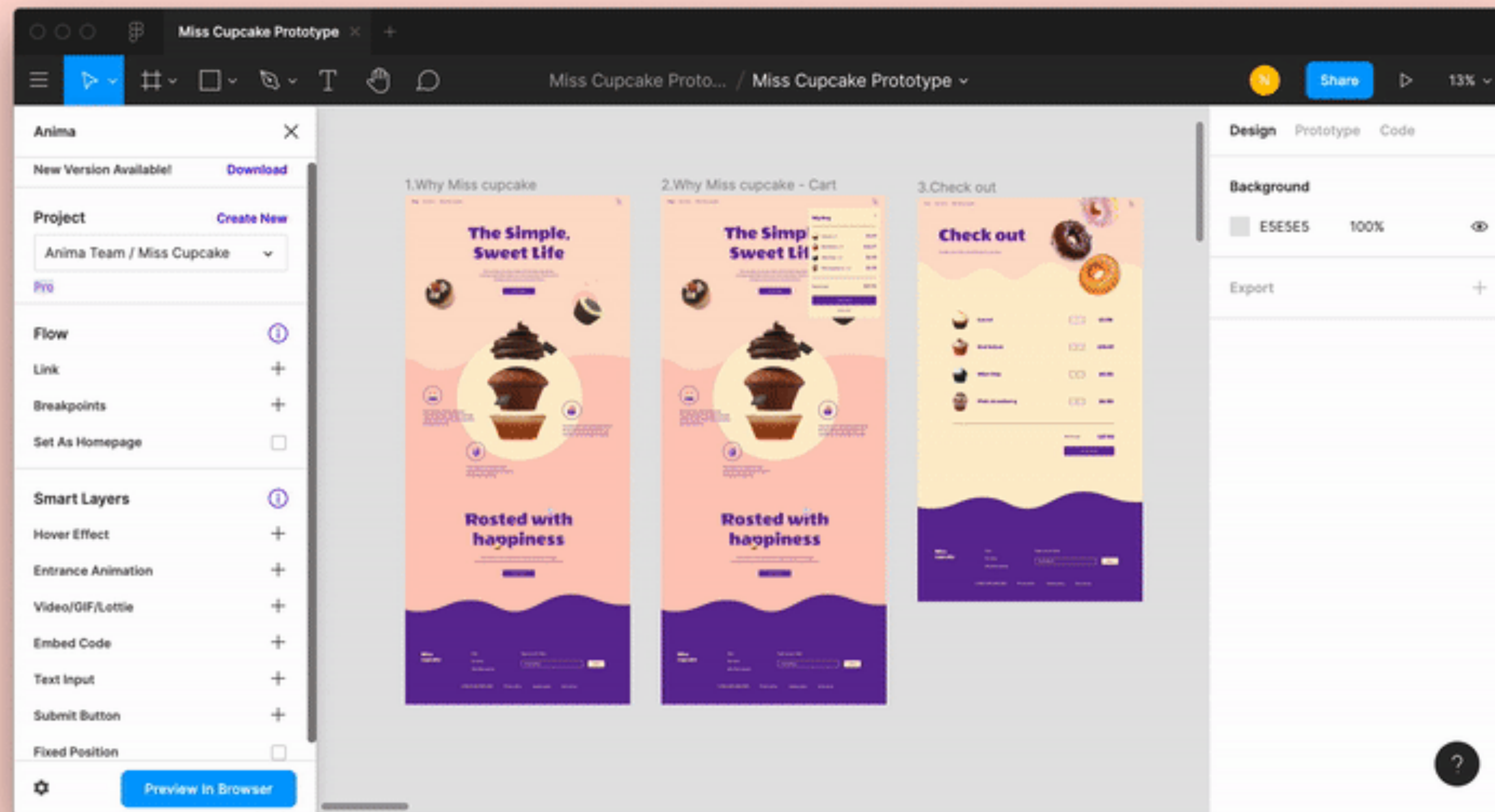
*Sometimes also called a “high-fi wireframe” or “prototype”

High-fi Sketch Example



High-fi Sketch

Tool: Figma



- Draw
- Prototype interactions
- Simulate
- Access community assets/tools

UI/UX Design: Starter Tips

1. Visibility of system status

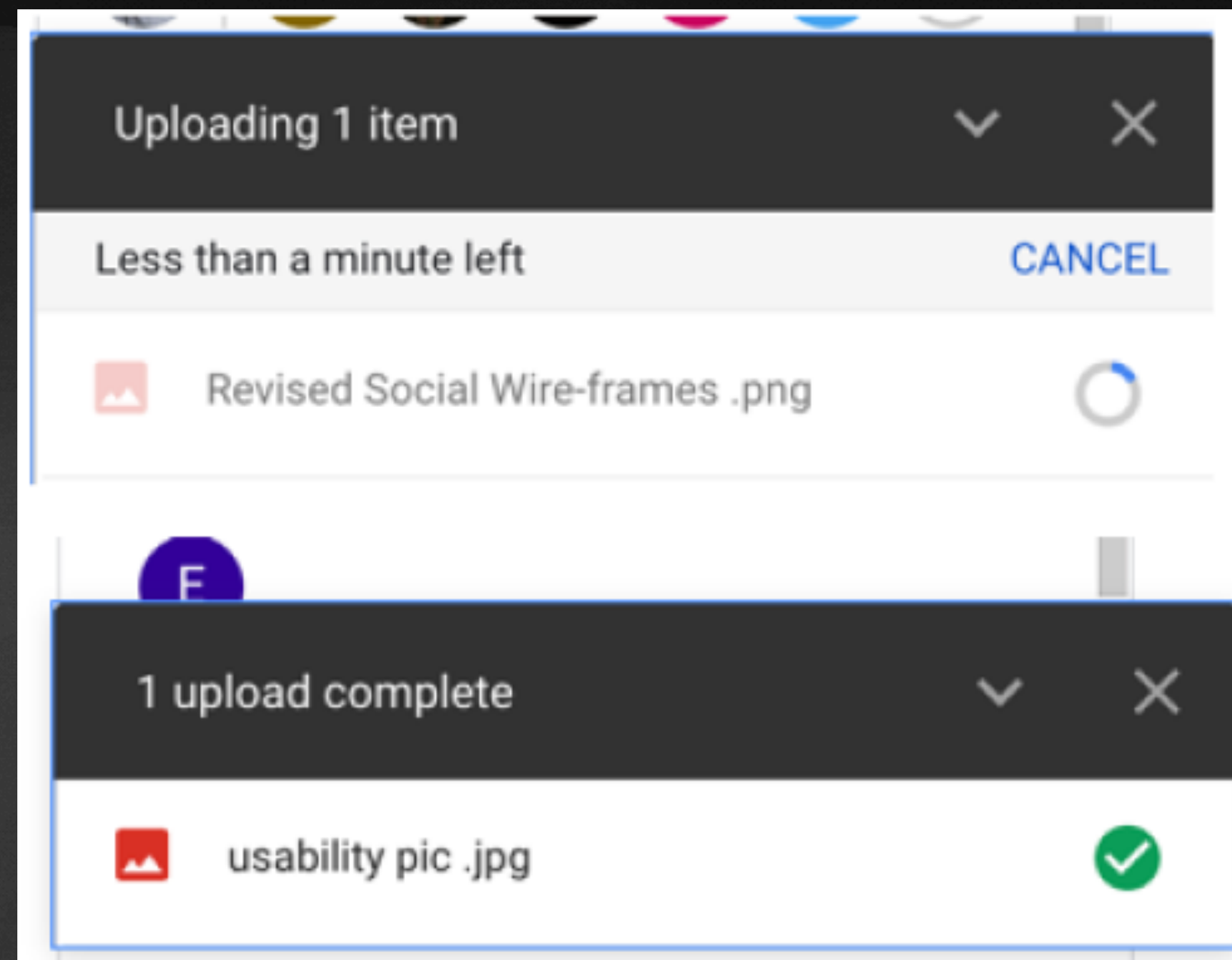
Visibility of system status

Keep users informed about what's going on.

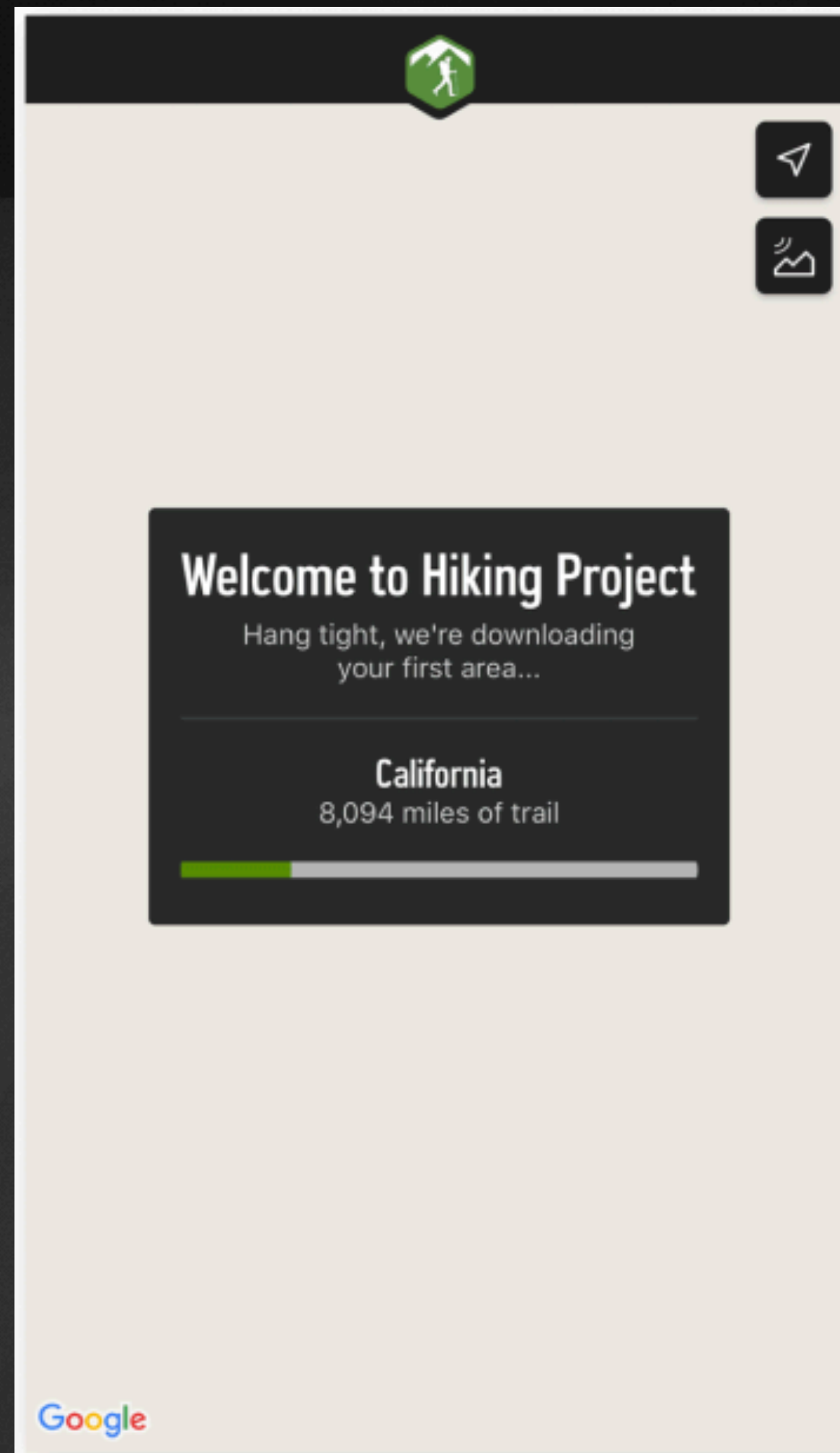
Visibility of system status



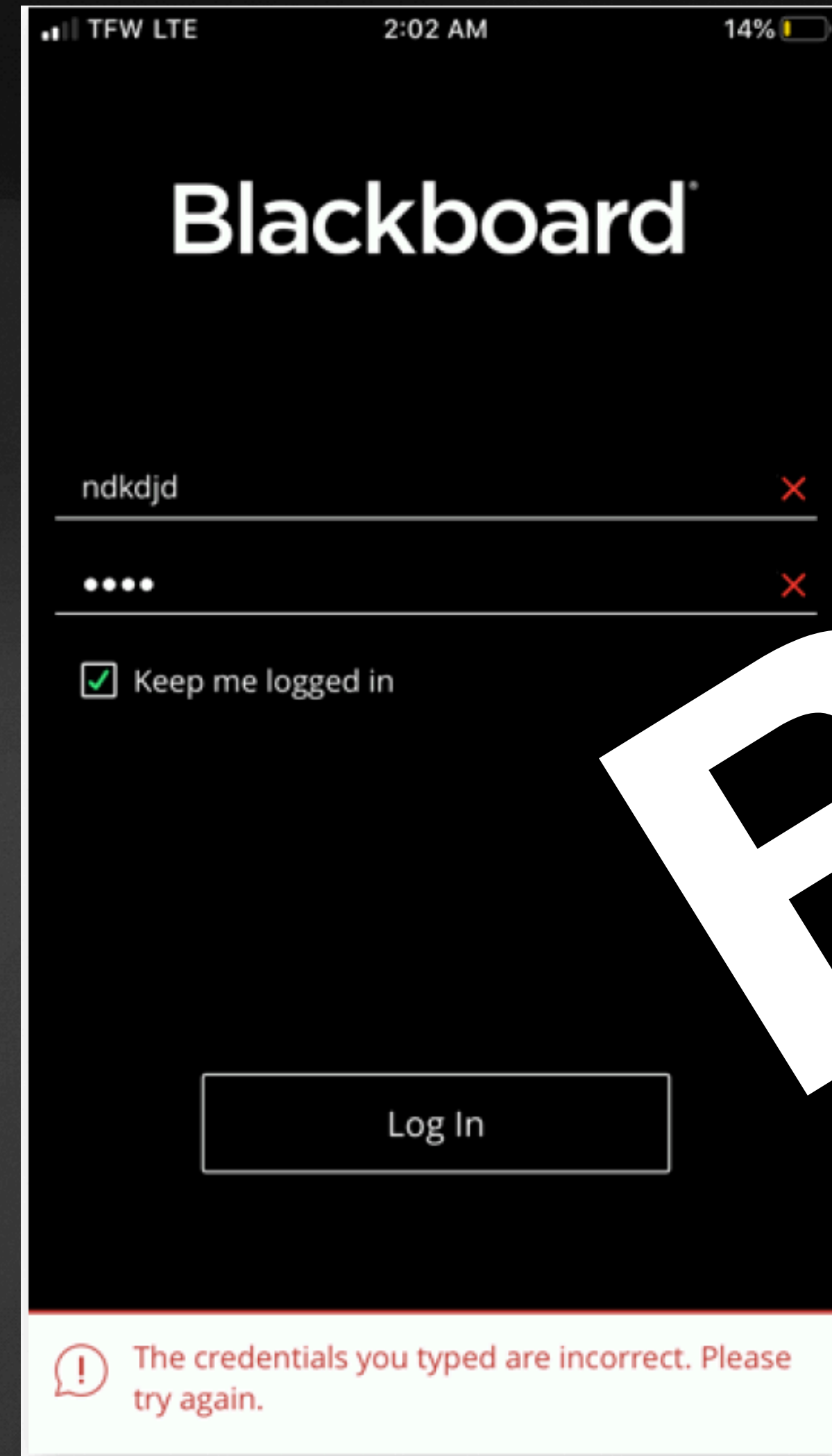
Visibility of system status



Visibility of system status



Visibility of system status



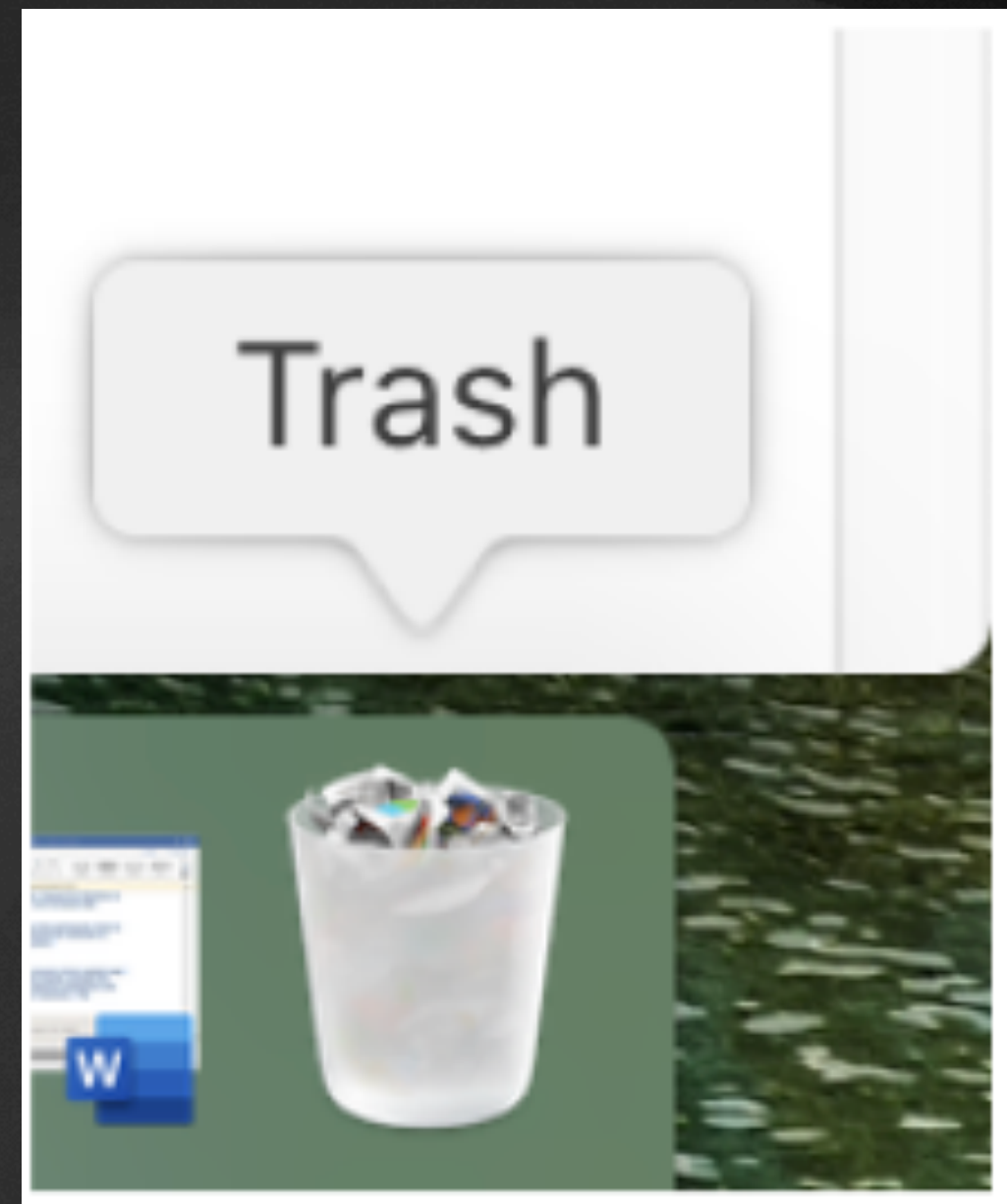
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2. Match between system and the real world

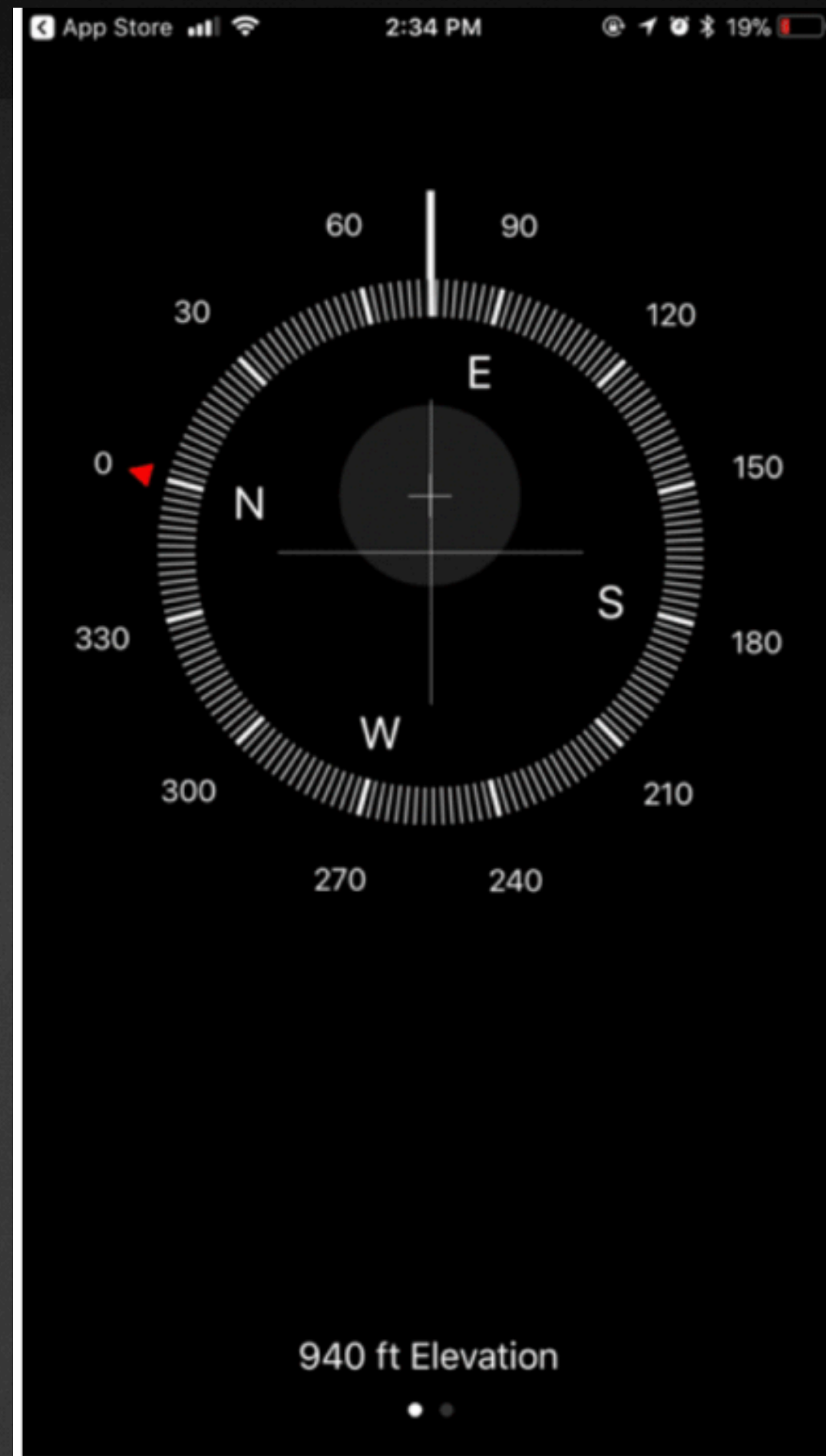
Match between system and the real world

Speak the users' language

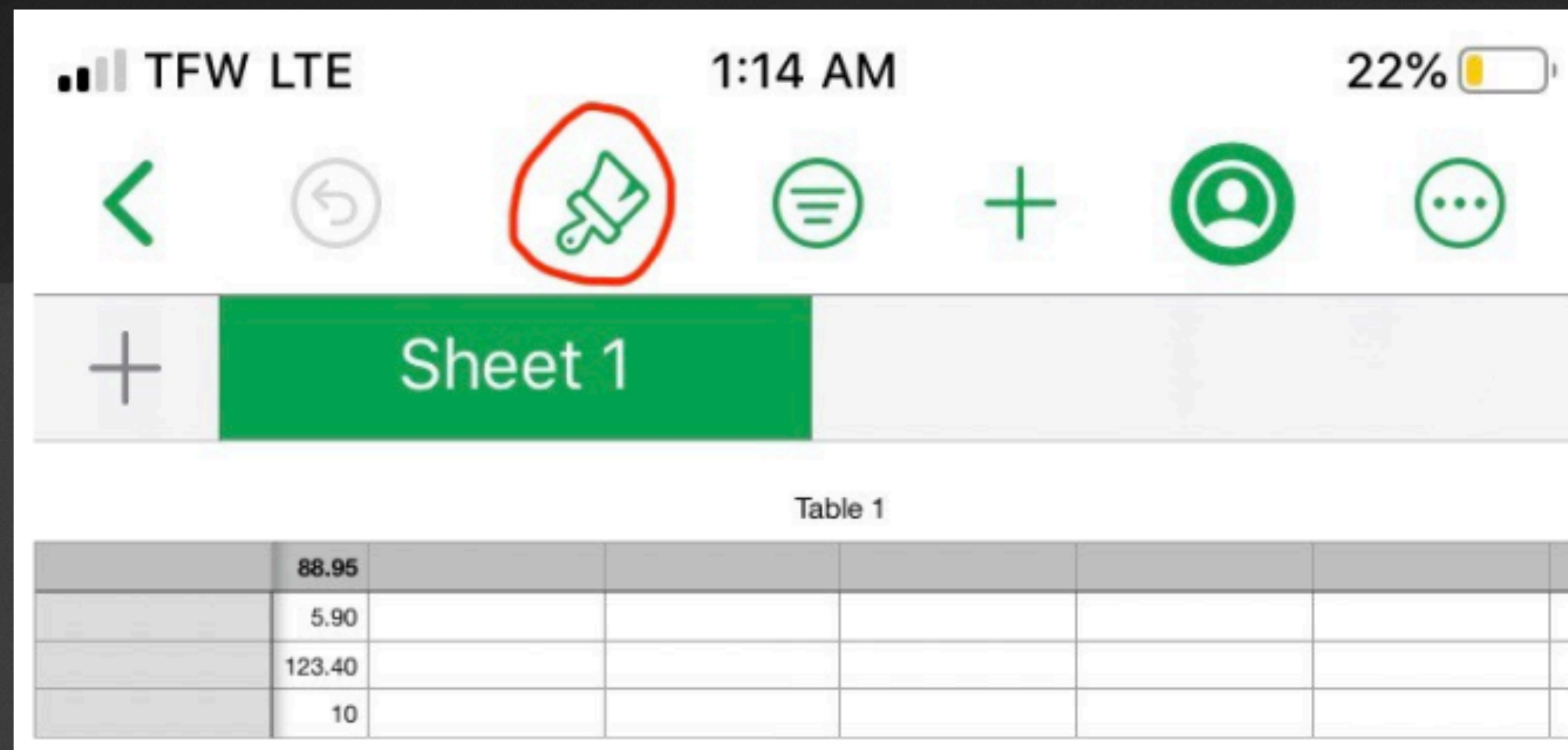
Match between system and the real world



Match between system and the real world



Match between system and the real world



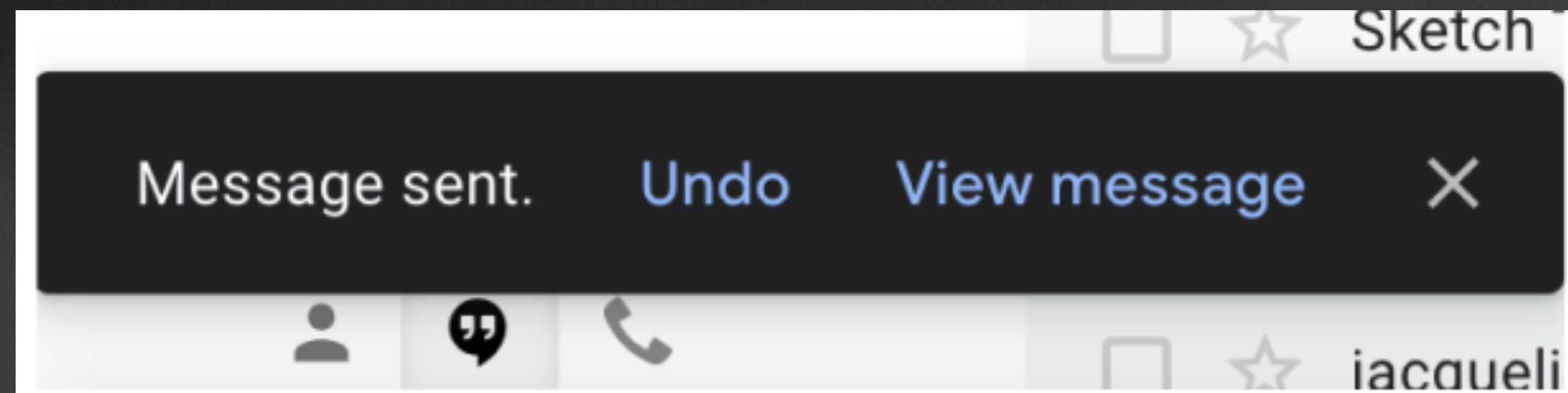
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3. User control and freedom

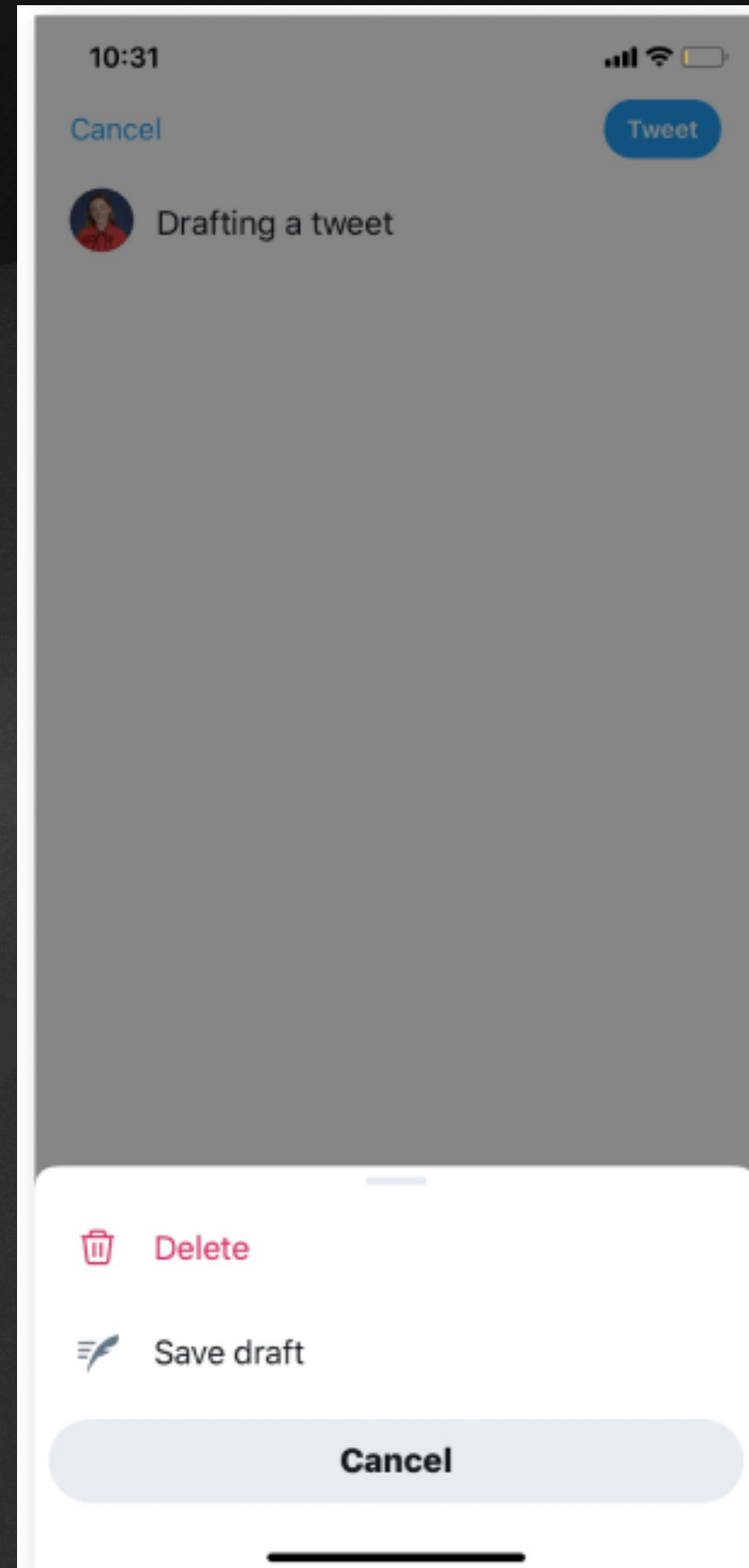
User control and freedom

Make it easy to leave a flow or undo an action

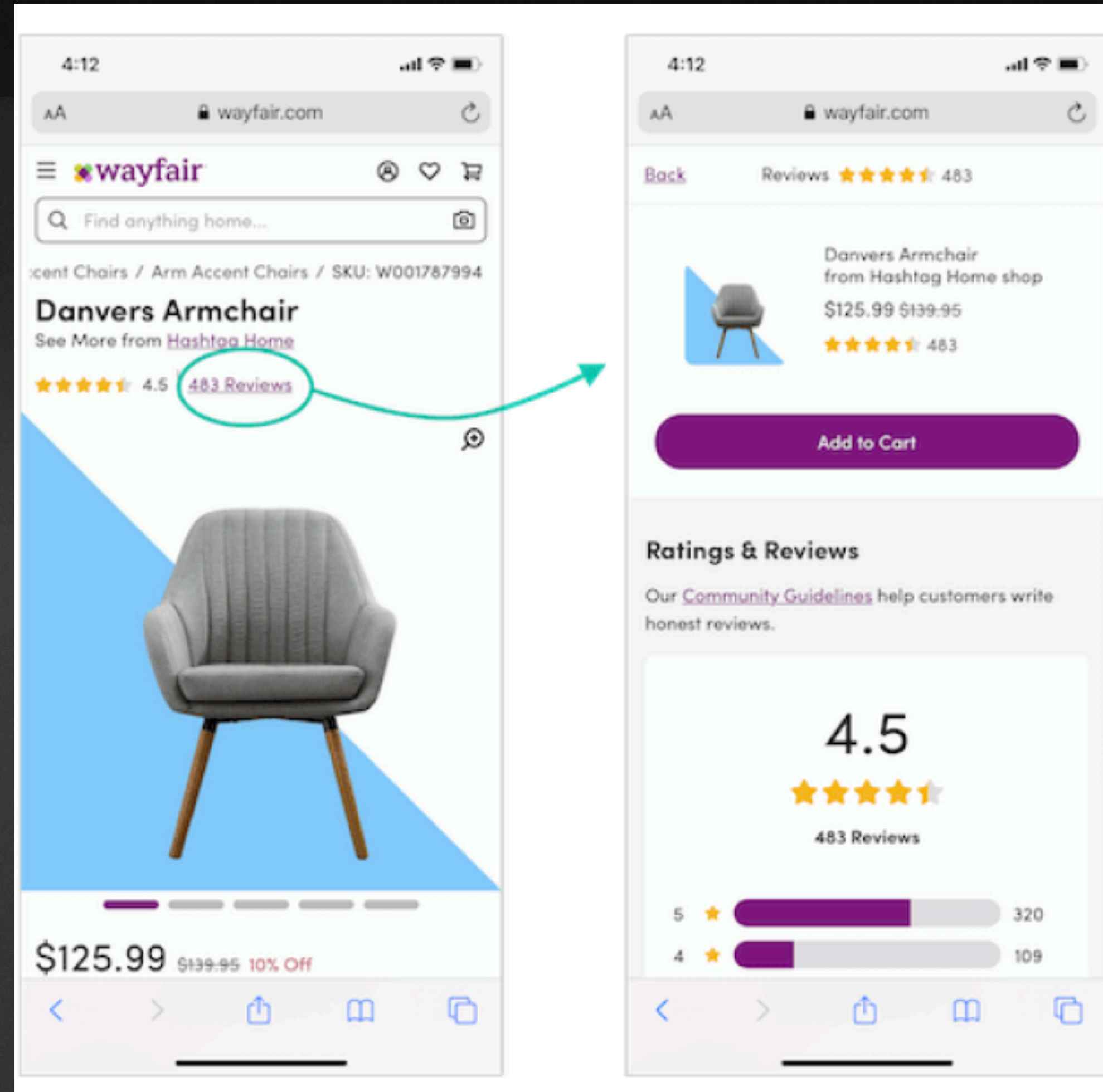
User control and freedom



User control and freedom



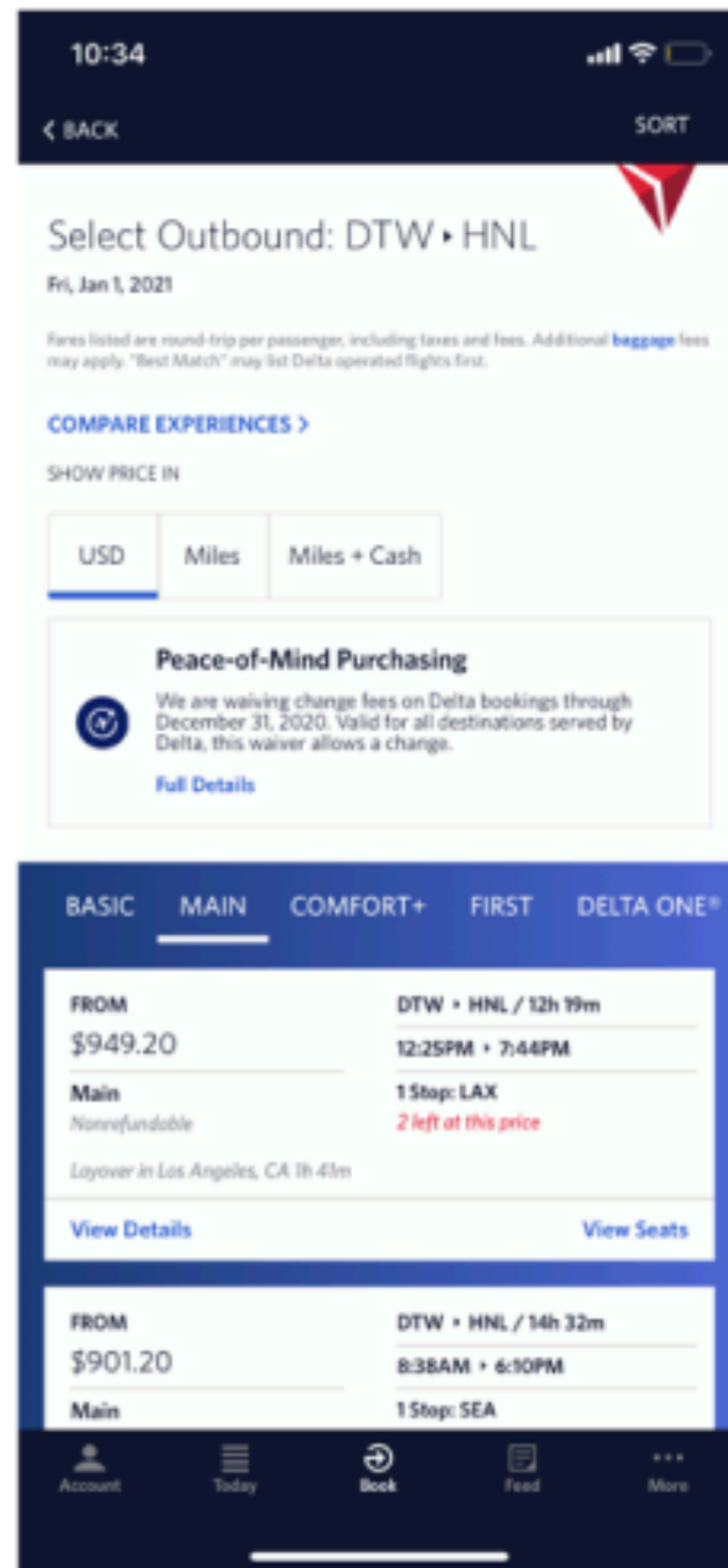
User control and freedom



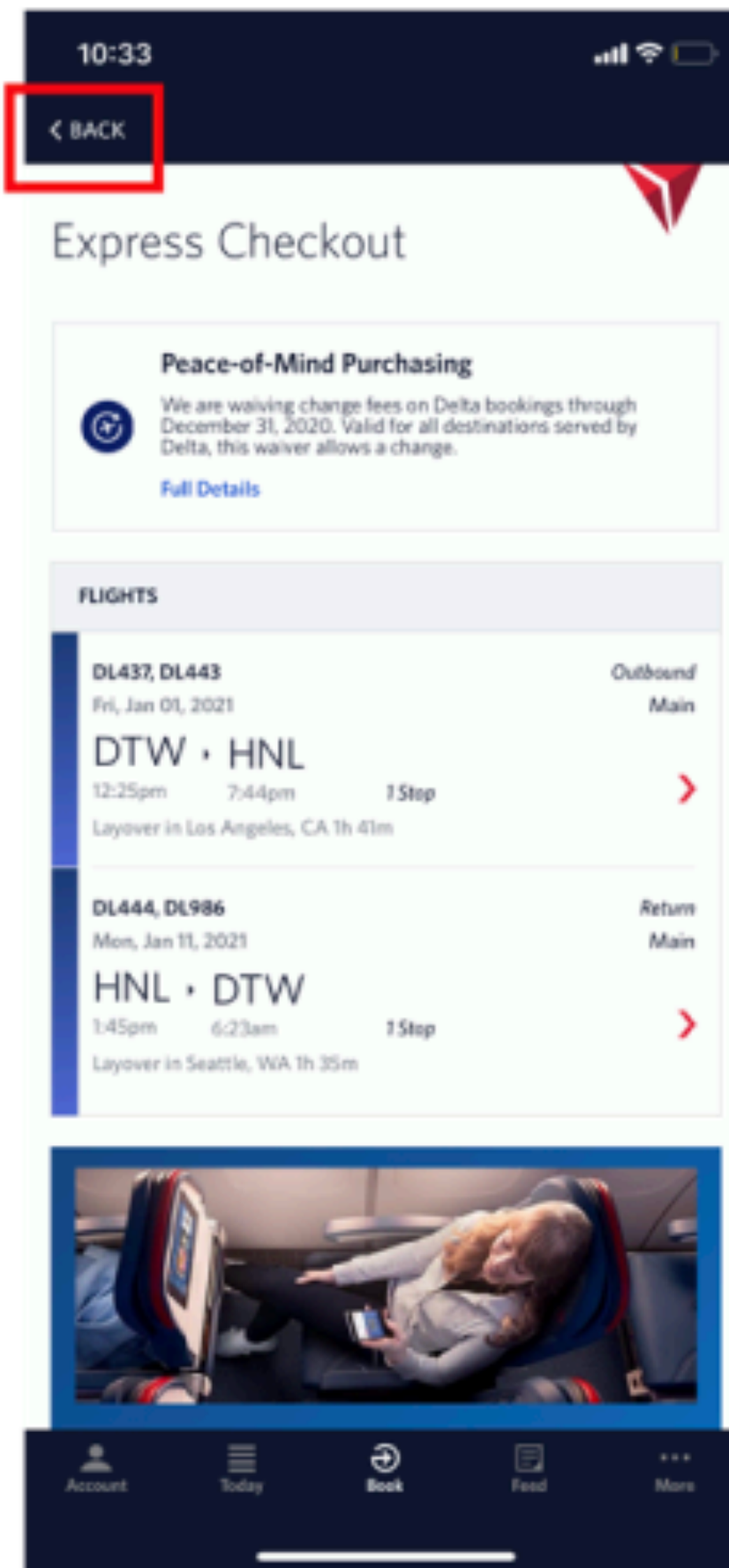
User control and freedom



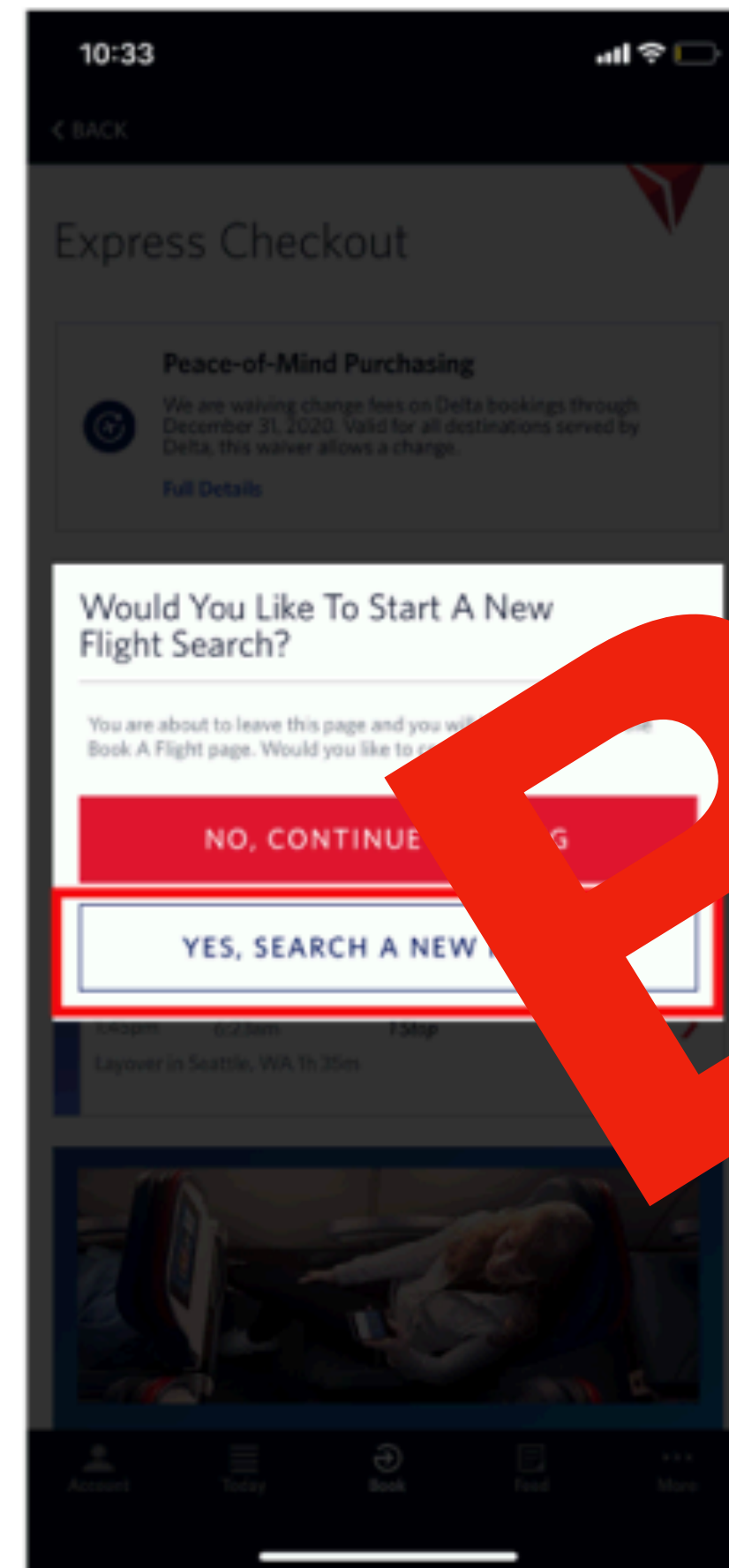
1



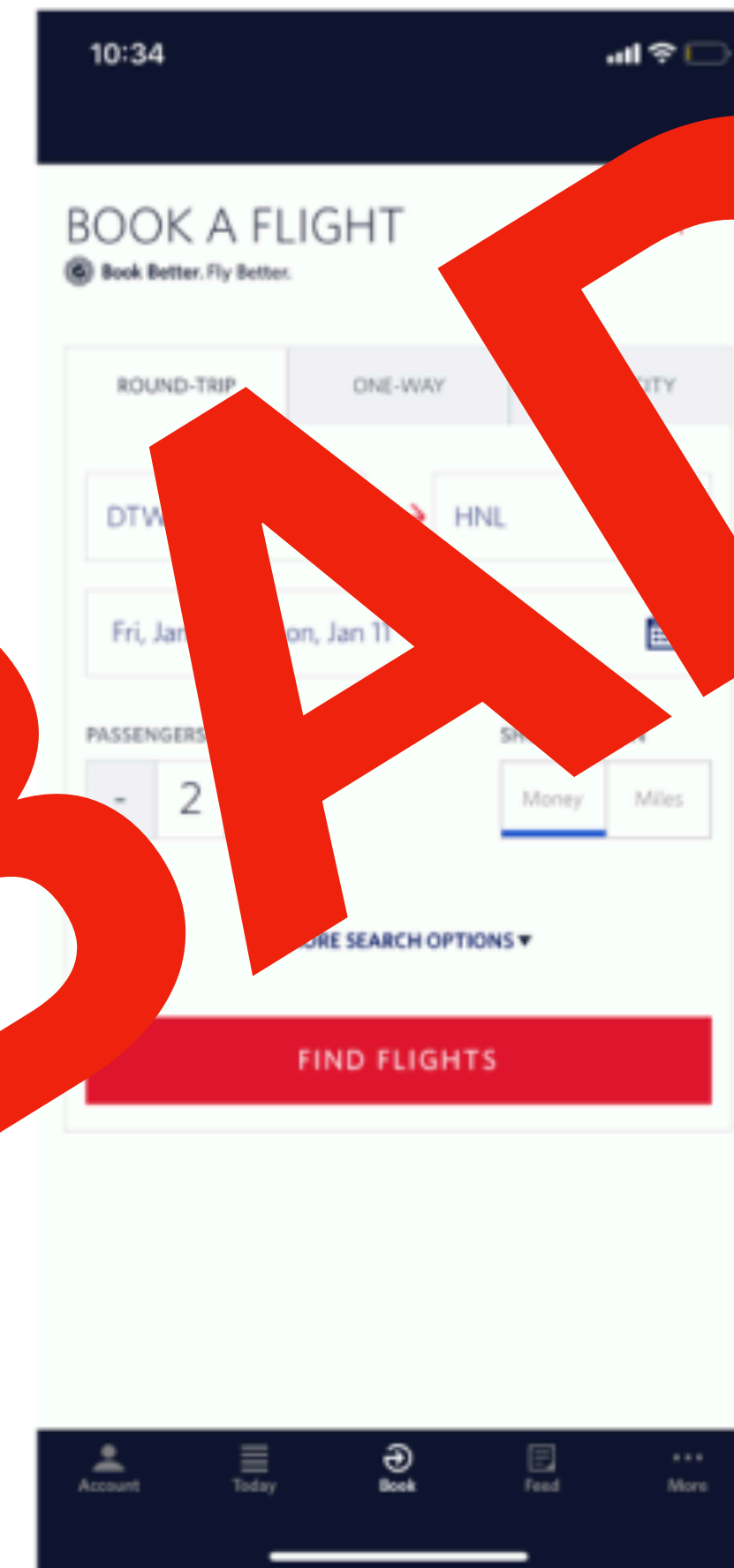
2



3



4



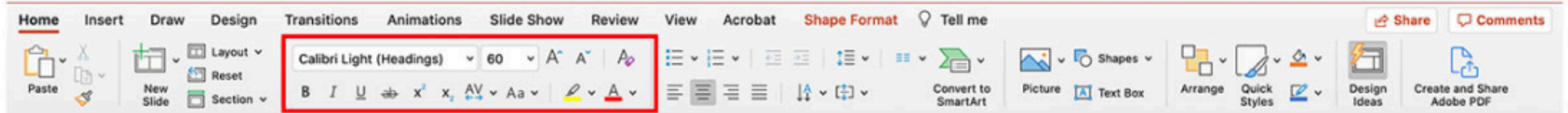
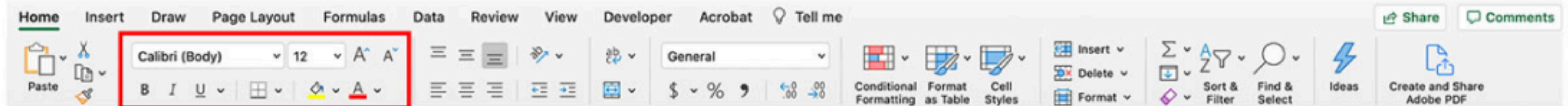
4. Consistency and standards

Consistency and standards

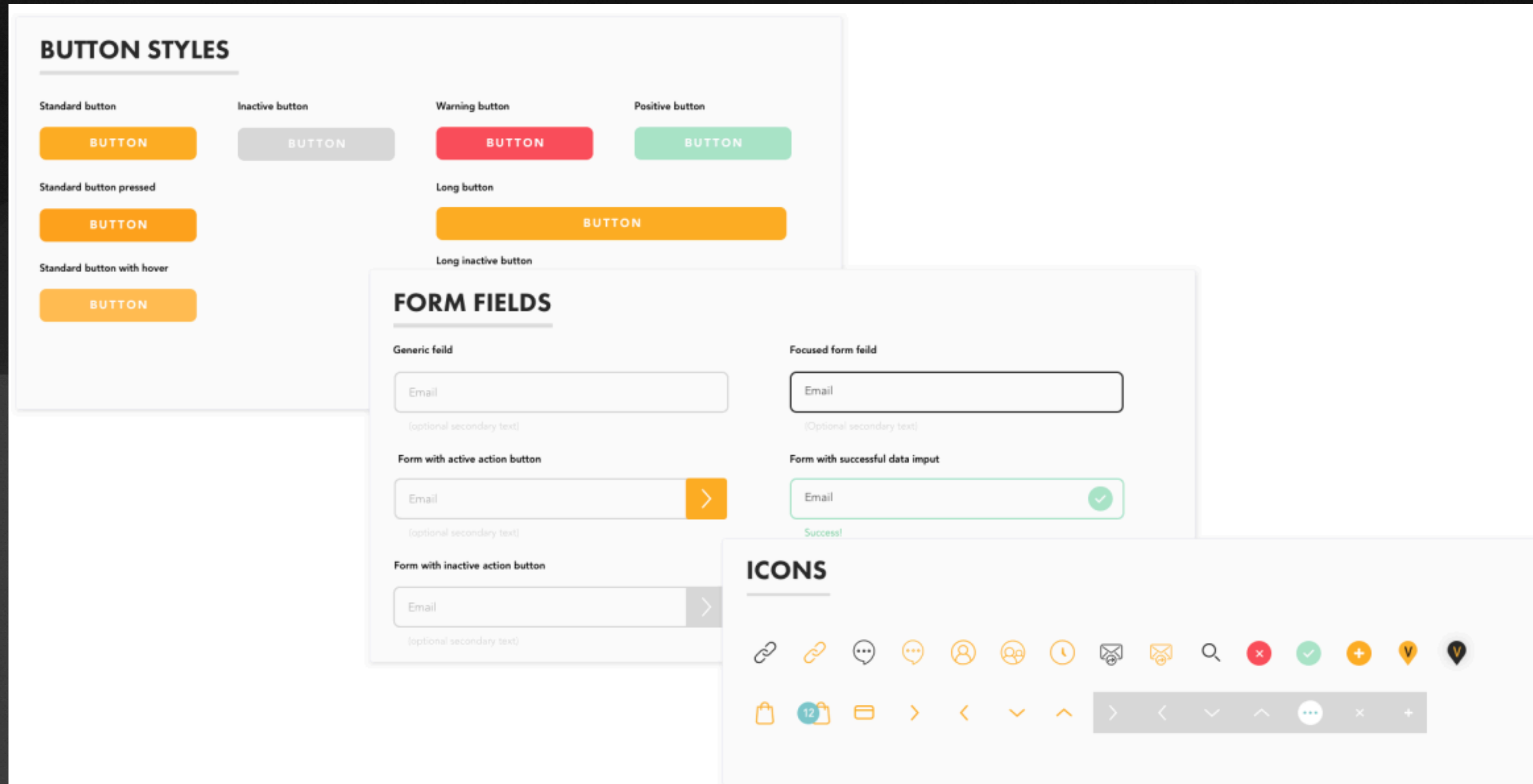
Jakob's Law:

Users spend the majority of their time using products other than yours. They will expect your product to behave like all of those other products.

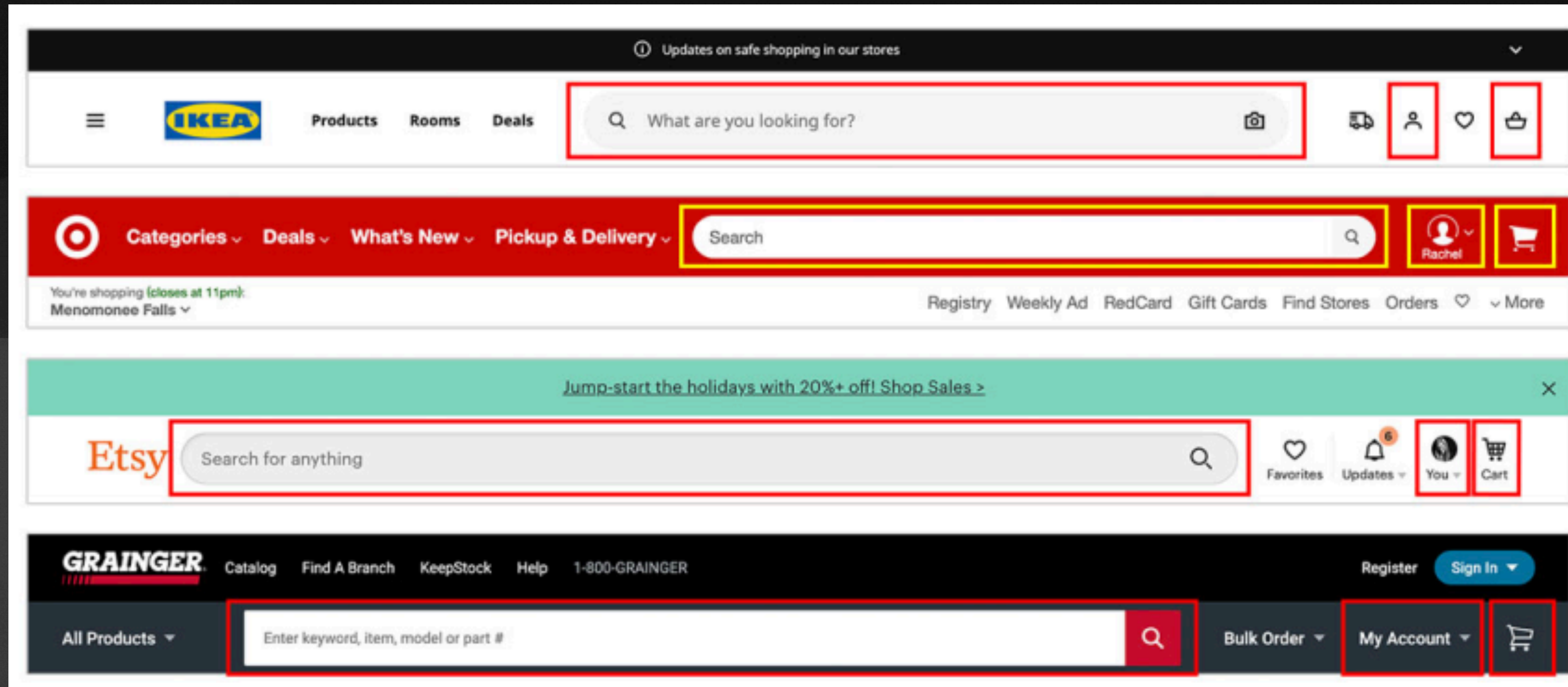
Consistency and standards



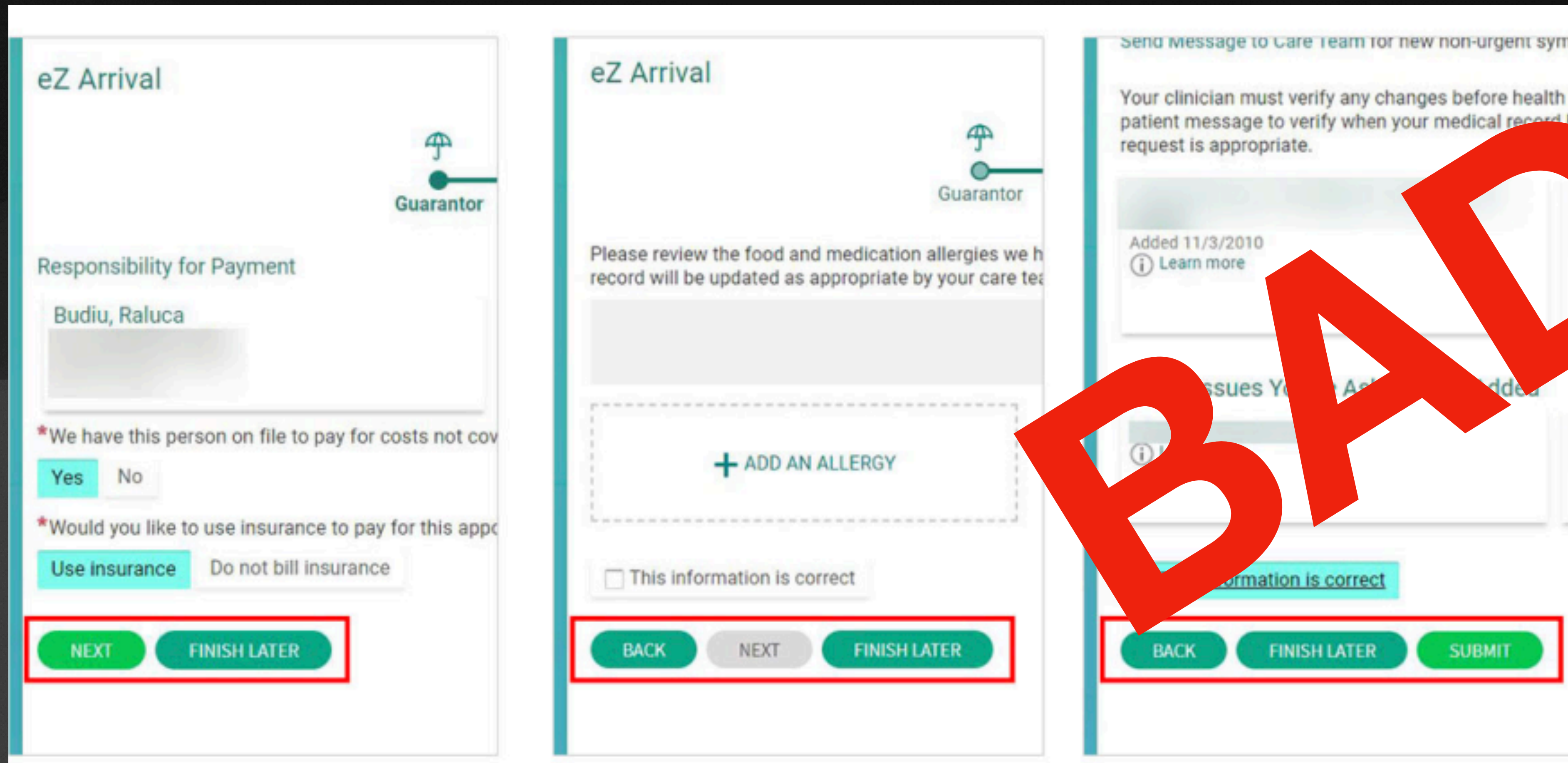
Consistency and standards



Consistency and standards



Consistency and standards

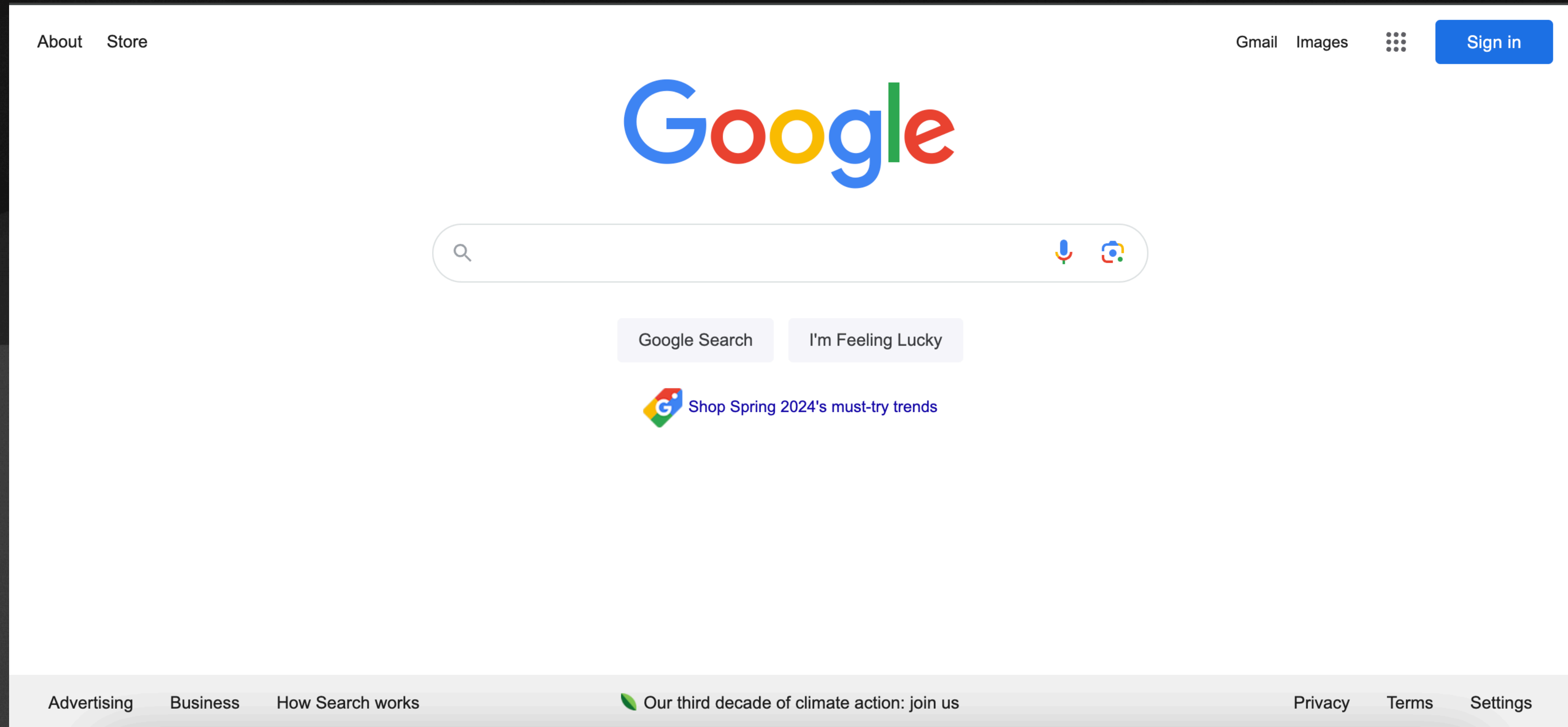


5. Aesthetic and minimalist design

Aesthetic and minimalist design

Provide relevant information. Remove clutter.

Aesthetic and minimalist design



Aesthetic and minimalist design

How to Train Your Brain to Remember Almost Anything

Four techniques for storing knowledge you might otherwise forget

 Thomas Oppong · October 16 · 5 min read ★

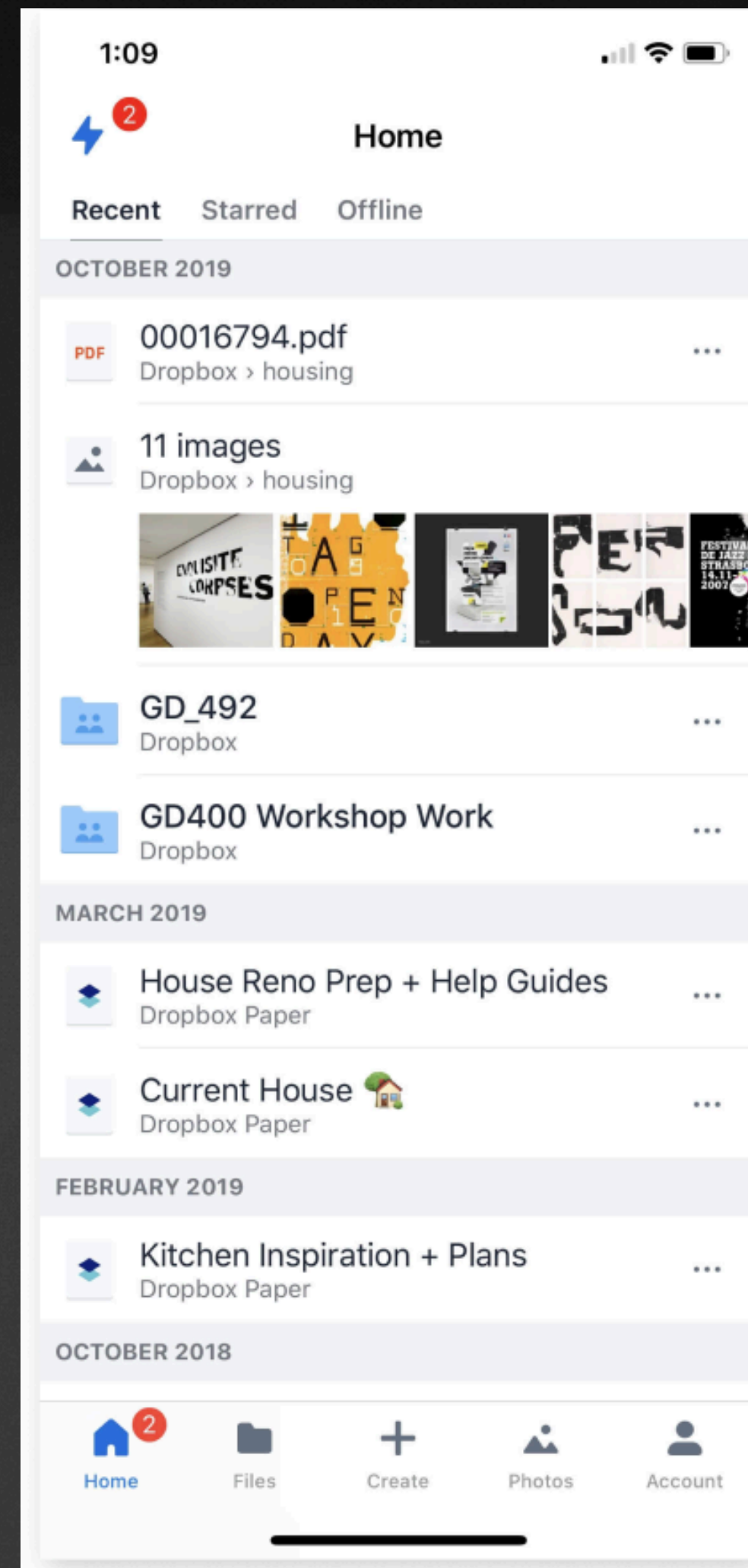


Photo: tunart/Getty

Success is largely based on what you know — everything you know informs the choices you make. And those choices are either getting you closer to what you want or increasing the distance between you and

   AA

Aesthetic and minimalist design



BAD

Aesthetic and minimalist design

Form 1040 Department of the Treasury—Internal Revenue Service (99) U.S. Individual Income Tax Return		2017	OMB No. 1545-0074	IRS Use Only—Do not write or staple in this space.
For the year Jan. 1–Dec. 31, 2017, or other tax year beginning _____, 2017, ending _____, 20			See separate instructions.	
Your first name and initial	Last name	Your social security number		
_____	_____	_____		
If a joint return, spouse's first name and initial	Last name	Spouse's social security number		
_____	_____	_____		
Home address (number and street). If you have a P.O. box, see instructions.			Apt. no.	▲ Make sure the SSN(s) above and on line 6c are correct.
_____			_____	
City, town or post office, state, and ZIP code. If you have a foreign address, also complete spaces below (see instructions).			Presidential Election Campaign	
_____			Check here if you, or your spouse if filing jointly, want \$3 to go to this fund. Checking a box below will not change your tax or refund.	
Foreign country name	Foreign province/state/county	Foreign postal code	<input type="checkbox"/> You <input type="checkbox"/> Spouse	
_____	_____	_____		

BAD

Read More...

If you have time, check this out:

Book: *Refactoring UI*

*[https://www.dropbox.com/s/
q1gmc3fftuhwxgq/Refactoring UI
v1.0.2.pdf?dl=0](https://www.dropbox.com/s/q1gmc3fftuhwxgq/Refactoring%20UI%20v1.0.2.pdf?dl=0)*



Refactoring UI

by Adam Wathan & Steve Schoger

Accessibility













Why Accessibility?

- By making your product accessible, you are ensuring that users with disabilities have a good user experience
- Many existing sites have accessibility barriers that make them difficult or impossible for some people to use

Who Determines What's Accessible?

- The World Wide Web Consortium (W3C) is an international community that develops web standards
- Their Web Content Accessibility Guidelines (WCAG) covers a wide range of accessibility best practices: [https://
www.w3.org/TR/WCAG20/](https://www.w3.org/TR/WCAG20/)

Groups to Consider for

	Permanent	Temporary	Situational
Touch	 One arm	 Arm injury	 New parent
See	 Blind	 Cataract	 Distracted driver
Hear	 Deaf	 Ear infection	 Bartender
Speak	 Non-verbal	 Laryngitis	 Heavy accent

Accessibility and Color

Don't Use Color Alone to Convey Information

Sign up for PayPal, it's free.

Personal Account

Shop, receive money, or just pay someone back for lunch. All without sharing your payment info.

Email



Create your password



Confirm your password



Code



Continue

Huh?

Don't Use Color Alone to Convey Information

Sign up for PayPal, it's free.

Personal Account

Shop, receive money, or just pay someone back for lunch. All without sharing your payment info.

Email



Create your password



Confirm your password



Code



Continue

Oh.

Don't Use Color Alone to Convey Information



API



Dashboard



Gateway



API



Dashboard



Gateway



...but don't take it too far, either



Show app list in menu	<input checked="" type="checkbox"/>	On
Show recently added apps	<input checked="" type="checkbox"/>	Off
Show most used apps	<input checked="" type="checkbox"/>	On
Show app notifications	<input checked="" type="checkbox"/>	Off



Show app list in menu	<input type="checkbox"/>	
Show recently added apps	<input type="checkbox"/>	
Show most used apps	<input type="checkbox"/>	
Show app notifications	<input type="checkbox"/>	

Color Contrast

- We determine whether there is enough visual contrast between two colors in our UI using **contrast ratios**
- Contrast ratios can range from 1 to 21 (commonly written 1 : 1 or 21 : 1)

Sufficient contrast between text and background

- WCAG defines **4.5 : 1** as the minimum contrast ratio a piece of <24px text can have. The minimum ratio for text >24px is **3 : 1**.

Insufficient contrast
between text and
background

✗ 2.97 : 1

Sufficient contrast
between text and
background

✓ 11.07 : 1

Sufficient contrast between text and background

This means the **lightest possible gray** you can use on a white background is #767676

✓ 4.54 : 1

And if it's over 24px large, you can go as light as #949494

✓ 3.03 : 1

How do we determine a contrast ratio?

The screenshot shows the WebAIM online tool interface. It features two color selection boxes: 'Foreground Color' with hex code #8A8AFF and a lightness slider, and 'Background Color' with hex code #FFFFFF and a lightness slider. A central box displays the 'Contrast Ratio' as 2.93:1 with a 'permalink' link below it. Below the color selection, there are two sections for text contrast: 'Normal Text' and 'Large Text'. Each section shows 'WCAG AA: Fail' and 'WCAG AAA: Fail' next to a text sample: 'The five boxing wizards jump quickly.' The text is displayed in blue on a white background.

WebAIM online tool

The screenshot shows the Figma Contrast Plugin interface. It has a title bar with a checkmark and the word 'Contrast'. Below the title bar are 'Select' and 'Scan' buttons. The main area displays two color swatches: a red one with 'Abc' and hex code #C22929, and a lighter red one with 'Abc' and hex code #F0A8A4. Below the swatches, the 'Contrast Ratio' is shown as 2.97 : 1. There are three rows of 'FAIL' buttons: 'Normal Text' (two buttons), 'Large Text' (two buttons), and 'Graphics' (one button). At the bottom, there is a toggle switch for 'Enable Smart Sample for layer' and a help icon.

Figma Contrast Plugin

This applies to image backgrounds as well



This applies to image backgrounds as well

Lighten and darken as necessary



Do this by overlaying a white or black rectangle of x% opacity :))

Mobile Typography

Mobile Typography

- **16px is a good base size to start with!**
- Increase to 18-20px for long-form reading
- Decrease as low as 10px for tertiary elements
- Always test on your real device to get a feel for sizing!

Coding for Custom UI

Custom Button Style

1 Defining a Custom Button Style

```
struct MyCustomButtonStyle: ButtonStyle {  
    func makeBody(configuration: Self.Configuration) -> some View {  
        configuration.label  
            .padding()  
            .background(configuration.isPressed ? Color.gray : Color.blue)  
            .foregroundColor(.white)  
            .clipShape(RoundedRectangle(cornerRadius: 10))  
            .scaleEffect(configuration.isPressed ? 0.95 : 1.0)  
    }  
}
```

2 Using a Custom Button Style

```
struct ContentView: View {  
    var body: some View {  
        Button("Press Me") {  
            print("Button pressed!")  
        }  
        .buttonStyle(MyCustomButtonStyle())  
    }  
}
```

Custom View Modifier

1 Defining a Custom View Modifier

```
struct MyCustomModifier: ViewModifier {  
    var backgroundColor: Color = .green  
  
    func body(content: Content) -> some View {  
        content  
            .padding()  
            .background(backgroundColor)  
            .clipShape(Circle())  
            .shadow(radius: 10)  
    }  
}
```

2 Wrapping a Custom View Modifier

```
extension View {  
    func myCustomStyle(backgroundColor: Color = .green) -> some View {  
        self.modifier(MyCustomModifier(backgroundColor: backgroundColor))  
    }  
}
```

3 Using a Custom View Modifier

```
struct ContentView: View {  
    var body: some View {  
        Text("Hello, World!")  
            .myCustomStyle(backgroundColor: .blue)  
    }  
}
```


More...

- App Icon
- App Launch Animation
- Custom Color Set
- Compatibility for multiple OS versions/platforms

Thank You!