



User Interface Design

In Windows using Blend

Journal of Business

General UI guidelines 10 heuristics

(Jakob Nielsen)

1. **Visibility of system status**
2. **Match between system and the real world**
3. **User control and freedom**
4. **Consistency and standards**
5. **Error prevention**
6. **Recognition rather than recall**
7. **Flexibility and efficiency of use**
8. **Aesthetic and minimalist design**
9. **Help users recognize, diagnose, and recover from errors**
10. **Help and documentation**

Examples illustrating the 10 Heuristics

- Source: J.Nielsen own homepage
 - <http://www.nngroup.com/articles/ten-usability-heuristics/>
- Illustrated:
 - <http://www.slideshare.net/crafted/10-usability-heuristics-explained>
- Short Illustrated version:
 - <http://www.slideshare.net/sacsprasath/ten-usability-heuristics-with-example>
- Explaining short version:
 - <http://www.whatwasithinking.co.uk/2009/02/27/explaining-usability-heuristics-a-quick-guide/>

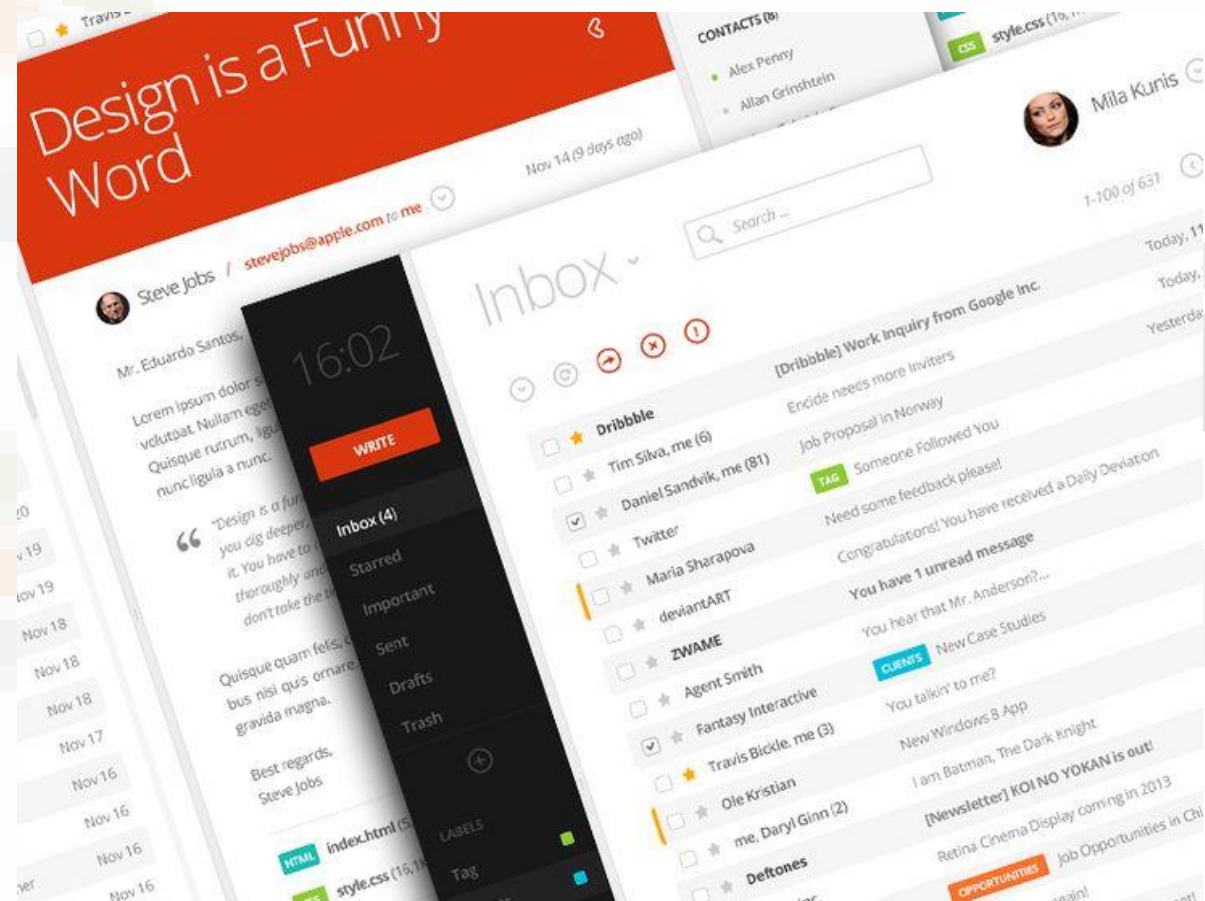
Windows Guidelines – Modern Design

- 5 principles of designs is the foundation of [modern design](#)
- Pride in craftsmanship
- Fast and fluid
- Authentically digital
- Do more with less
- Win as one

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Pride in craftsmanship

- Sweet the pixel details
- Make sure everything is aligned and well balanced
- Create a pure design

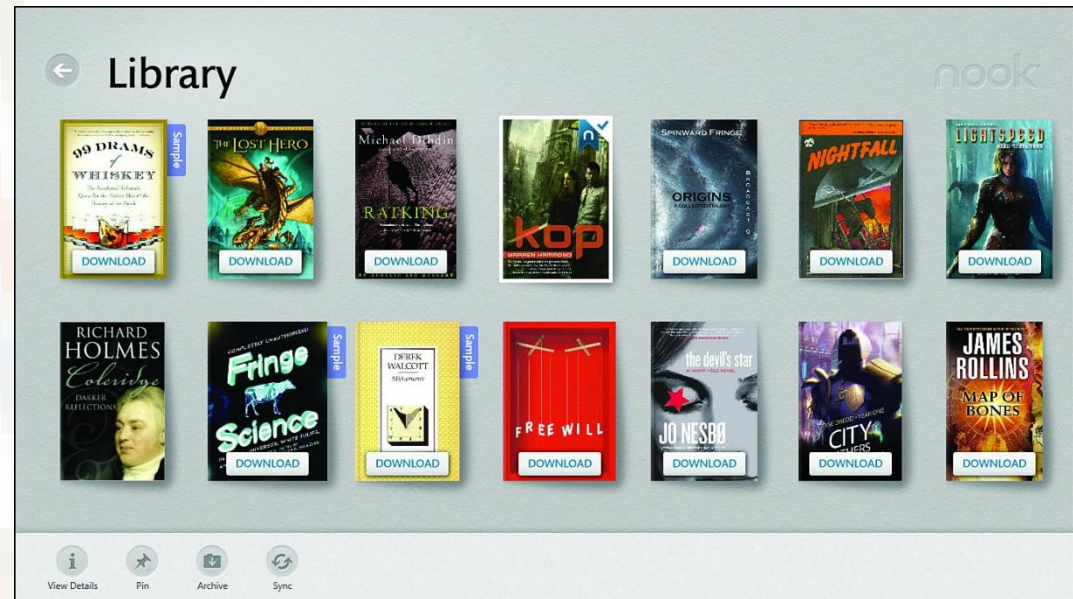


Be fast and fluid

- Use motion to make our app spring alive
- Use the built-in transitions well
- Use animation wisely



Authentically digital



From skeuomorphism to a pure flat bauhaus inspired UI. Modern UI and Microsoft started it. Apple IOS followed.

Do more with less

- Based on "less is more" from Bauhaus
- Remove all unnecessary
- Make it simple and pure



Win as one

- Share your design philosophy across all platforms
- Re-use and empower your development and design process
- +60% reuseability



Microsofts' 5 principles - Translated

- **Content** before chrome
- Create flat & **recognizable** design
- Keep it **simple**
- Design with bold, vibrant and **crisp colors** and **images** that go beyond the limits of real world material.

Headlines

The Pioneer Woman



A Sandwich a Day: Egg and Chorizo Torta from Tortas



Snapshot from Ecuador: Making Chicha at the Edge of the Amazon

Closet Cooking



Pasta with Whiskey, Wine, and Mushrooms



Chipotle Steak Salad



Would You Hire This Man?



How to brew your own Munich Helles for Oktoberfest



Spicy Beans



In the meantime

Just Bento



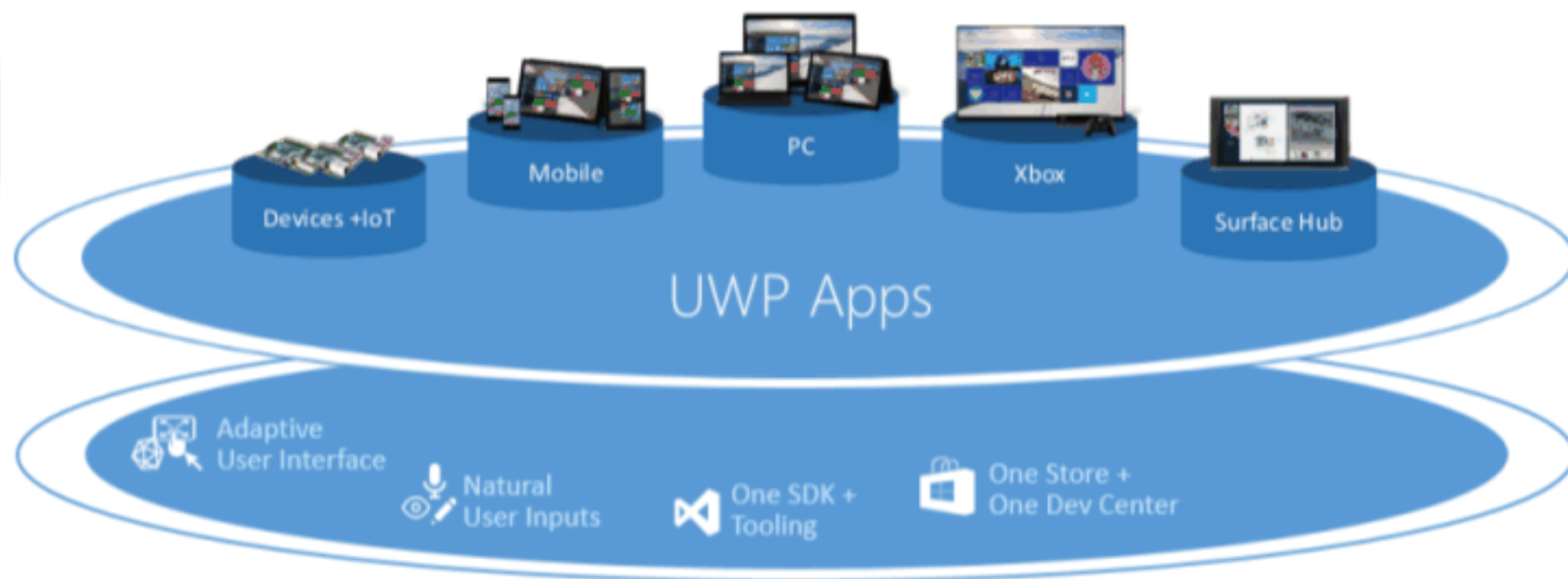
Caffe Press Higher Customer

Gilt City
3,300
America
Package

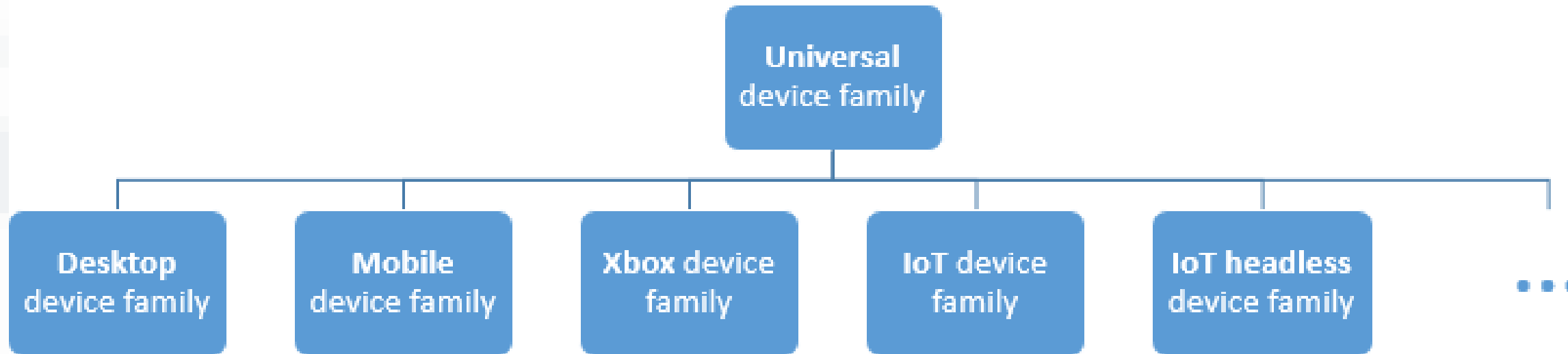
Gilt City
deals on reser

Universal Windows Platform

One Windows Platform

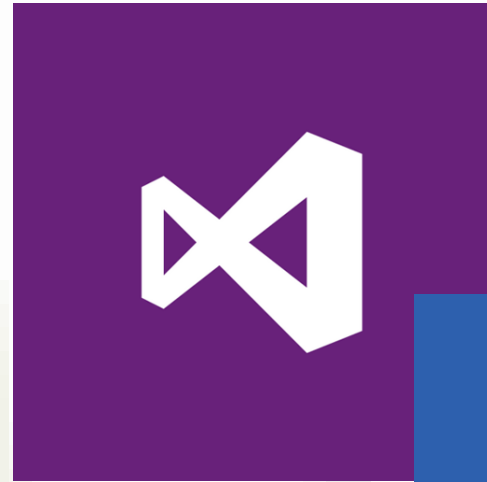


Windows Device Families



Choosing the right tool

- VS == code
- Blend == layout
- Beginners => Easy Start
- Advanced => High Productivity

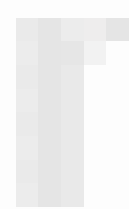
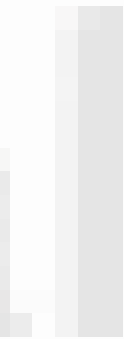
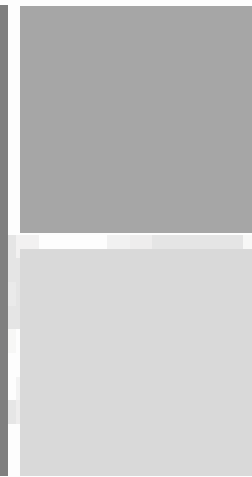
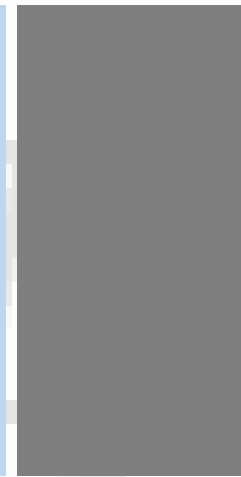


Techniques for good (ms-) design

- General principles – put into rules of thumbs
- Organize the screen
- AppBars ('hide' functionality)
- Other utilities

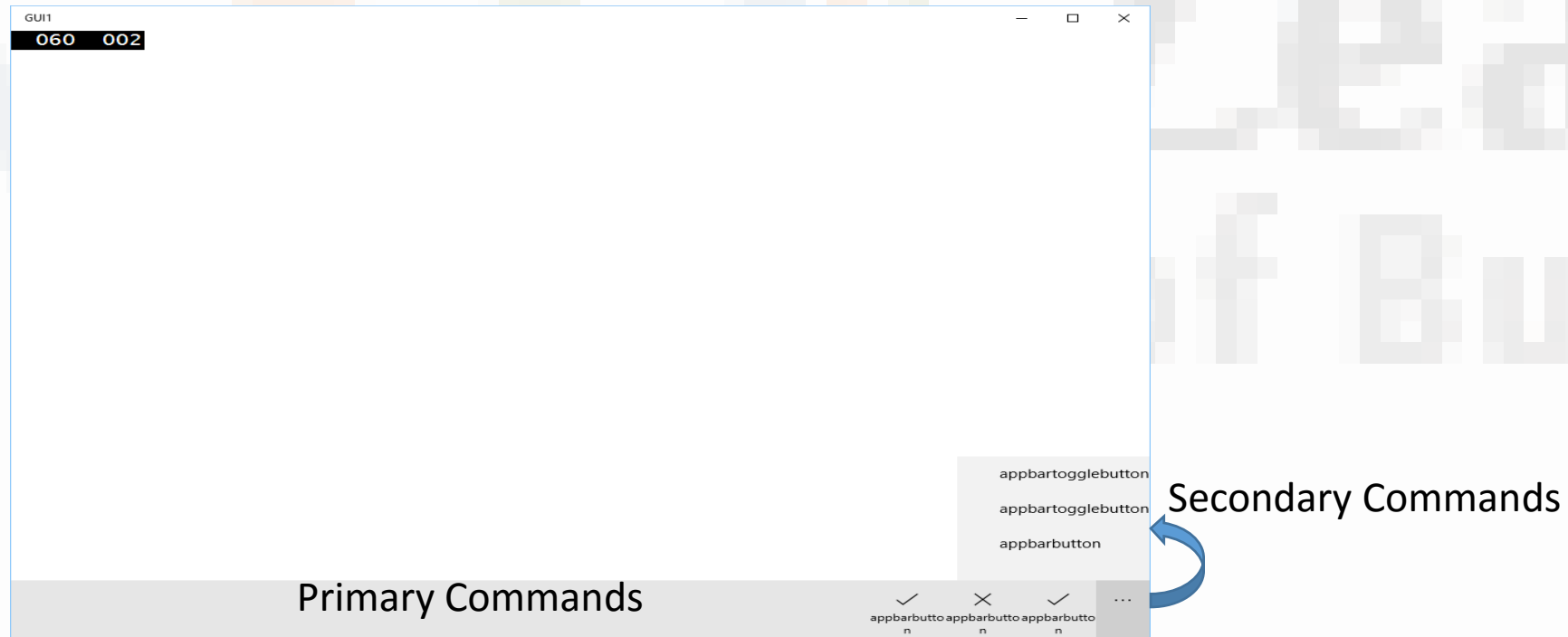
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Organize the screen - Size and proportion



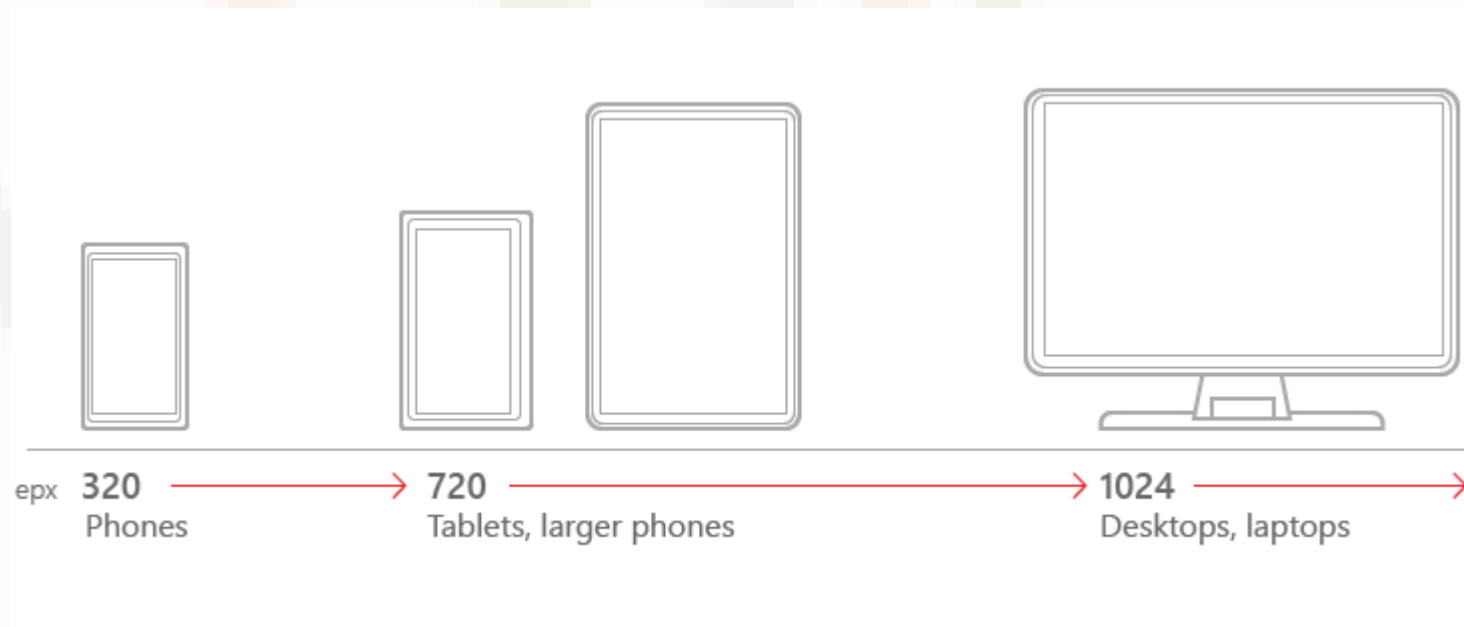
AppBar - ('hide' functionality)

- Primary Commands
 - always visible => often used functionalities
- Secondary Commands
 - only visible when tap/click the field '...'



Other utilities

- Different size classes



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Other utilities

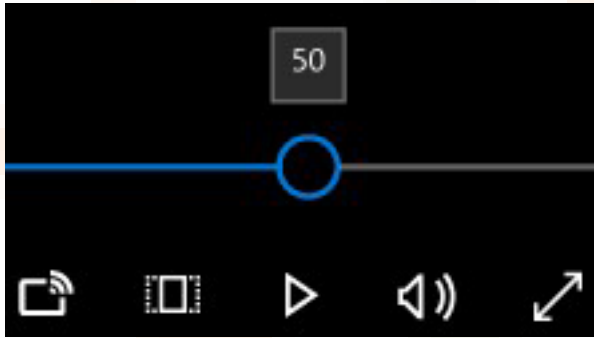
see <https://msdn.microsoft.com/en-us/library/windows/apps/hh465424.aspx>

- [Animations](#)
- [App settings and data](#)
- [Controls and patterns](#)
- [Custom user interactions](#)
- [Files, data, and connectivity](#)
- [Globalization and localization](#)
- [Help and instructions](#)
- [Identity and security](#)
- [Launch, suspend, and resume](#)
- [Layout and scaling](#)
- [Maps and location](#)
- [Text and input](#)
- [Tiles and notifications](#)

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Other utilities – e.g. Controls and patterns

Following these guidelines will help you provide a consistent, elegant, and compelling user experience.



A button gives the user a way to trigger an immediate action.
Example of buttons

Rest Unselected

Button

Hover Unselected

Button

Pressed Unselected

Button

Disabled Unselected

Button

Rest Selected

Button

Very Short overview of BLEND

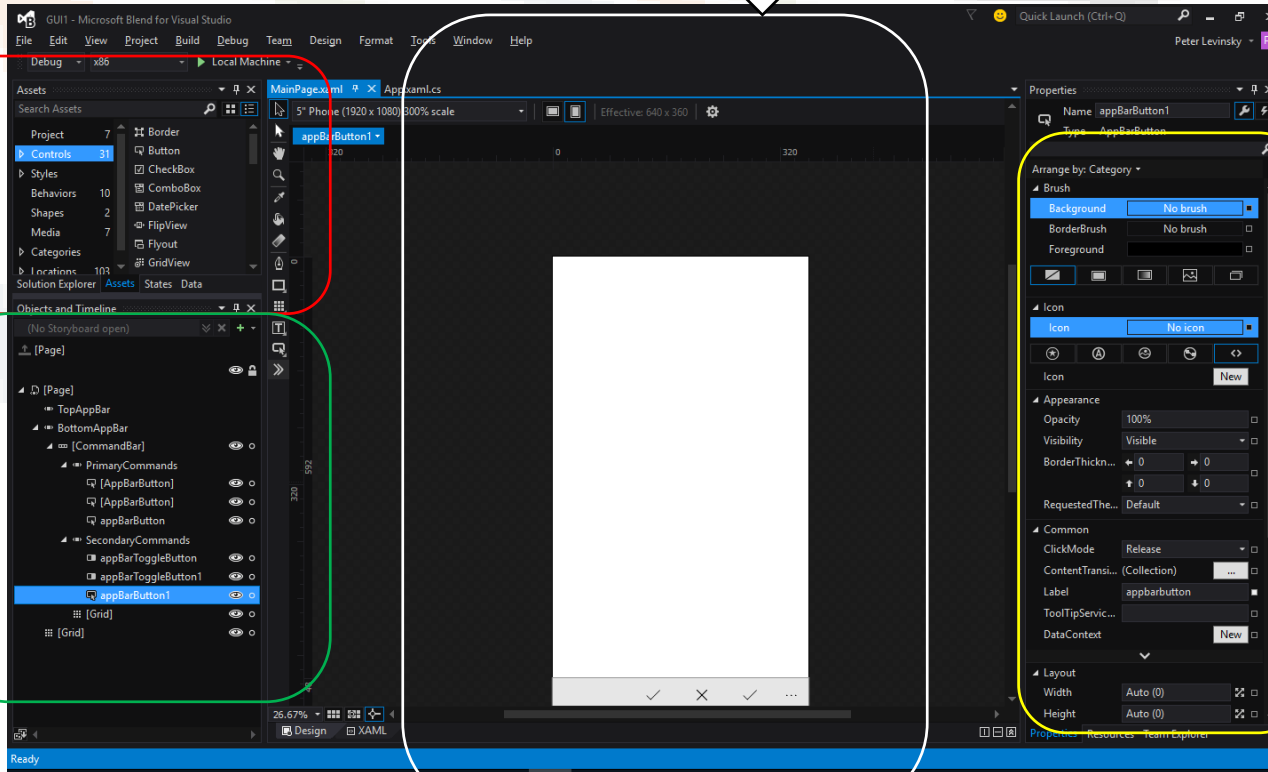
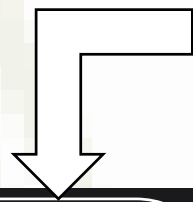
Toolbox / assets
Find controls and behaviors

The GUI
Ex: phone GUI

Whistles



Bells



Objects and Timelines
Element structure(as a tree)
In the GUI

Properties
Setting values like colours,
Shape, size etc