Week 8: Design Patterns & Figma Elements

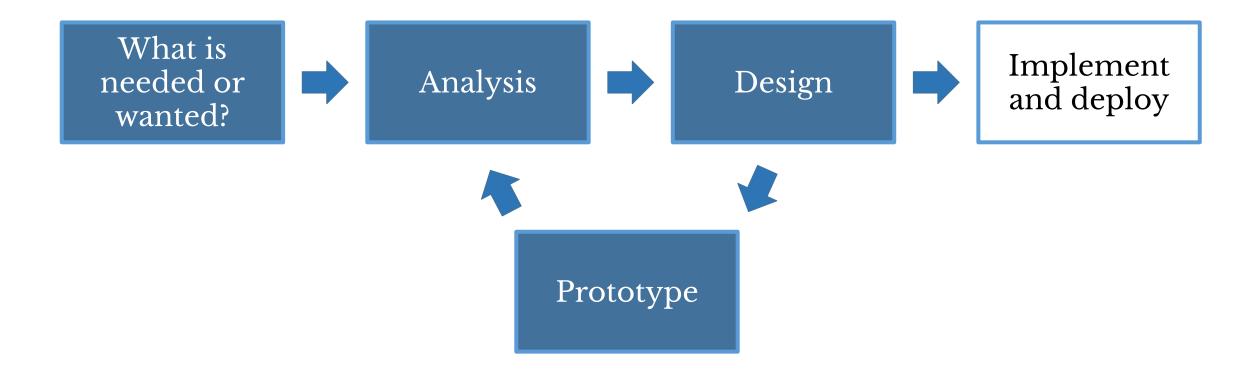
Nicole Meng-Schneider

Part of slidedeck inspired by Dr Kami Vaniea 1



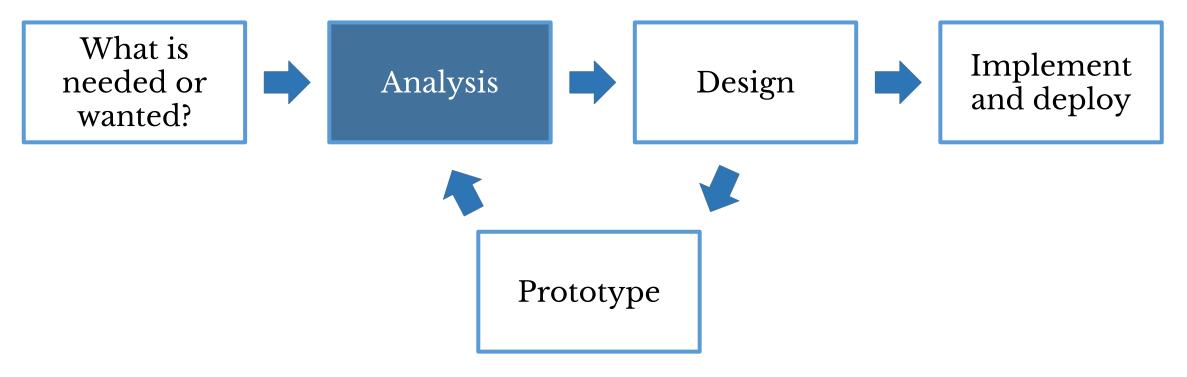
Design Process

Coursework 1: Initial Mockup of Learn (OpenCourse)



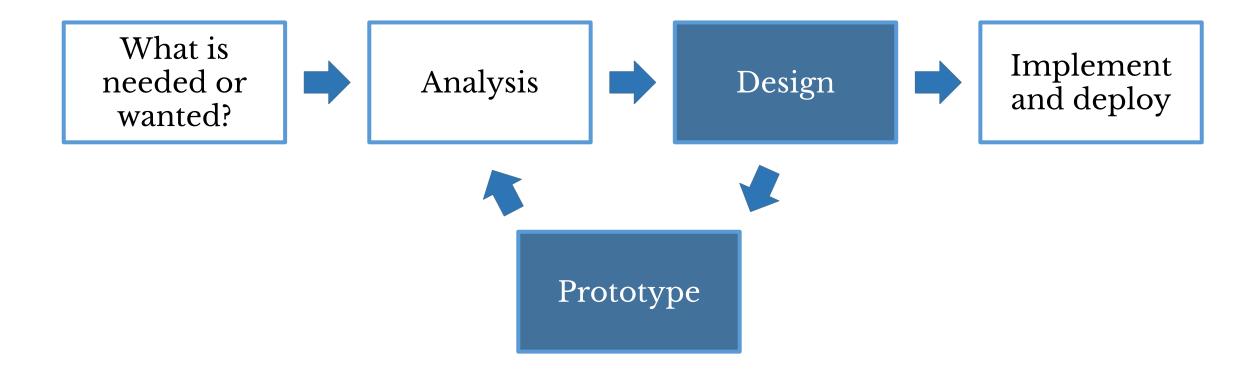
Design Process

Coursework 2: Evaluate other designs and give design recommendations



Design Process

Coursework 3: Refine and justify design



What do we want to you to learn in this coursework?

Learning Goals

- Learn to create **functional figma prototypes** based on inspiration, user studies, and design guideline
- Learn to make trade-offs and justify your design decisions
- Learn to utilise and benefit from **design iterations** (Applying relevant methods)
- Learn to express and **identify the actual problem**, **user needs**, **design goals** and tasks suitably
- Learn to work efficiently in a **group** (not evaluated)

So, what are you supposed to do?

Coursework Steps

- 1. Read through the assignment and the feedback reports
- 2. Decide whether you are refining your CW1 mockup or starting from scratch
- 3. Revise identified problem, design goals and tasks with the knowledge you have now and the feedback you have received by the other groups
- 4. Revise your design iteratively and note reasons for design decisions
- 5. "Implement" your design (make it clickable on figma)
- 6. Select two screens or elements that you think went through the biggest changes
- 7. Write the report and submit by Wednesday 04/12.

What do mark?

Marking Scheme CW3

- **Mockup** (10%): For A3: All tasks can be completed using the steps ۲ provided. The mockup is interactive and presents clickable pathways through all tasks. The design is tidy, professional looking.
- Identified Problem (10%): For A3: The problem is people-focused, • specific, well chosen, described concisely, and relates to the persona.
- **Design Goals** (10%): For A3: The design goals are clearly stated and at • a high enough level to guide the design of several components. They are well related to the identified problem.
- **Tasks** (10%): For A3: Task 4 is well designed and makes sense given • the problem, the persona, and the design goals.
- Screens 1 and 2 each (30%): For A3: Description of design makes it lacksquareclear how it supports the persona in completing one of the tasks, the Gestalt principle is applied correctly, and the other principle is applied correctly. It also justifies the changes made correctly and appropriately. 8

Needs to be a functional figma mockup

What do mark?

Marking Scheme CW3

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Any questions regarding the CW?

Recap Design Patterns

User interface (UI) design patterns are **reusable/recurring components** which designers use to solve common problems in user interface design.

Interaction Design Foundation

Design Patterns

- Using established design patterns improves usability and consistency across products.
 - Reduce cognitive load on users through recognisable and predictable structures and actions
 - Re-use better than Re-Invent
- Like a blueprint in architecture use patterns as "blueprints" for interface structure as well as elements.

Design Pattern: Cards

Cards are containers for content

- allow users to digest information at a glance through clear hierarchy
- versatile e.g. for images, text, and actions

| Properties | NEWEST POPULAR | Add New Property |
|---|--|---|
| 12 HRS | | |
| 1058 W Catalpa #3E Chicago, IL 60640 | 5064 N Kimball Ave #4 Chicago, IL 60625 | 2133 W Rice St. #3 Chicago, IL 60622 |
| 1 1 800 BED BATH SQ FEET | 3 2 2000 BED BATH SQ FEET | 2 2 1600 BED BATH SQ FEET |
| View Property | View Property | View Property |

Design Pattern: Cards



Piazza Post

<u>Activity (5min)</u>

Open your favourite app or website and search for at least one example of cards. Take a screenshot and post on piazza.

Properties Add New Property NEWEST POPULAR ſП 1058 W Catalpa #3E 5064 N Kimball Ave #4 2133 W Rice St. #3 Chicago, IL 60640 Chicago, IL 60625 Chicago, IL 60622 800 3 2 2000 1600 1 2 2 BATH SQ FEET BED BATH SQ FEET BED BATH SQ FEET **View Property** View Property

Design Pattern: Modals

Modals are dialog boxes that appear on top of the main content.

- Grab users' attention immediately
- Prompt actions without navigating away from the current page
- Limit background distractions
- Often used for login or confirming actions

| AAdvantage promotions | Advantage Promotions example - Partner promotions and information, plus learn more ways to earn miles. |
|--|--|
| AAVacations | AVacations Travel Picks example – Your weekly special offers email on vacation package deals and hotels around the world. |
| Promotion Code | |
| If you have a promotion code associated with | Alert × |
| Promotion Code: | By choosing not to receive the AAdvantage eSummary email, you will need to visit AA.com and select the AAdvantage tab to obtain your account balance, special offers and program news. |
| Case sensitive, must be 6-12 numbers and/o | |
| * Password: | ber on this |
| General AAdvantage Program Condit | lons |
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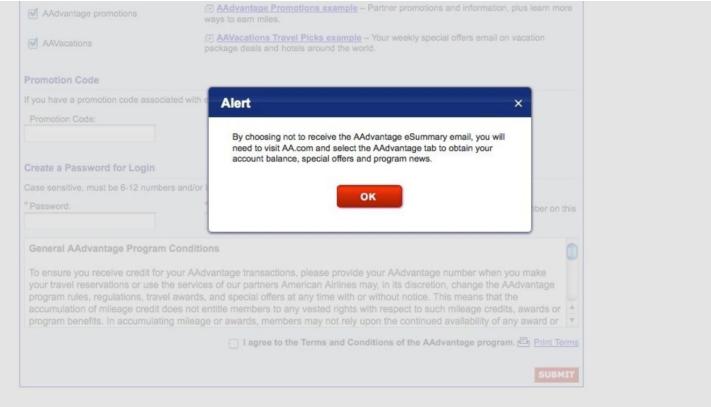
Design Pattern: Modals



Piazza Post

<u>Activity (5min)</u>

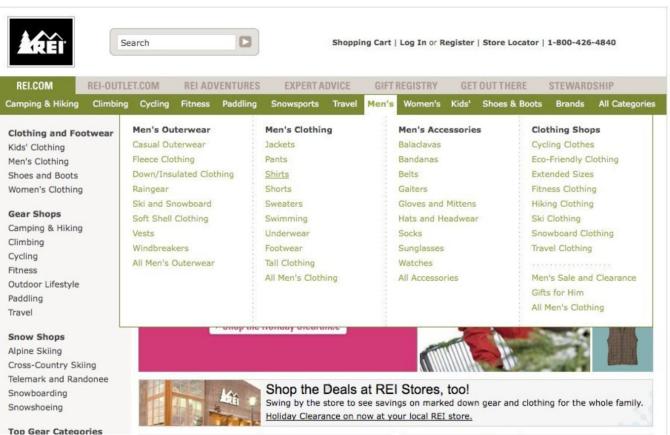
Open your favourite app or website and search for at least one example of modals. Take a screenshot and post on piazza.



Design Pattern: Navigation Bars

Navigation guides users through an application

- Can be horizontal or vertical
- often includes dropdowns or icons
- Easy access to different sections of the site



Design Pattern: Navigation Bars



Piazza Post

<u>Activity (5min)</u>

Example from https://ui-patterns.com/

Open your favourite app or website and search for at least one example of navigation bars. Take a screenshot and post on piazza.

| Å RET | Search | Shopping Cart | Log In or Register Store Loc | ator 1-800-426-4840 |
|--|---|---|--|--|
| and the second | TLET.COM REI ADVENTURES | | REGISTRY GET OUT THER | |
| Camping & Hiking Climbi Clothing and Footwear Kids' Clothing Shoes and Boots Women's Clothing Gear Shops Camping & Hiking Climbing Cycling Fitness Outdoor Lifestyle Paddling Travel | Men's Outerwear Casual Outerwear Fleece Clothing Down/Insulated Clothing Raingear Ski and Snowboard Soft Shell Clothing Vests Windbreakers All Men's Outerwear | Snowsports Travel Men's Men's Clothing Jackets Pants Shorts Shorts Sweaters Swimming Underwear Footwear Tall Clothing All Men's Clothing | Women's Kids' Shoes & E Men's Accessories Balaclavas Bandanas Belts Gaiters Gloves and Mittens Hats and Headwear Socks Sunglasses Watches All Accessories | Brands All Categories Clothing Shops Cycling Clothes Eco-Friendly Clothing Extended Sizes Fitness Clothing Hiking Clothing Ski Clothing Snowboard Clothing Travel Clothing Men's Sale and Clearance Gifts for Him All Men's Clothing |
| Snow Shops Alpine Skiing Cross-Country Skiing Telemark and Randonee Snowboarding Snowshoeing Top Gear Categories | | Shop the Deals at RE Swing by the store to see savir Holiday Clearance on now at yo | ngs on marked down gear and | clothing for the whole family. |

Reusable Figma Elements

Figma Components

- Create a set of elements that can be reused
- Why?
 - Speed up prototyping process
 - Changes in design should reflect on all components used
 - Consistent designs
 - Improve working in a team as all follow the same rules
- Which elements should be components?
 - Elements that are used more often and benefit from consistency
 - e.g. Buttons, Dialogue boxes, Transitions, Menus

Select the element you want to reuse

World Peas

Shop Newstand

Who we are My profile

Basket (3)

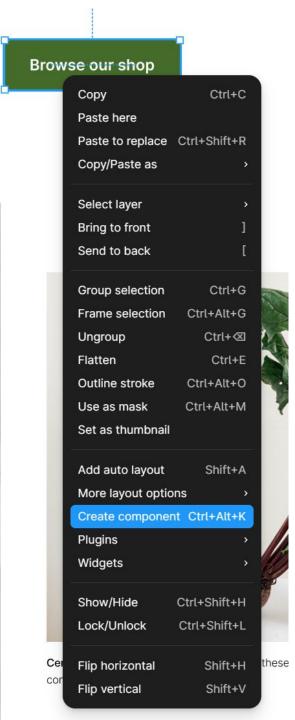
We're *farmers, purveyors*, and *eaters* of organically grown food.





<u>Right click and select "Create</u> <u>**Component**"</u>

You can also use Cmd/Ctrl + Alt + K as a keyboard shortcut

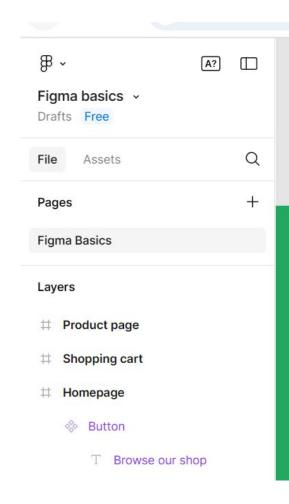


<u>It turns purple</u>

A purple outline signifies an instance of a component



View Assets in side menu

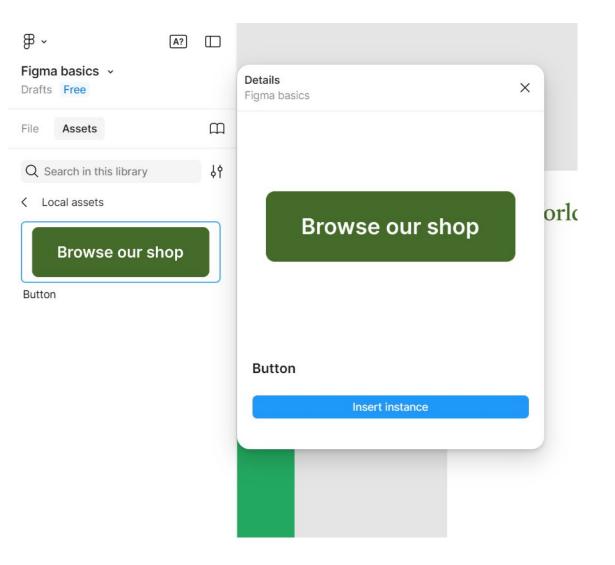


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<u>Click on local assets and</u> <u>see your component</u>

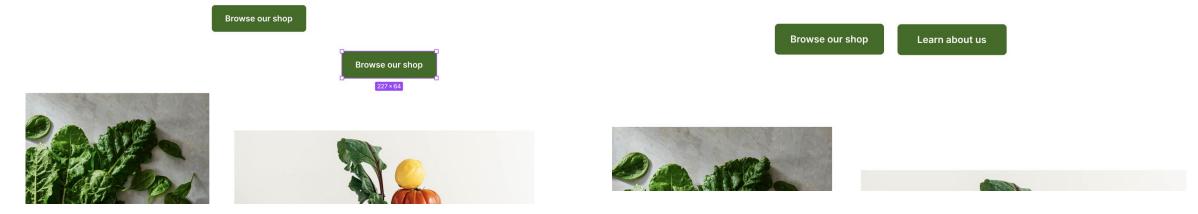
The more components you create, the more will show up in the list



Insert component and adjust text

We're *farmers*, *purveyors*, and *eaters* of organically grown food.

We're *farmers*, *purveyors*, and *eaters* of organically grown food.



More info: https://help.figma.com/hc/en-us/articles/360038663154-Create-components-to-re use-in-designs

Any questions?

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