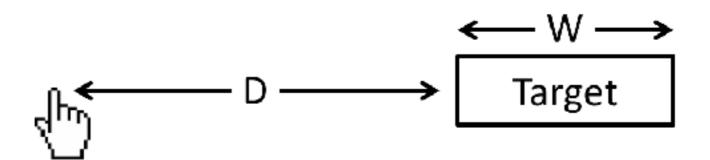
# Design Languages and Experience Design

SWE 432, Fall 2018
Web Application Development



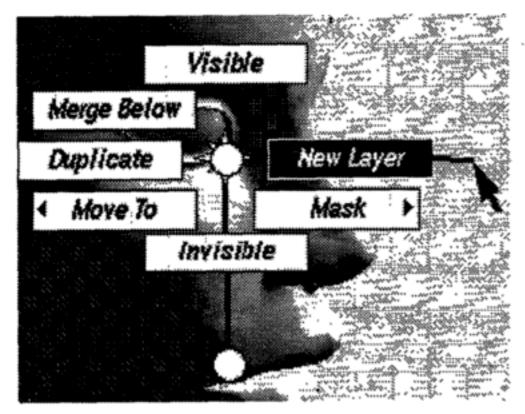
#### Review: Fitt's law

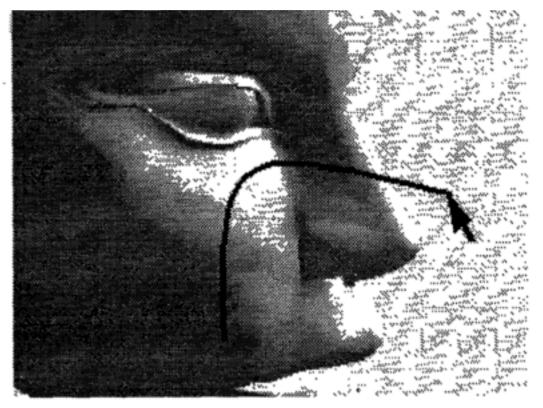


- Time required to move to a target decreases with target size & increases with distance to the target
- Movements typical consist of
  - one large quick movement to target (ballistic movement)
  - fine-adjustment movement (homing movements)
- Homing movements generally responsible for most of movement time & errors
- Applies to rapid pointing movements, not slow continuous movements

#### Review: Design Details - Marking Menus

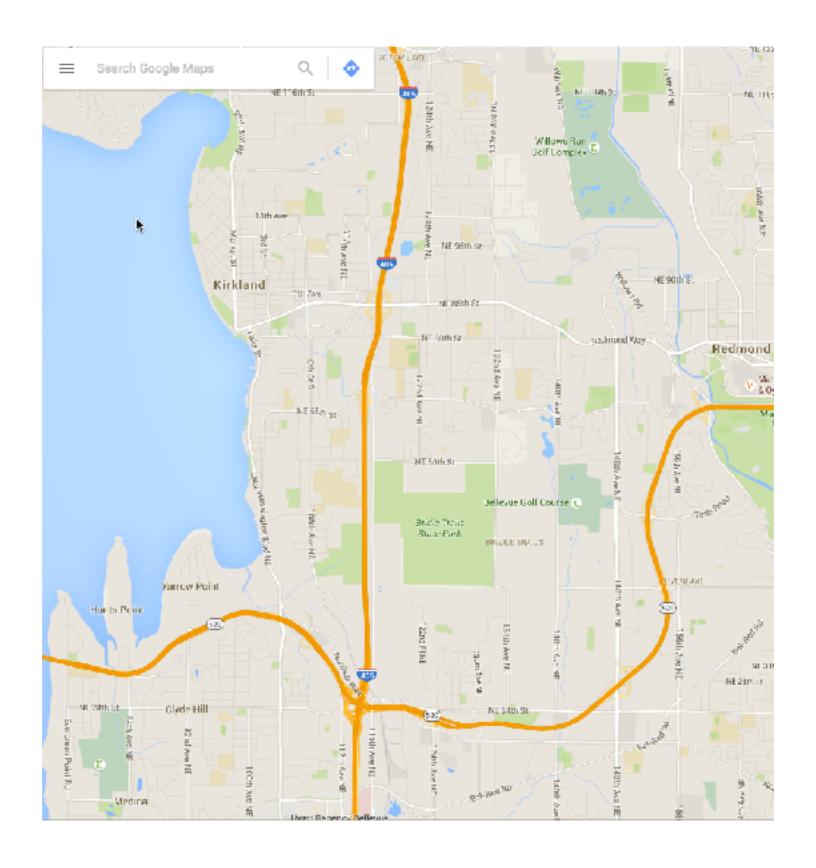
Principle	Refinment
Maintain visual context	Display only labels Ignore pie wedges Make labels symmetric
Hide unnecessary information	Hide parent menus
Support skill development using graphical feedback	Use eight item menus Use compass star around menu center Show idealized marks





Tapia & Kurtenbach '95

# Review: Direct Manipulation



# Today

- What (exactly) is, and how can one make effective color design choices?
- What is a design language?
- What are design values, and how do they influence the design process?

# Color

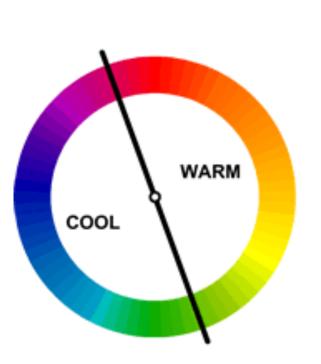
#### What is color?

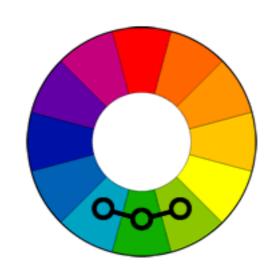
- Hue: What we usually see as color
- Luminance: Amount of light entering eye
- Brightness: Perceived amount of light
  - (blue appears brighter than white)
- Saturation: Purity of color



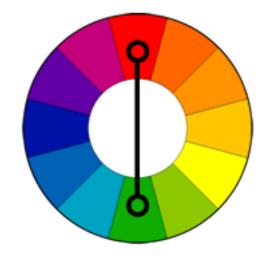
#### Color combinations

- Analogous color combinations adjacent in color wheel
- Triadic color combinations at corner of

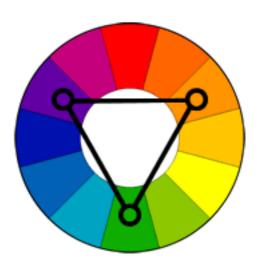




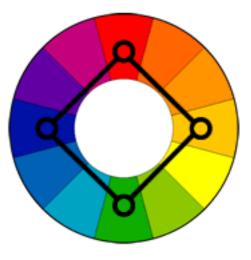
Analagous
Serene, harmonious



Complementary
High contrast, vibrant



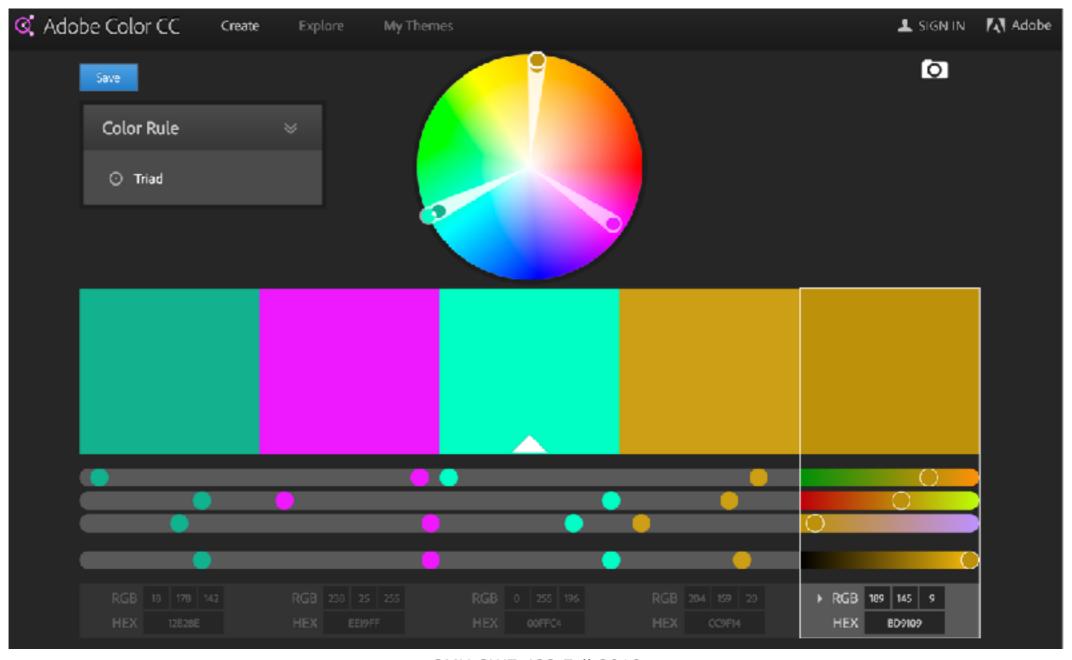
Triadic Vibrant



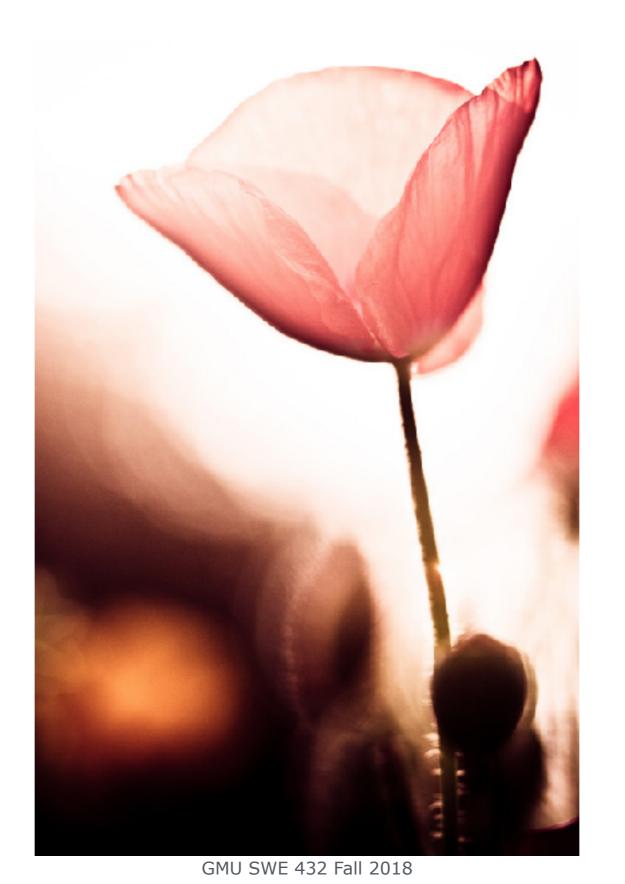
Quadratic
Two sets of complementary

#### Tools for finding color combinations

- Interactive tools can help you find color combinations
  - https://color.adobe.com/



# Color & Nature



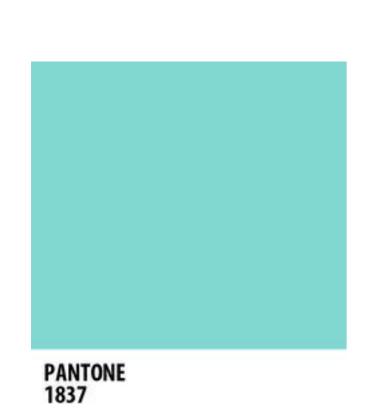
#### Guidelines on color use

- Number of colors use color conservatively, limiting to ~5 colors; redundantly encode info to support color-blind
- Use appropriate color combinations
- Use warmer colors for foreground & colorer colors for background
- Use saturated colors to draw attention & for excited
- Use desaturated, dark colors for serious & professional

#### Guidelines on color use

- Avoid highly saturated opponent colors at the same time
- Older users need more brightness
- Do not require color discrimination in small areas
- Use color for relative differences, but not numeric information
- Use greater intensity for hues that indicate larger amounts

## Color can be iconic







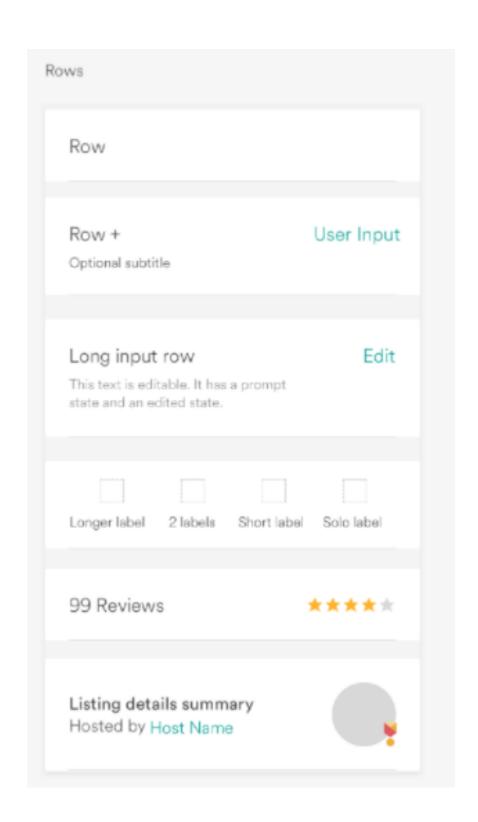
# Design Language

# Counter Example

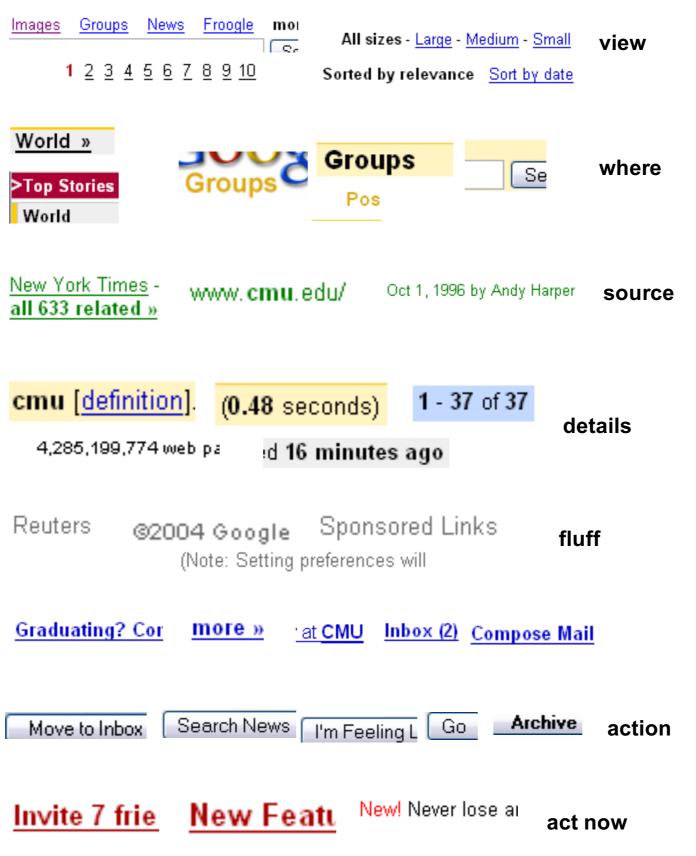


# Design language

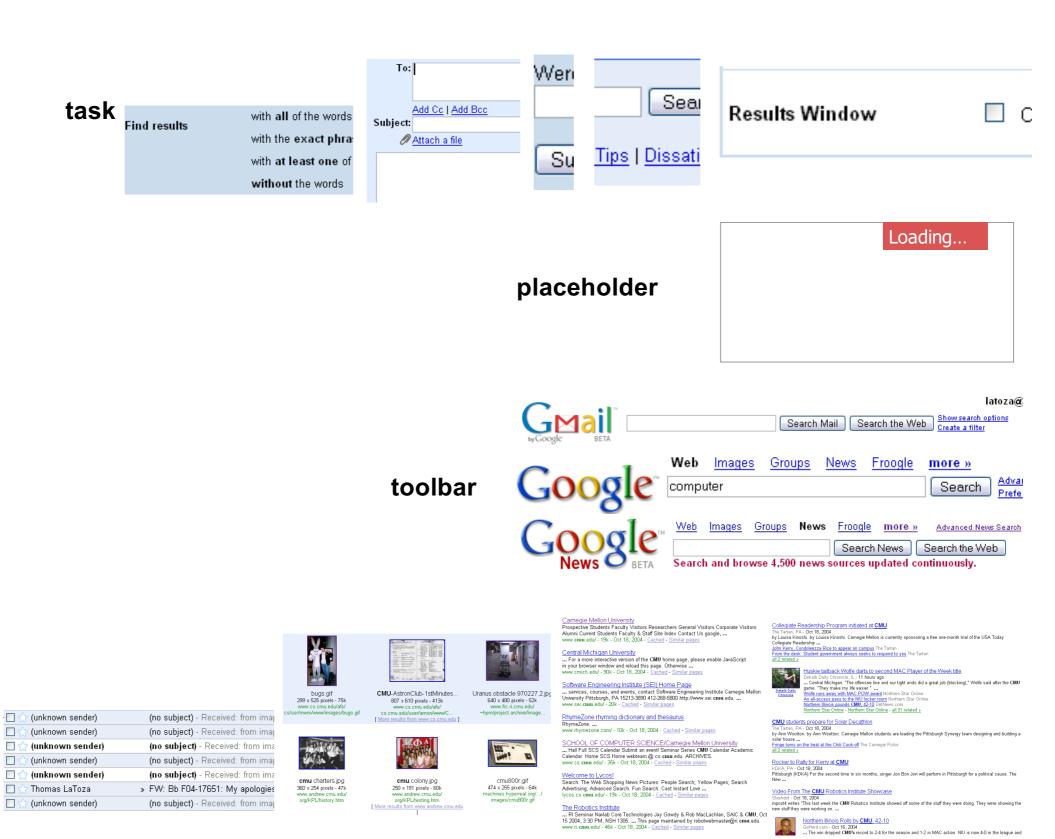
- Many, many choices about visual variables and syntax of composition
  - How do you ensure choices are made consistently across web app?
- Solution: design language
  - Describes how to express ideas and concepts in the interface
  - May be communicated through Human Interface Guideline documentation
  - (Example of consistency and standards)



## Example: Elements, Google 2004



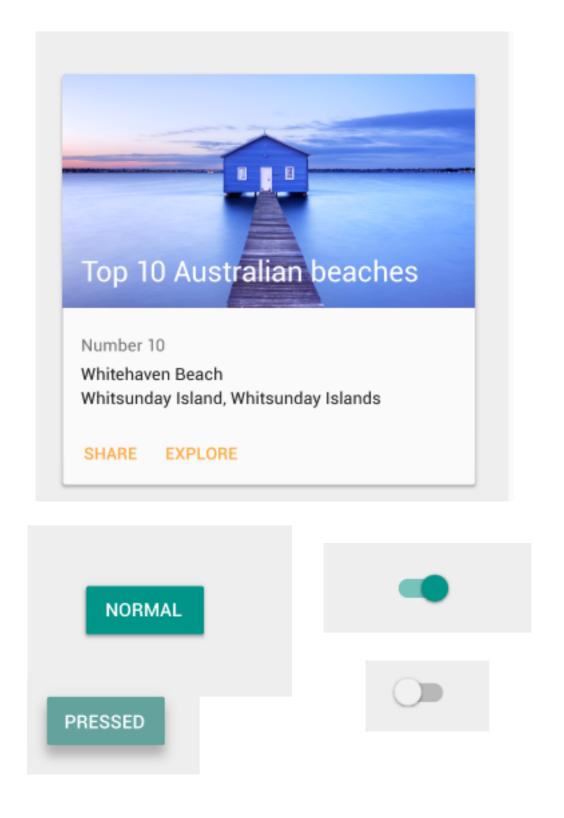
# Example: Syntax, Google 2004

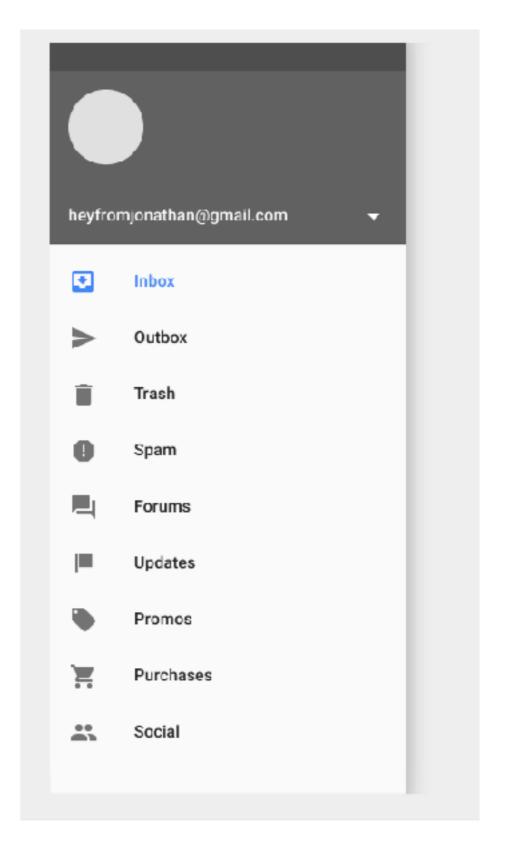


Bell GMU SWE 432 Fall 2018

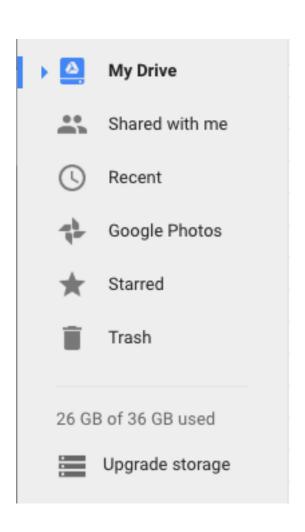
list

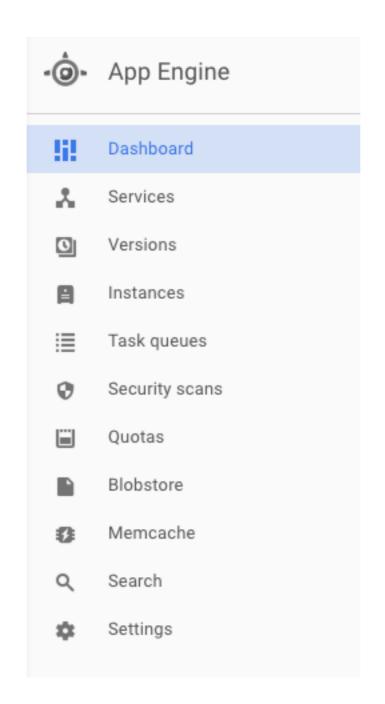
# Examples: Google 2016

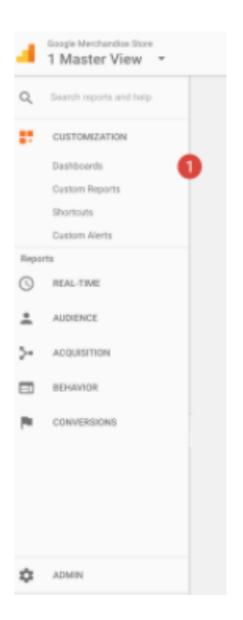




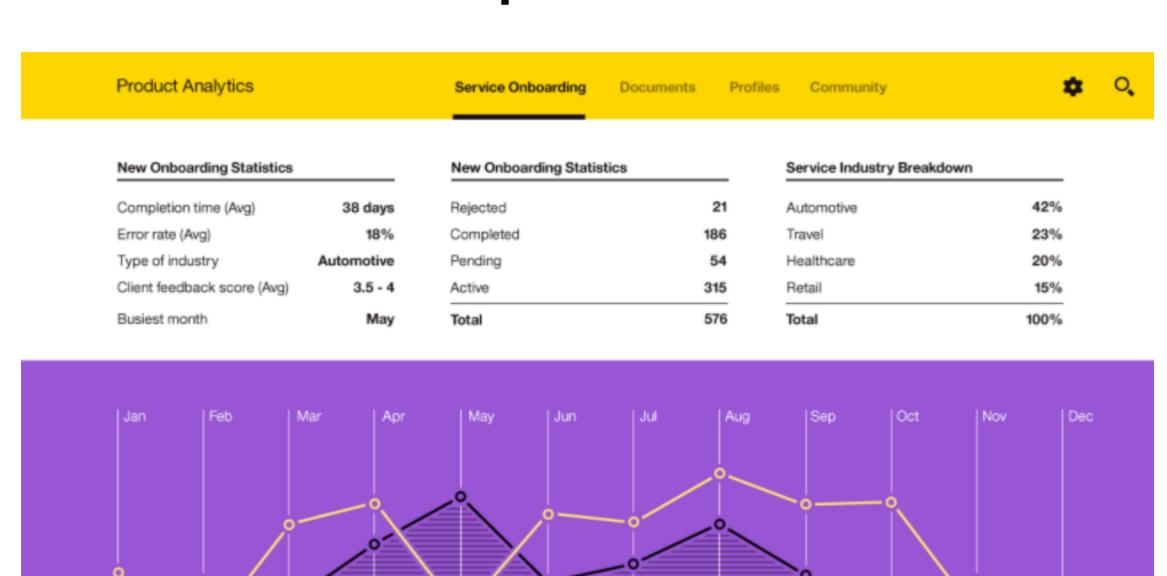
# Examples: Google 2016



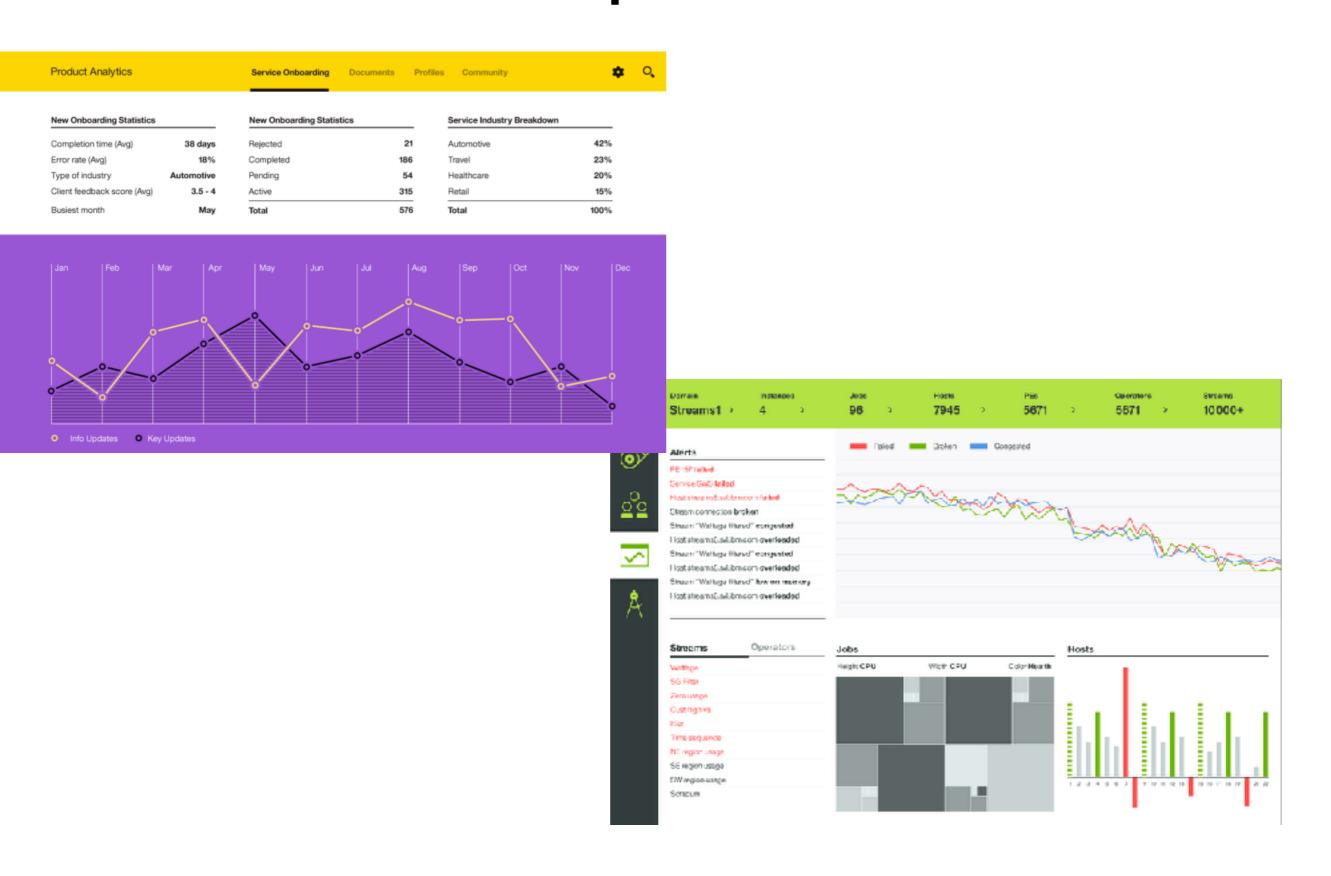




# Examples: IBM



# Examples: IBM



# Examples: IBM



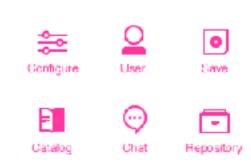




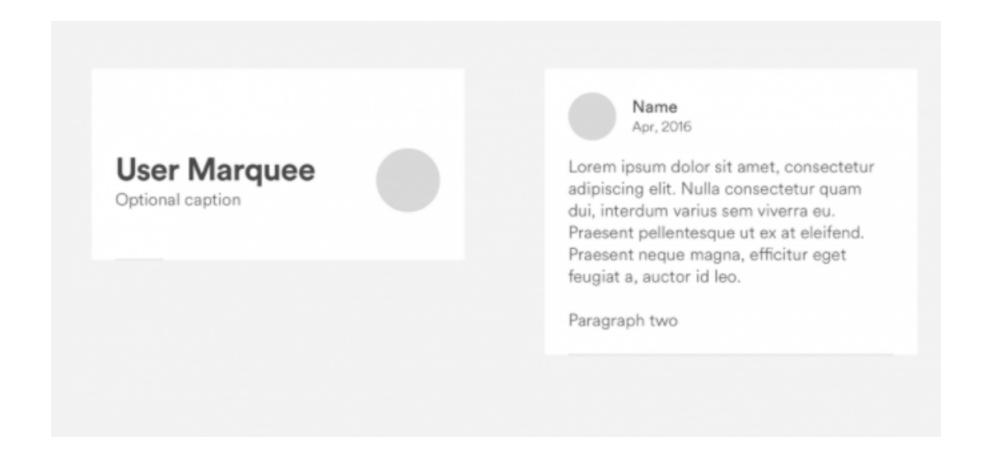


#### Application data

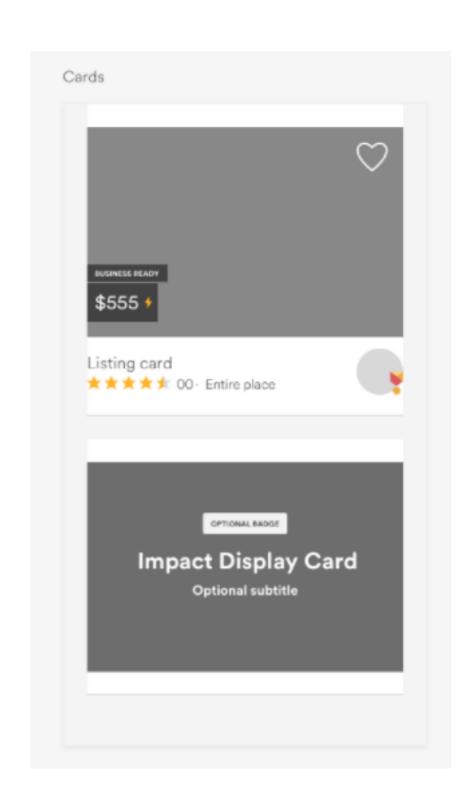
Title	Title	Value	Date ▼	Value
Imperial	true	9 456 234	21. Feb 2014	9 456 234
Hard	false	987 345	21. Feb 2014	987 345
Cider	false	43 567	21. Feb 2014	43 587
Anaerobic	true	324 543	21. Feb 2014	324 543
Cold filter	false	432 456	20. Feb 2014	432 458
Barrel hand	true	32 432	20. Feb 2014	32 432
Pump wort	true	4 567	20. Feb 2014	4 587
Dry hopping	false	84 567	20. Feb 2014	34 587
Carbonation	frue	434 567	20. Feb 2014	434 567
Mash tun	talse	9 456 234	20. Feb 2014	9 456 234
Bittering hops	true	987 345	20. Feb 2014	987 345
Heat exchanger	false	43 567	19. Feb 2014	43 567
Lauter aerobic	talse	324 543	19. Feb 2014	324 543
Abbey seidel	true	432 456	19. Feb 2014	432 456
Brewhouse	false	32 432	19. Feb 2014	32 432
Brewpub adjunct	true	4 567	19. Feb 2014	4 587
Dextrin seidel	true	34 567	19. Feb 2014	34 567
Aau beer	false	434 567	19. Feb 2014	434 587
Krug abv	true	484	<b>19.</b> Feb 2014	43∠

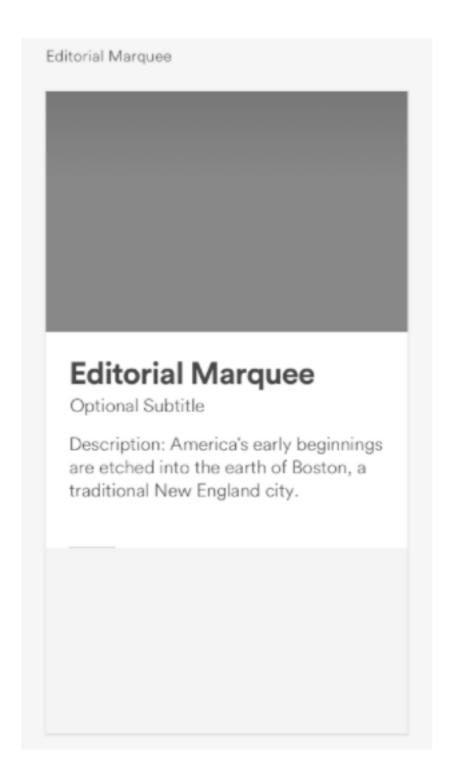


# Examples: AirBnb

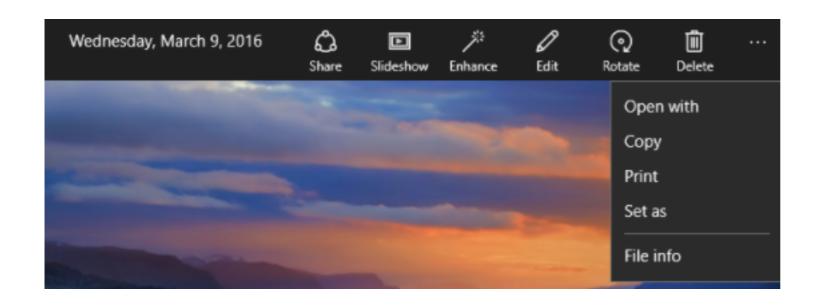


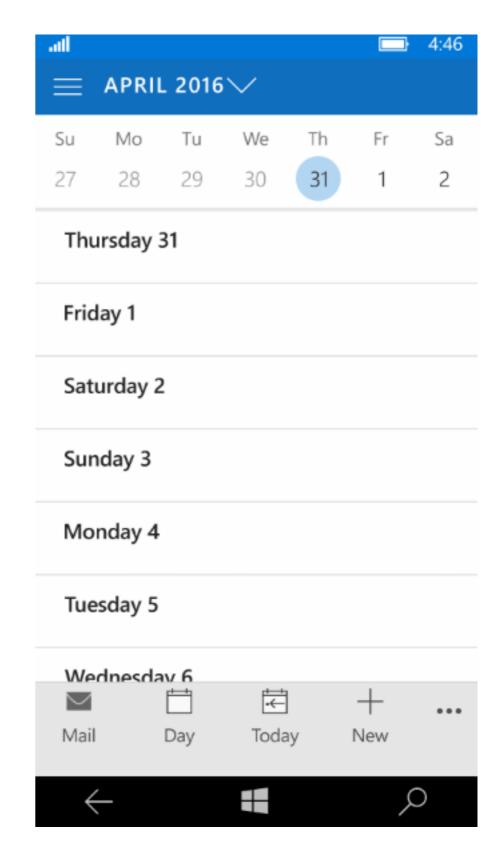
# Examples: AirBnb





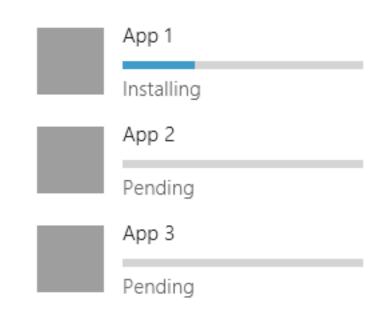
# Examples: Microsoft

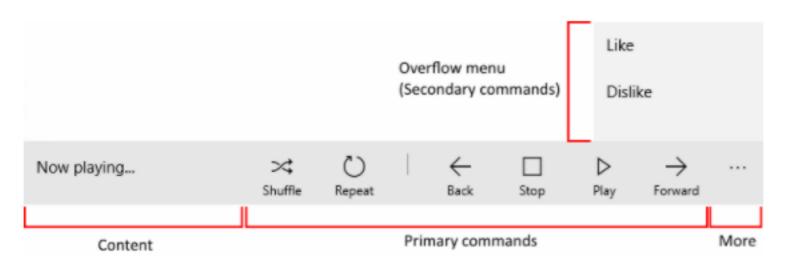




# Examples: Microsoft

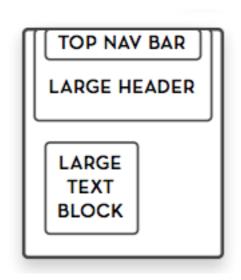




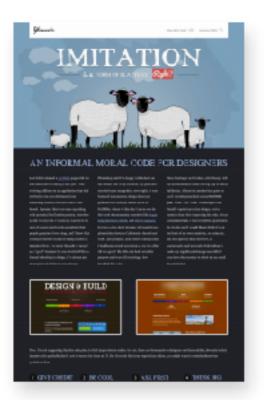




#### Example: Header with text blocks layout











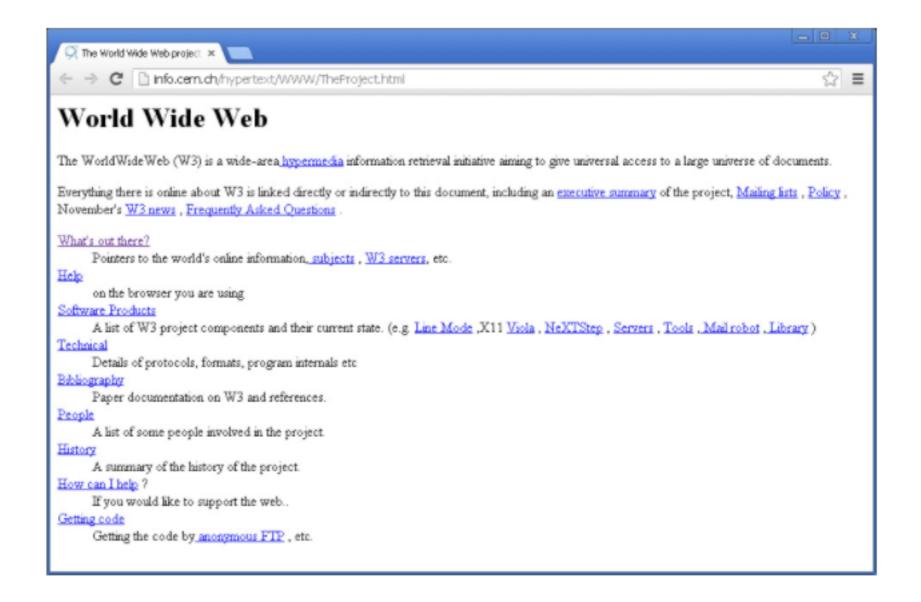


From: <a href="http://ranjithakumar.net/resources/webzeitgeist.pdf">http://ranjithakumar.net/resources/webzeitgeist.pdf</a>

#### Elements strongly associated with position



From: http://ranjithakumar.net/resources/webzeitgeist.pdf

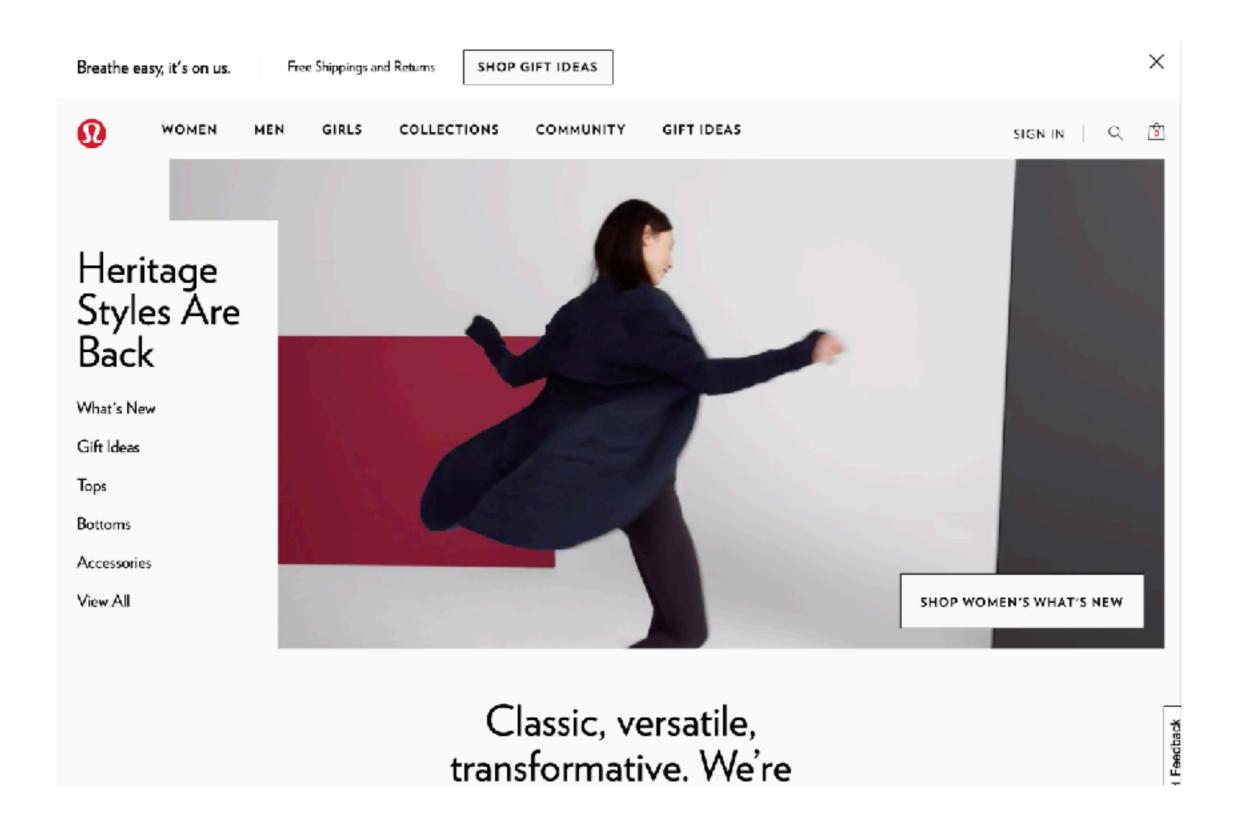


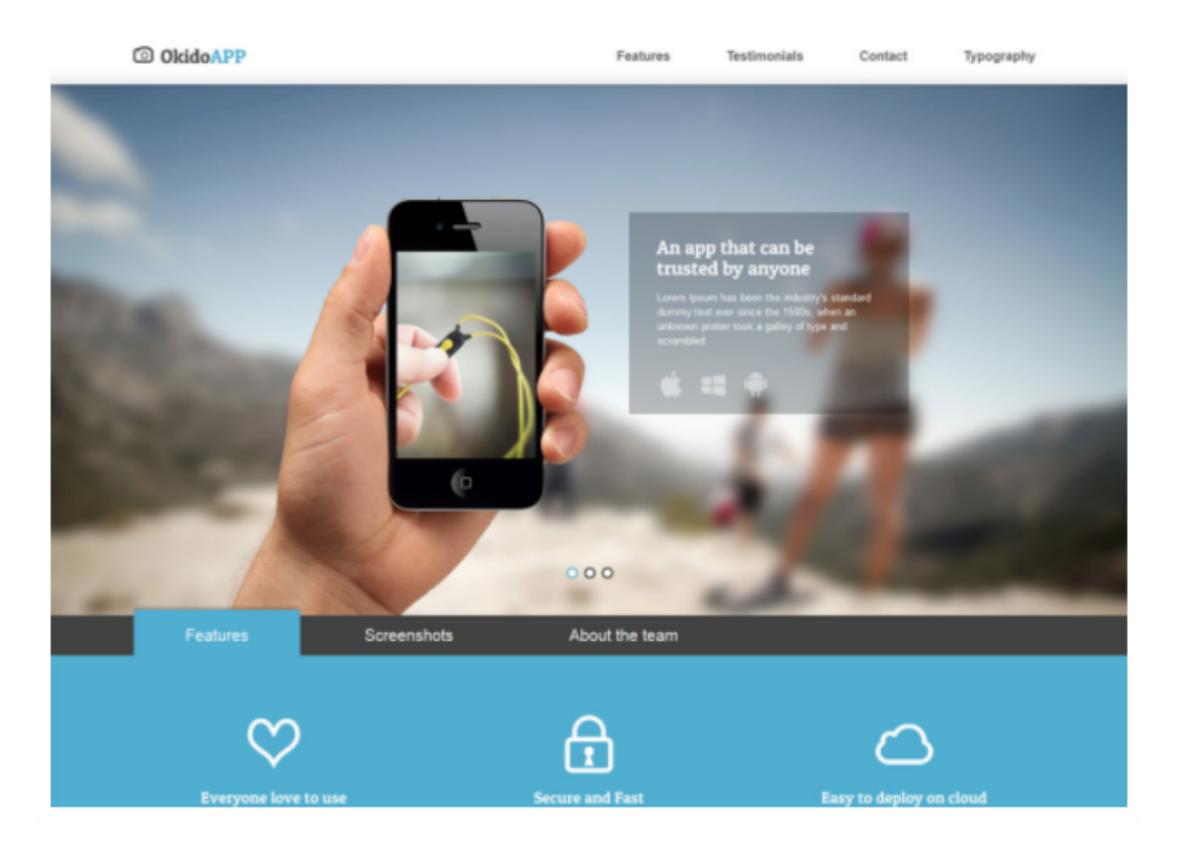
https://blog.hubspot.com/marketing/look-back-20-years-website-design#sm.00000ip14jejk1d51u53crk6cwrns



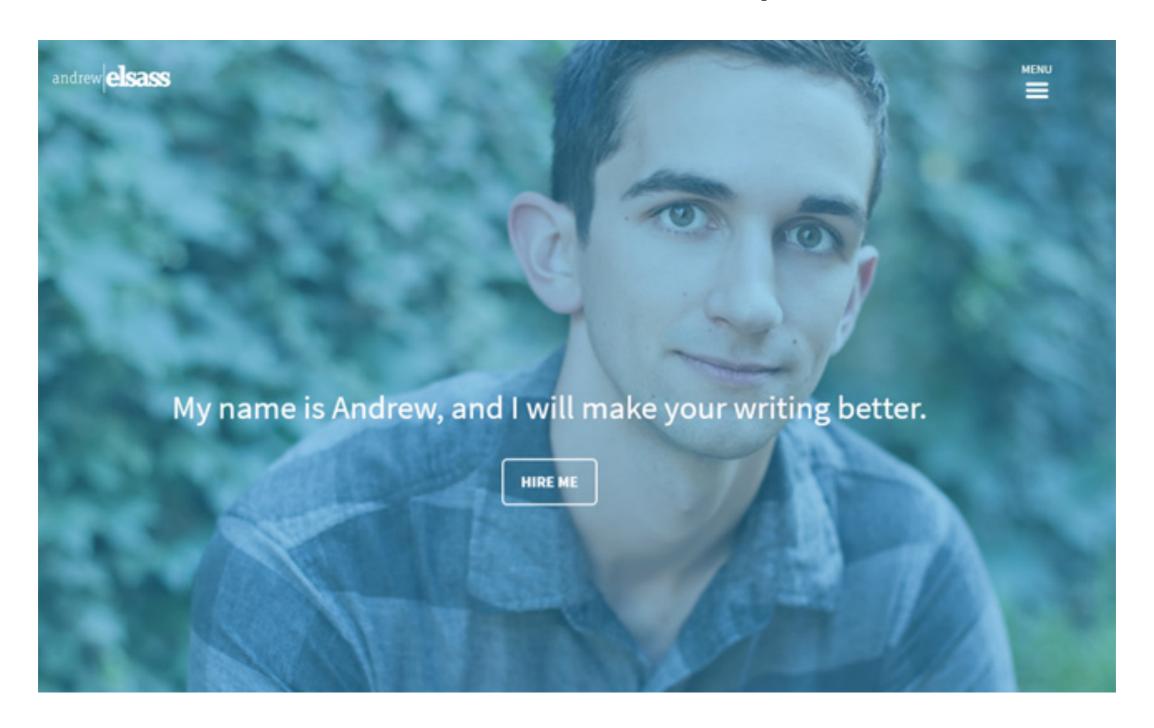








#### Common visual idioms, circa 2016

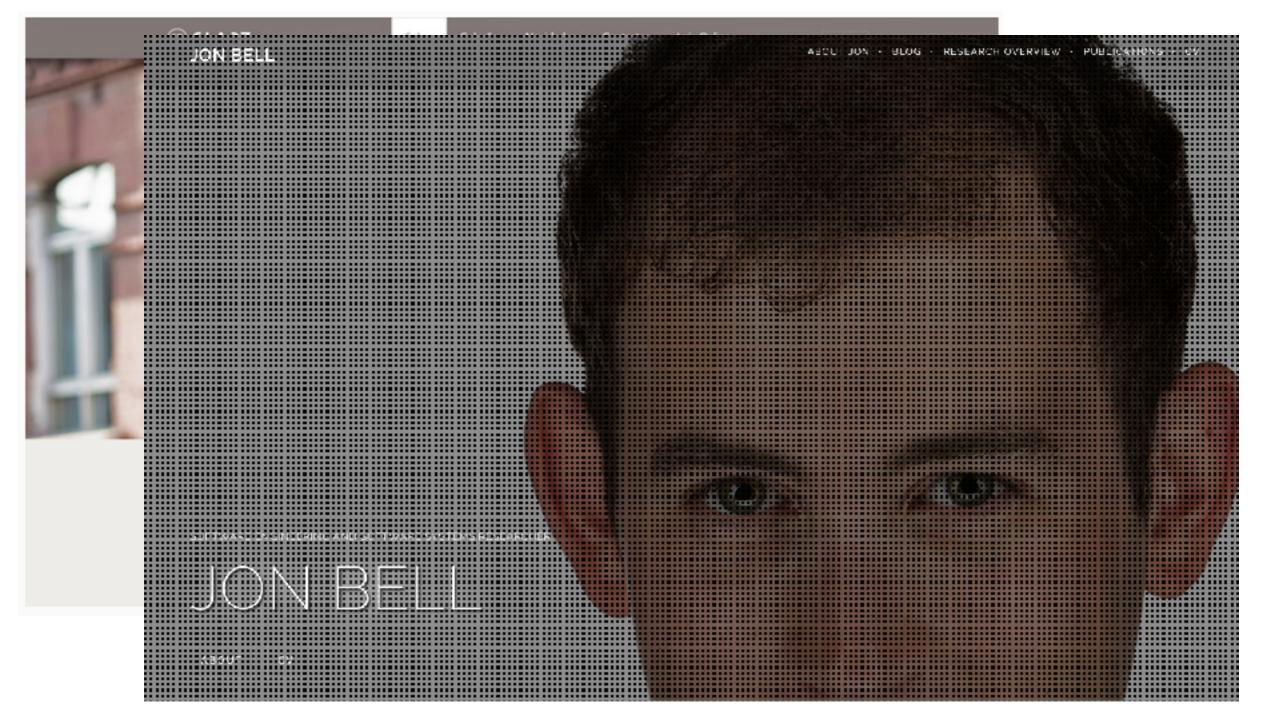


Hero images: large attractive header image

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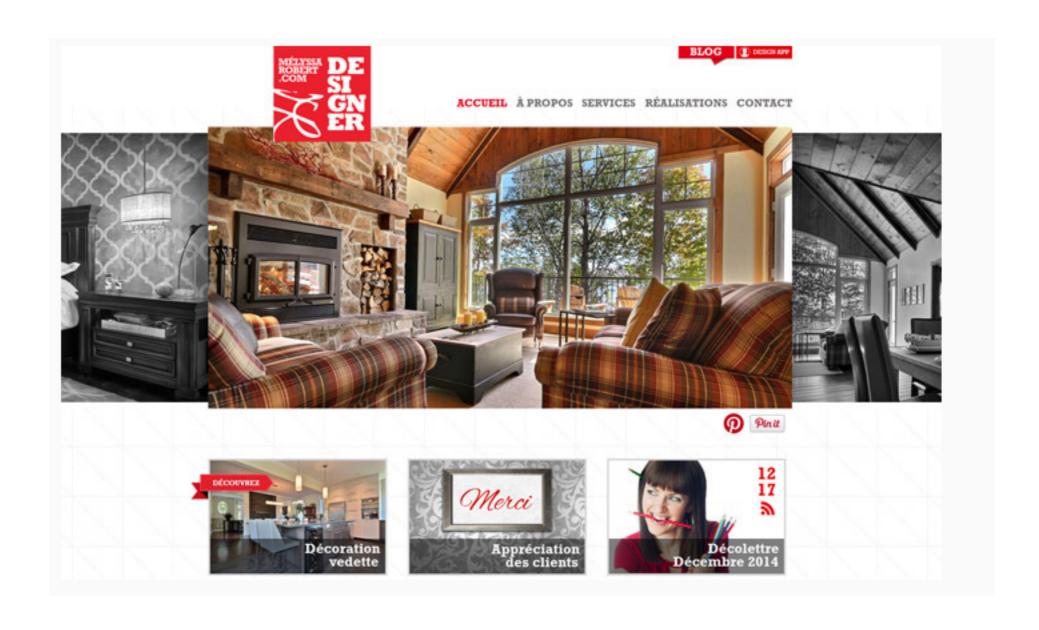
https://envato.com/blog/exploring-hero-image-trend-web-design/

#### Common visual idioms, circa 2016



- Single page designs: hero image with a navbar
- https://envato.com/blog/exploring-hero-image-trend-web-design/

#### Common visual idioms, circa 2016

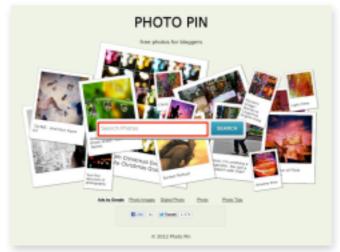


- Rotating image galleries (carousels)
- https://envato.com/blog/exploring-hero-image-trend-web-design/

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# Why it matters

- Users will have idioms they expect to see, particularly if suggested by other related elements
- Branding: Users will see your website and have particular associations based on what it exemplifies











#### Goals in designing a design language

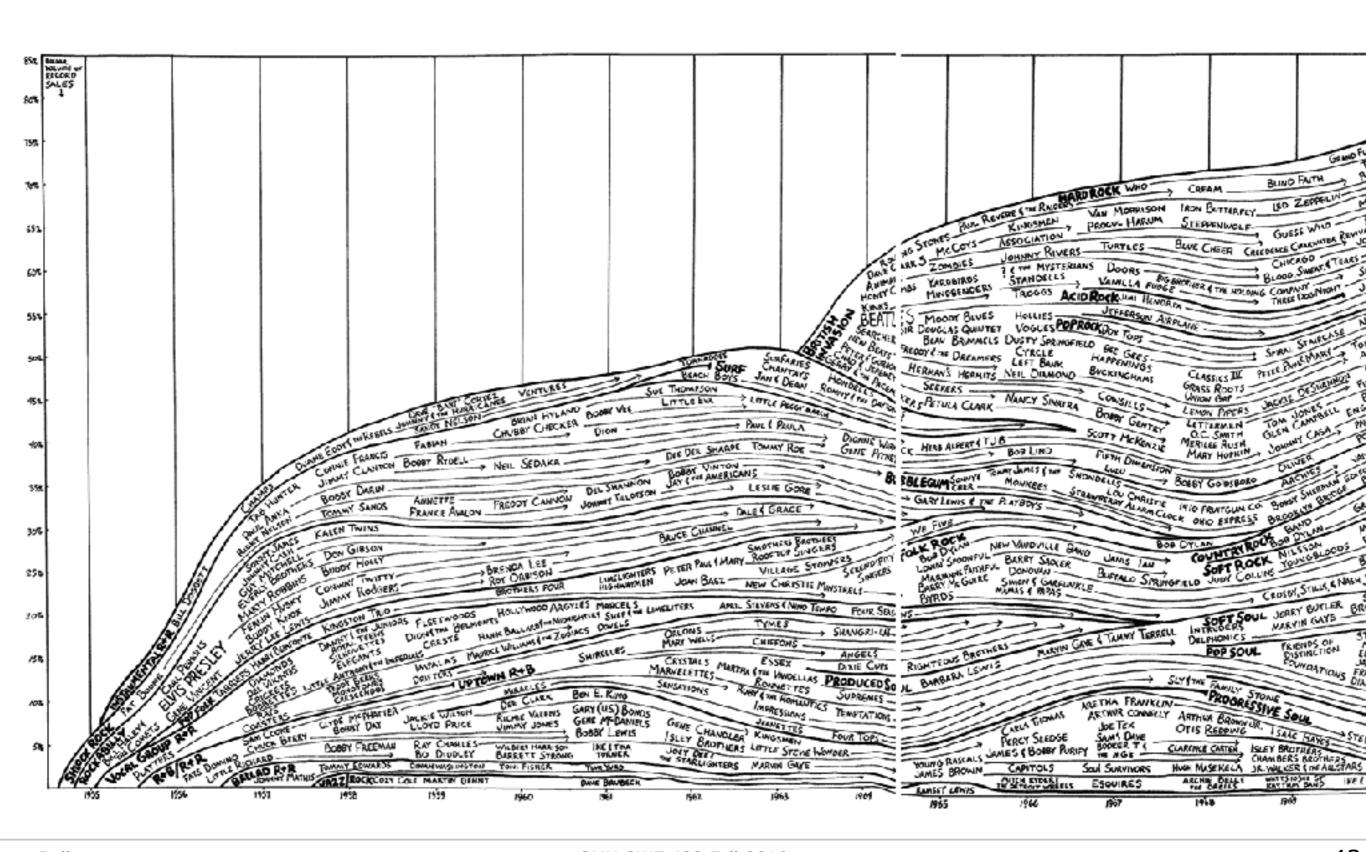
- Offer guidance and options on
  - Colors: examples of color palettes
  - Typography: justification, sizes, fonts, different heading levels
  - Organization

Bell

Support different resolutions, devices

# Design Values

# Example: Information Density



#### Is this too much?

- If task is to show influence of Elvis Presley on subsequent bands, yes.
  - But what if task might also be to understand influences of pop soul?
- Flexibility / usability tradeoff
  - Can design more powerful flexible interfaces that trade effectiveness of a specific task for supporting a broad range of tasks
- What's the right answer?
  - A value choice, rather than a usability question.
  - Need to know what priorities are.
- Often called experience design rather than usability

#### Discussion of course structure

- Choosing project topic vs. canned assignment?
- Project split into 11 assignments vs fewer bigger deadlines?
- Teams vs. individual assignments?
- Pacing of assignments and lectures. Topics that were too fast or too slow?
- Quizzes vs. midterm?
- Previous offerings: 10 usability lectures, 3 PHP, 12 Java Servlets lectures
  - What did you think about usability last?
  - Alternative: Backend, asynchronous programming, Usability, then frontend?