

# App Design and User Experience

## Lecture 11

**\*Please sit with your project team!\***



# 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?

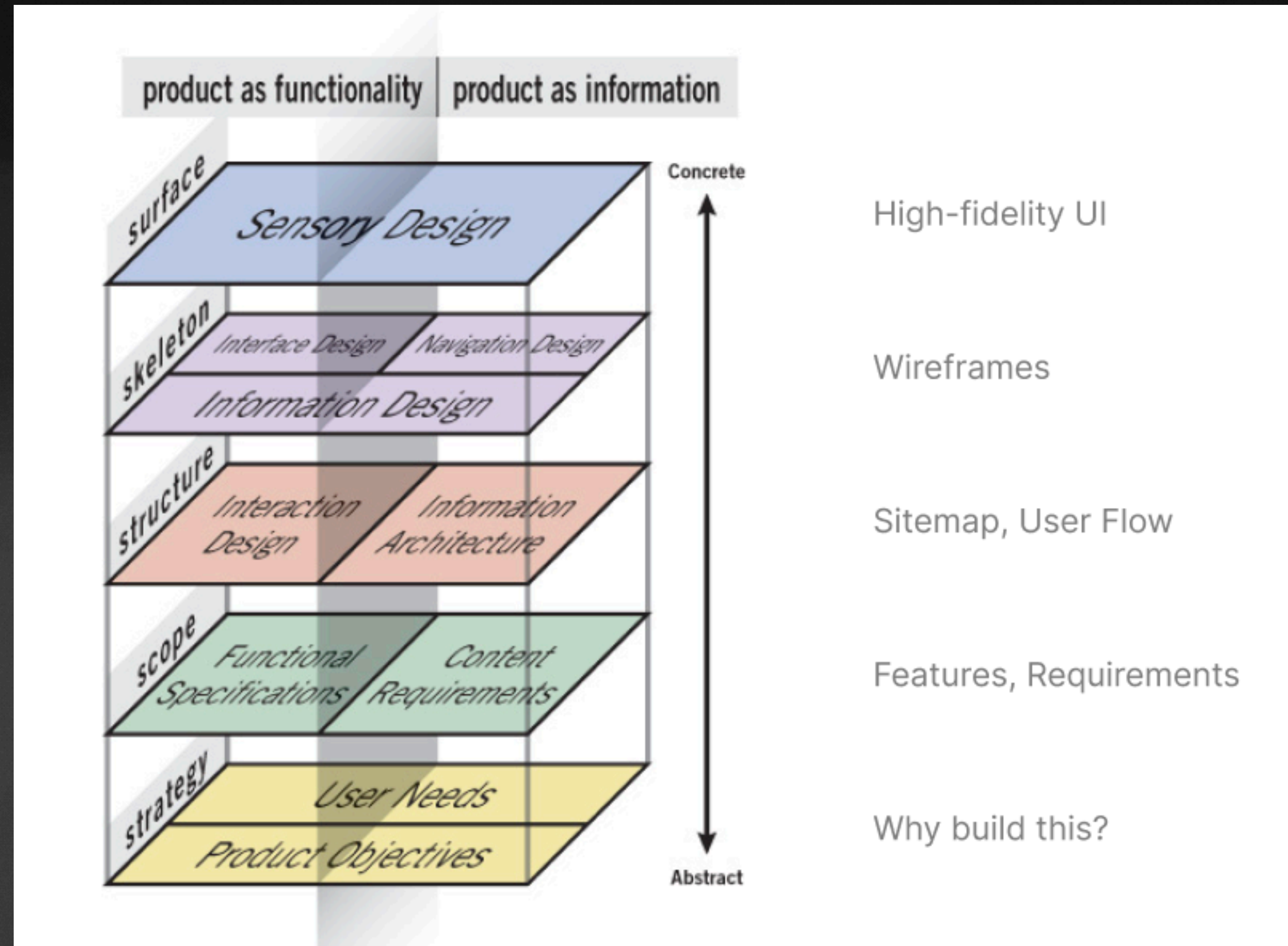


# What is UI/UX?

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

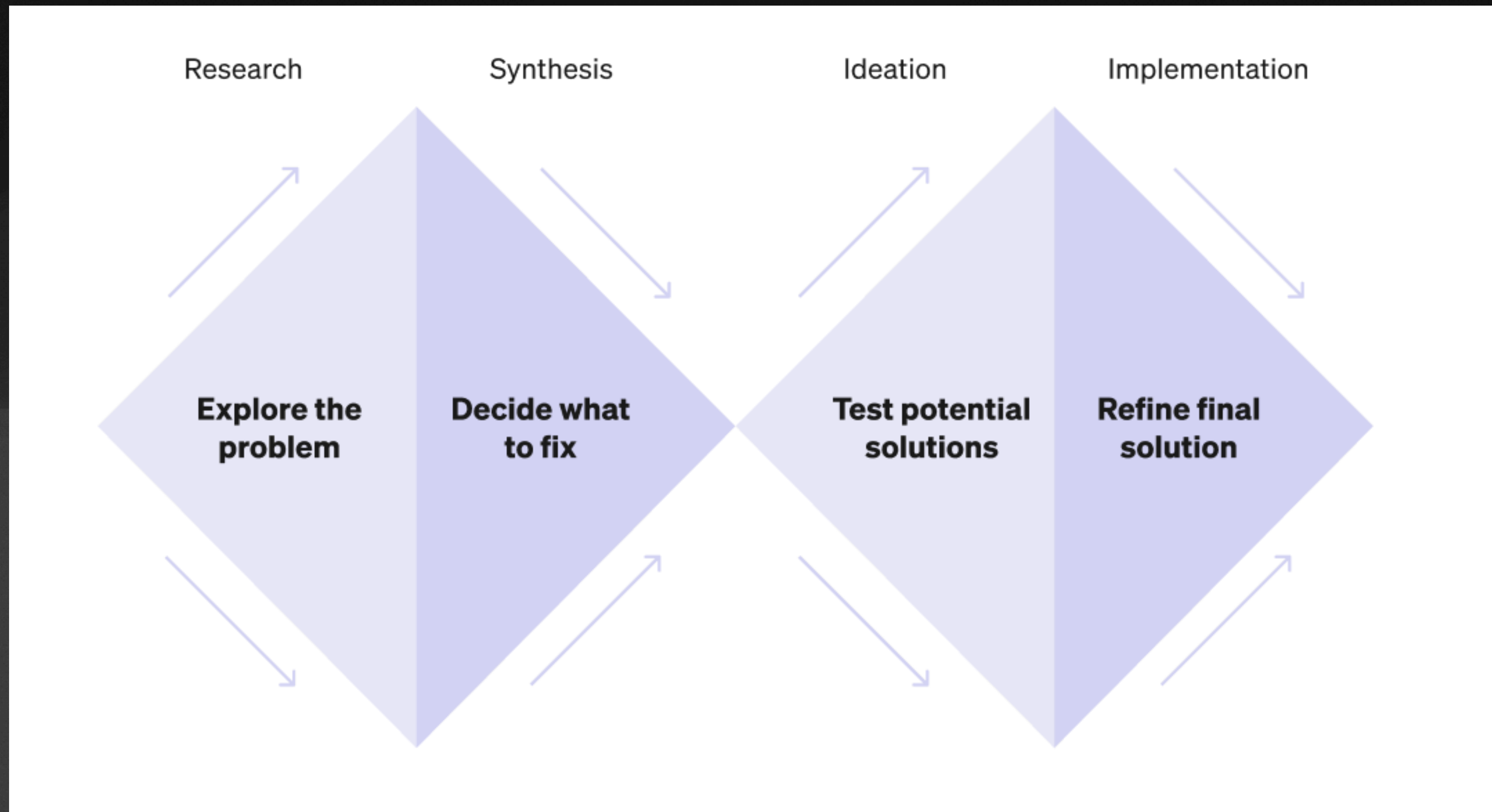


# The Planes of UX



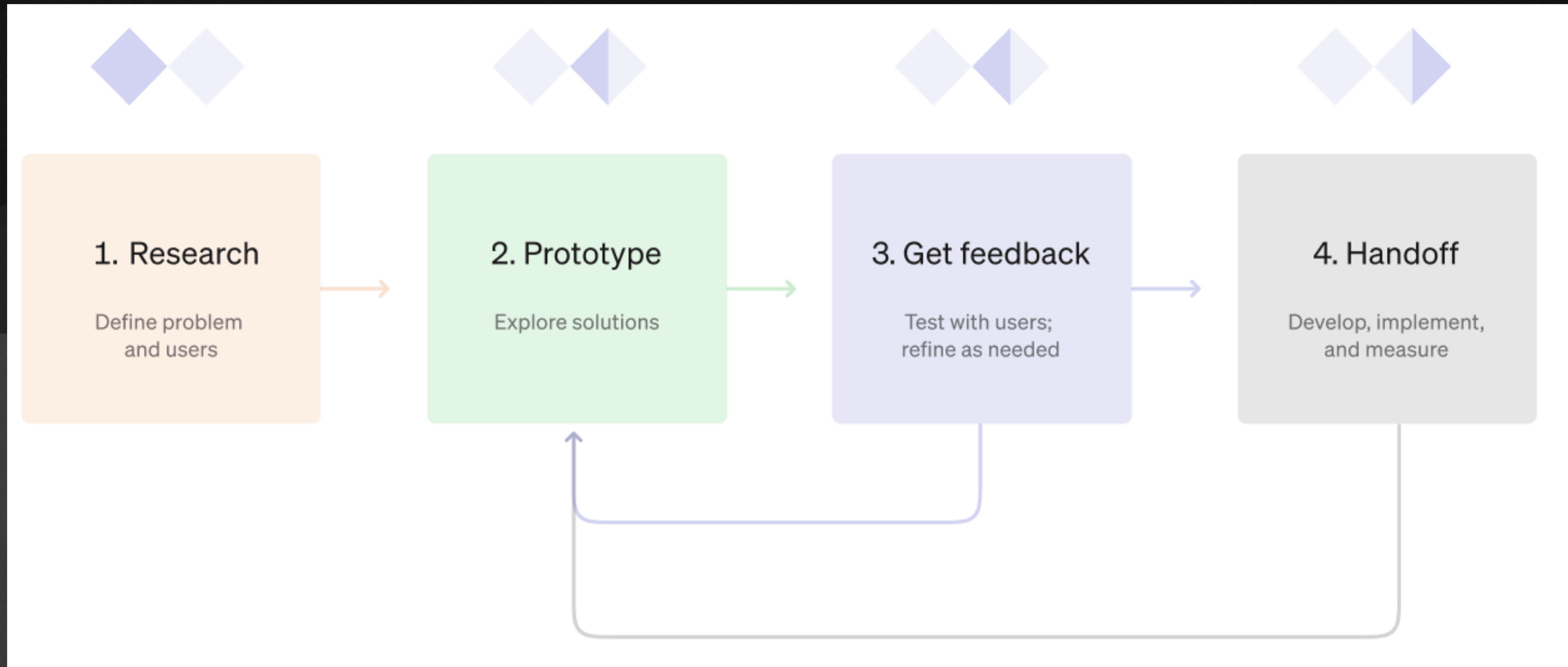


# Design Thinking





# 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

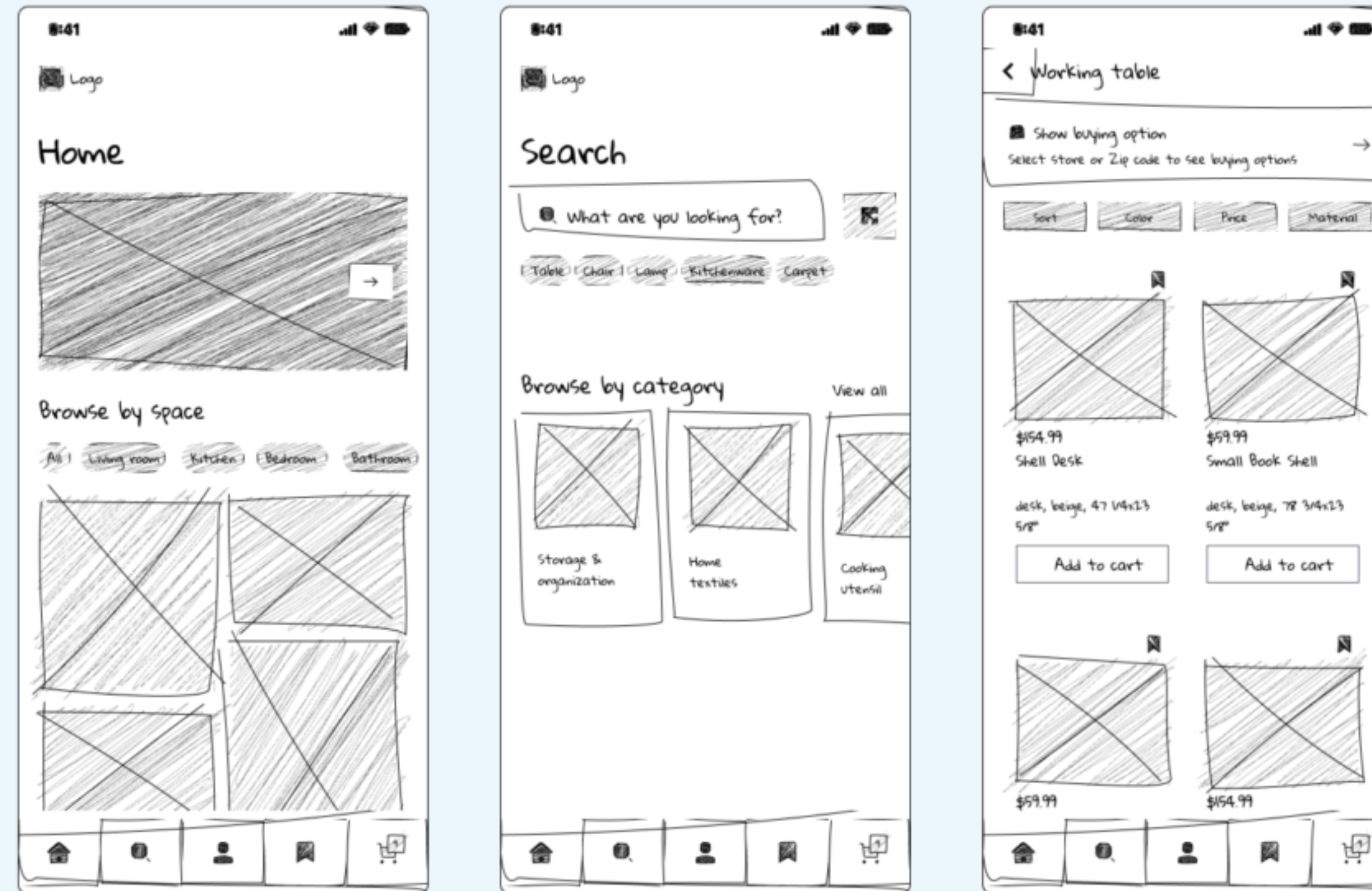
**A rough drawing or skeleton of how your app will look and work.**

\*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

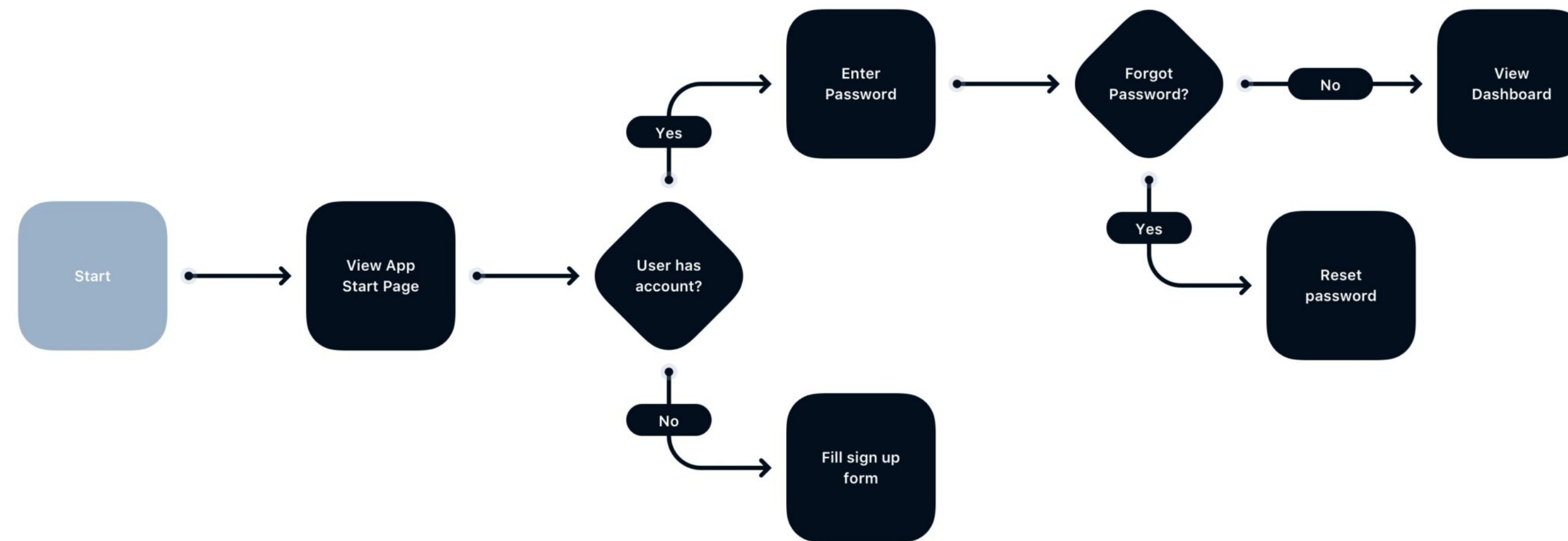
**A visualized path that the user follows through an app to complete single or multiple tasks.**



# User Flow

## Example

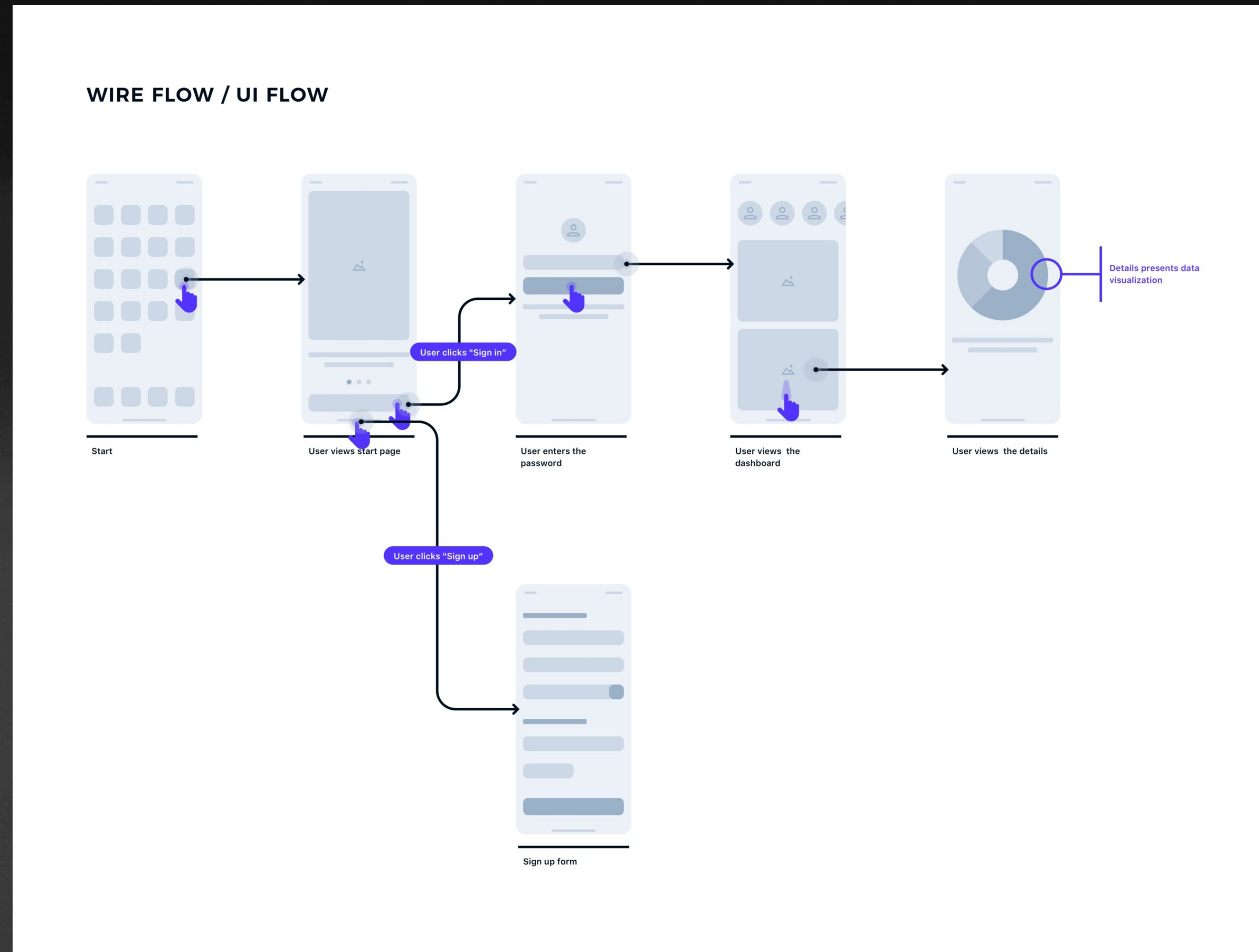
### TASK FLOW





# User Flow

## Example





# User Flow

**Your Turn!**

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

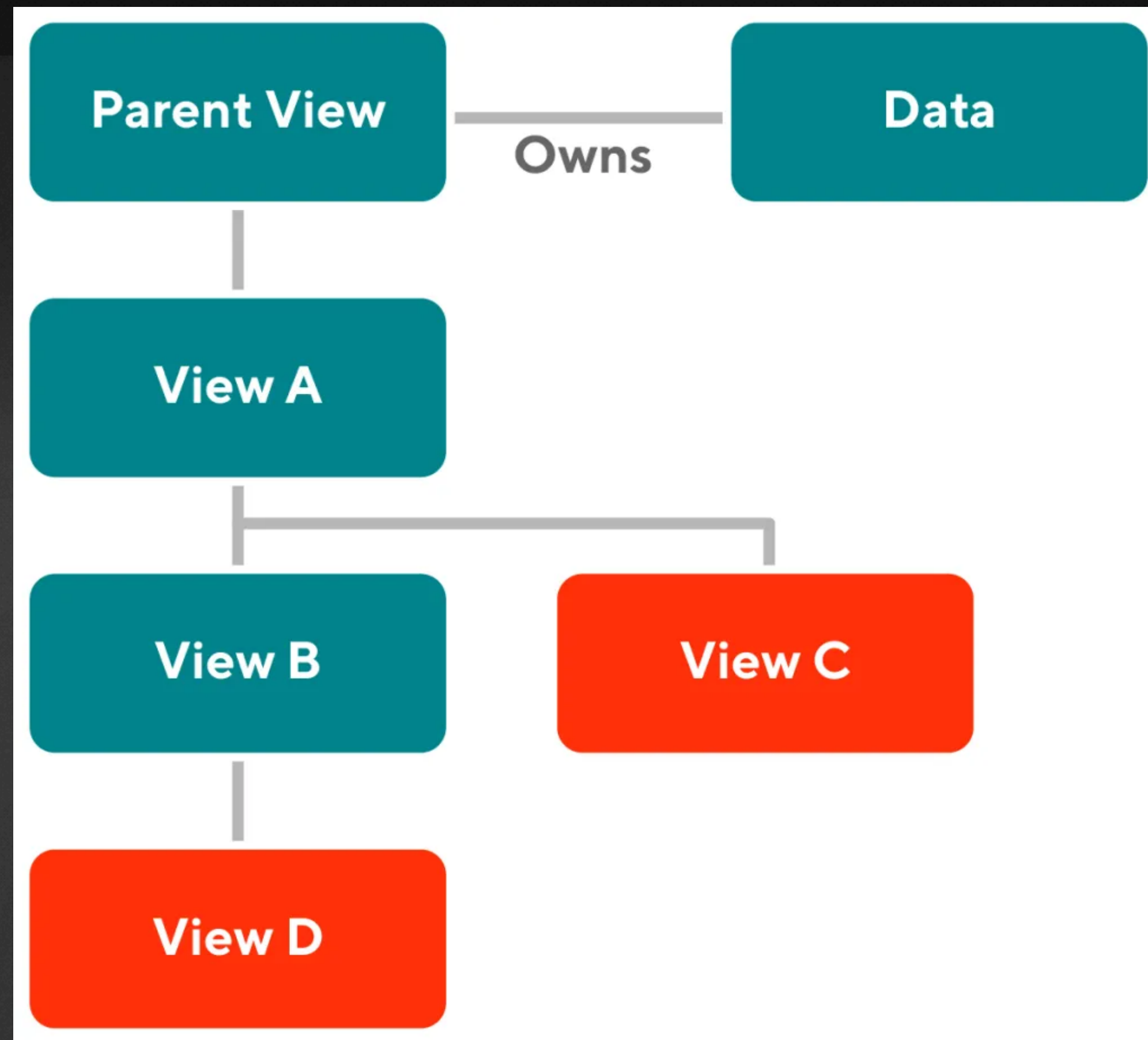


# View Hierarchy Diagram



# View Hierarchy Diagram

Review from Week 4!





# High-fi Sketch



# High-fi Sketch

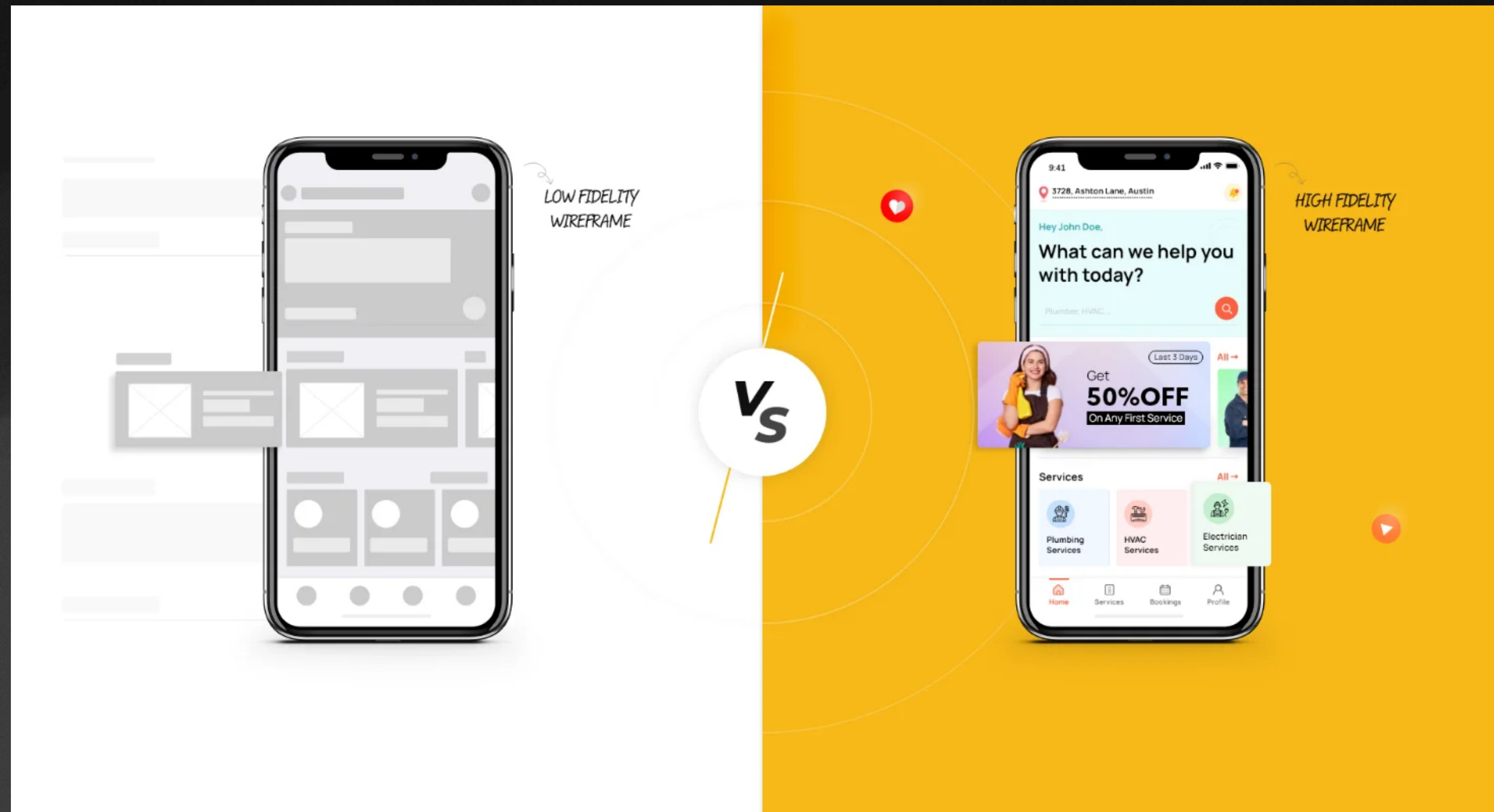
## Definition

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

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



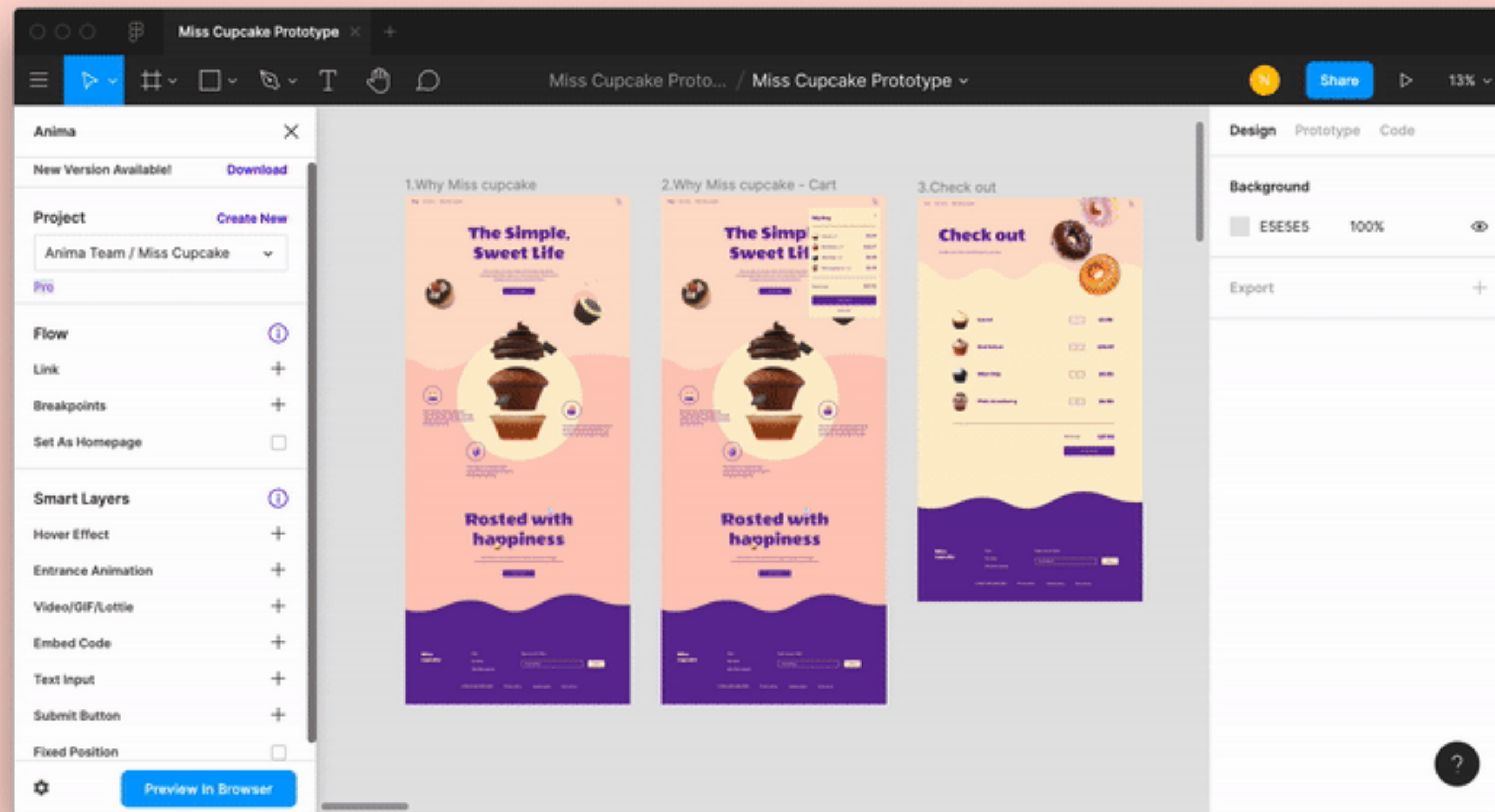
# High-fi Sketch Example





# 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.**

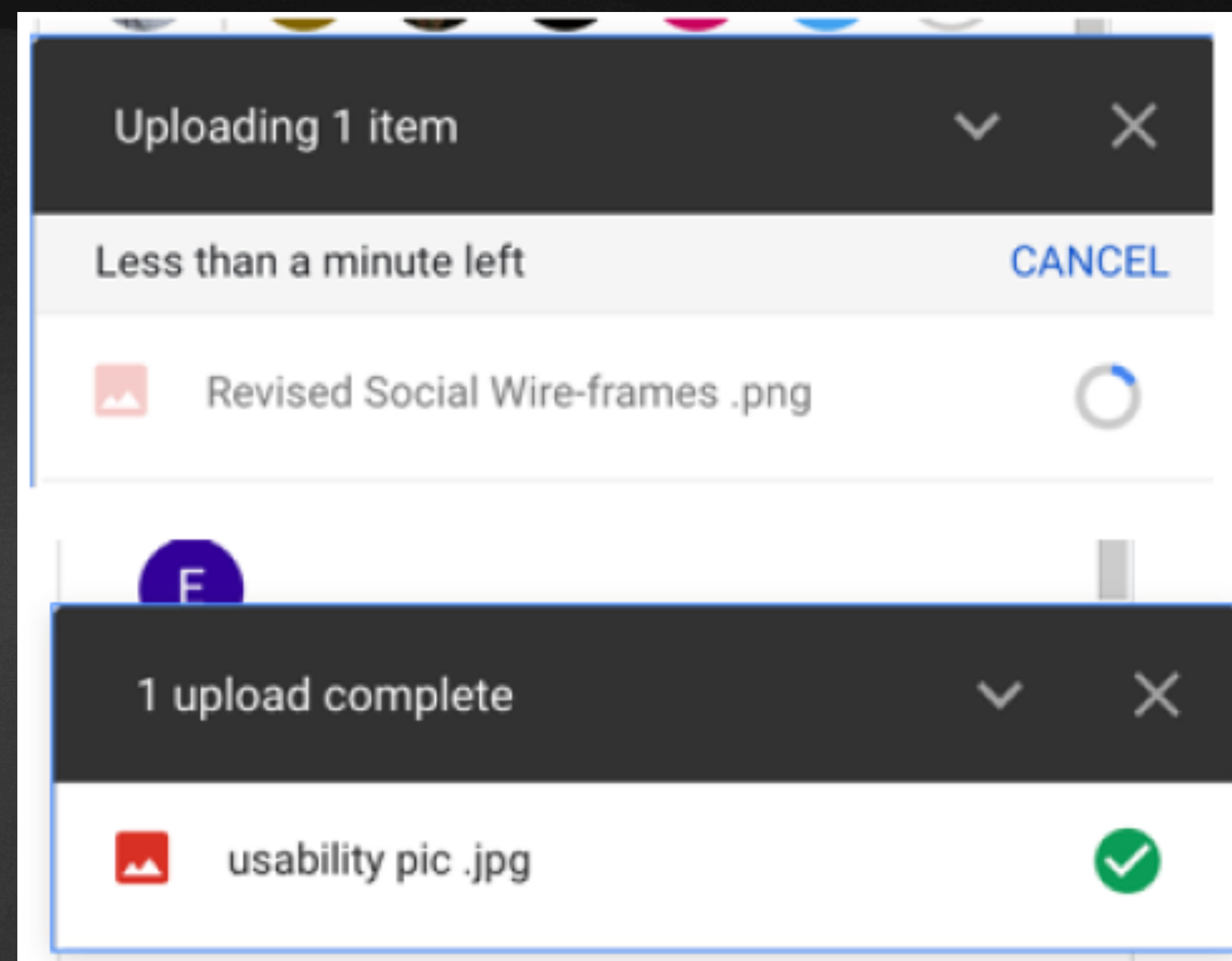


# Visibility of system status



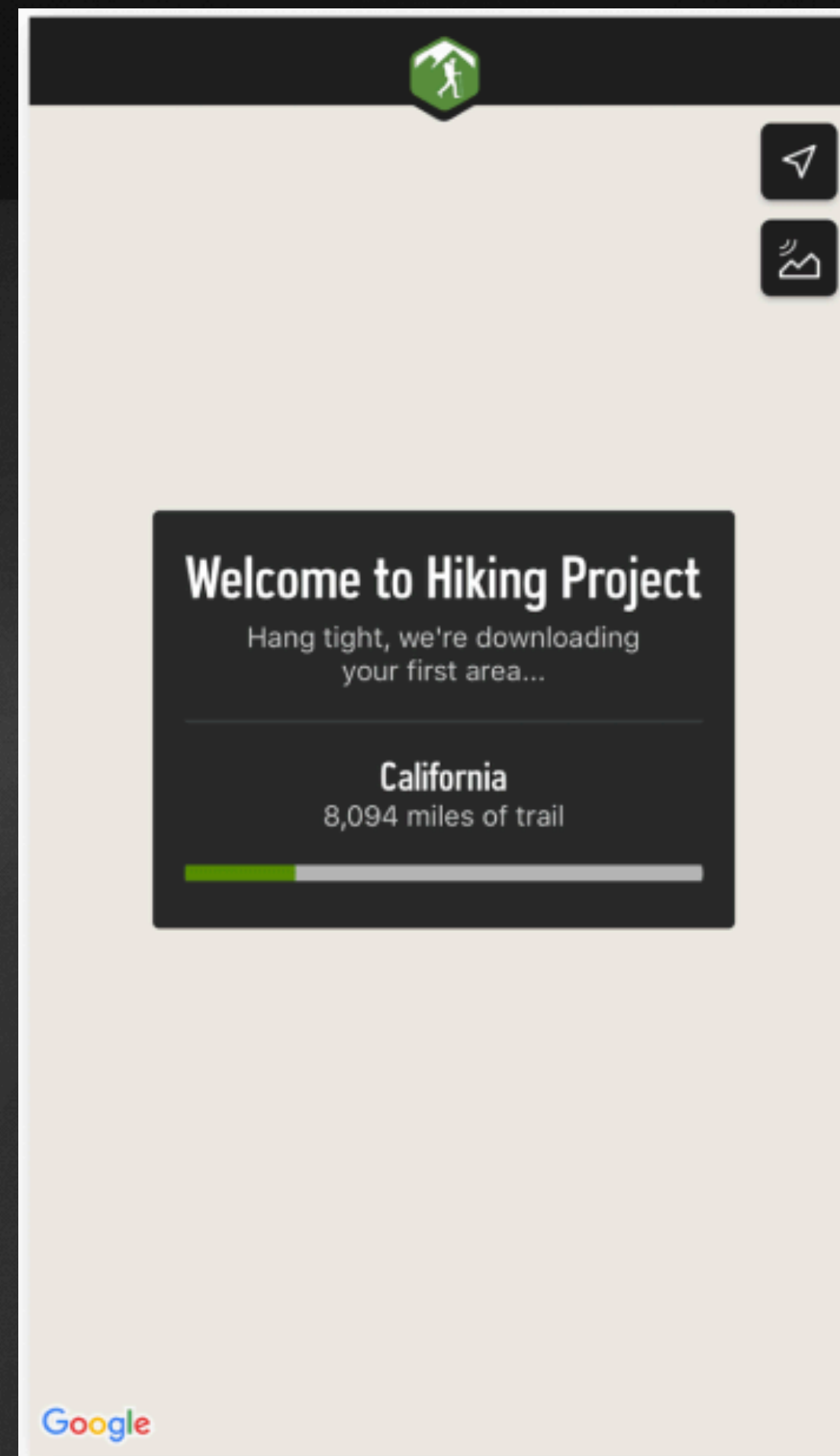


# Visibility of system status





# Visibility of system status





## **2. Match between system and the real world**

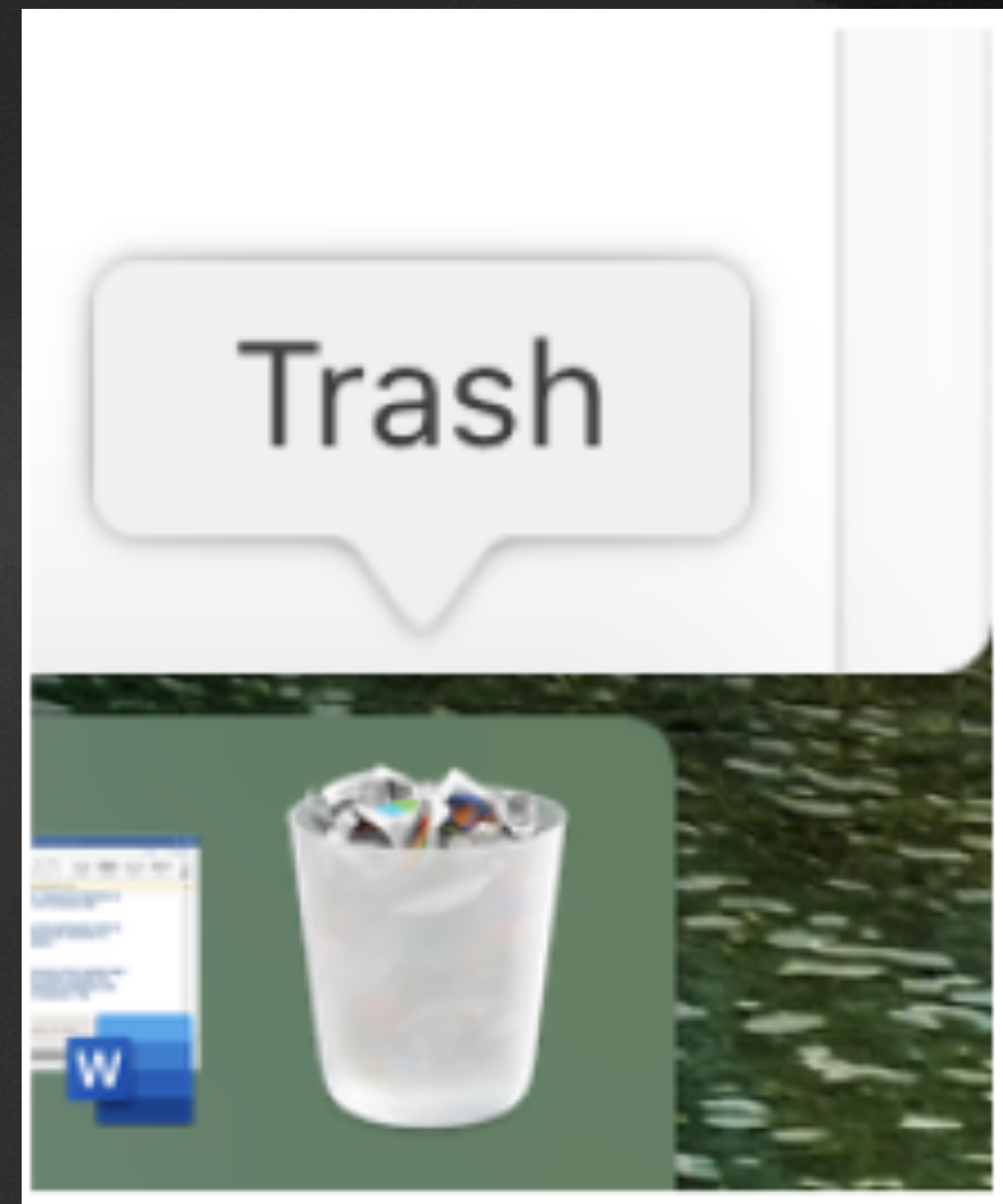


**Match between system and the real world**

**Speak the users' language**

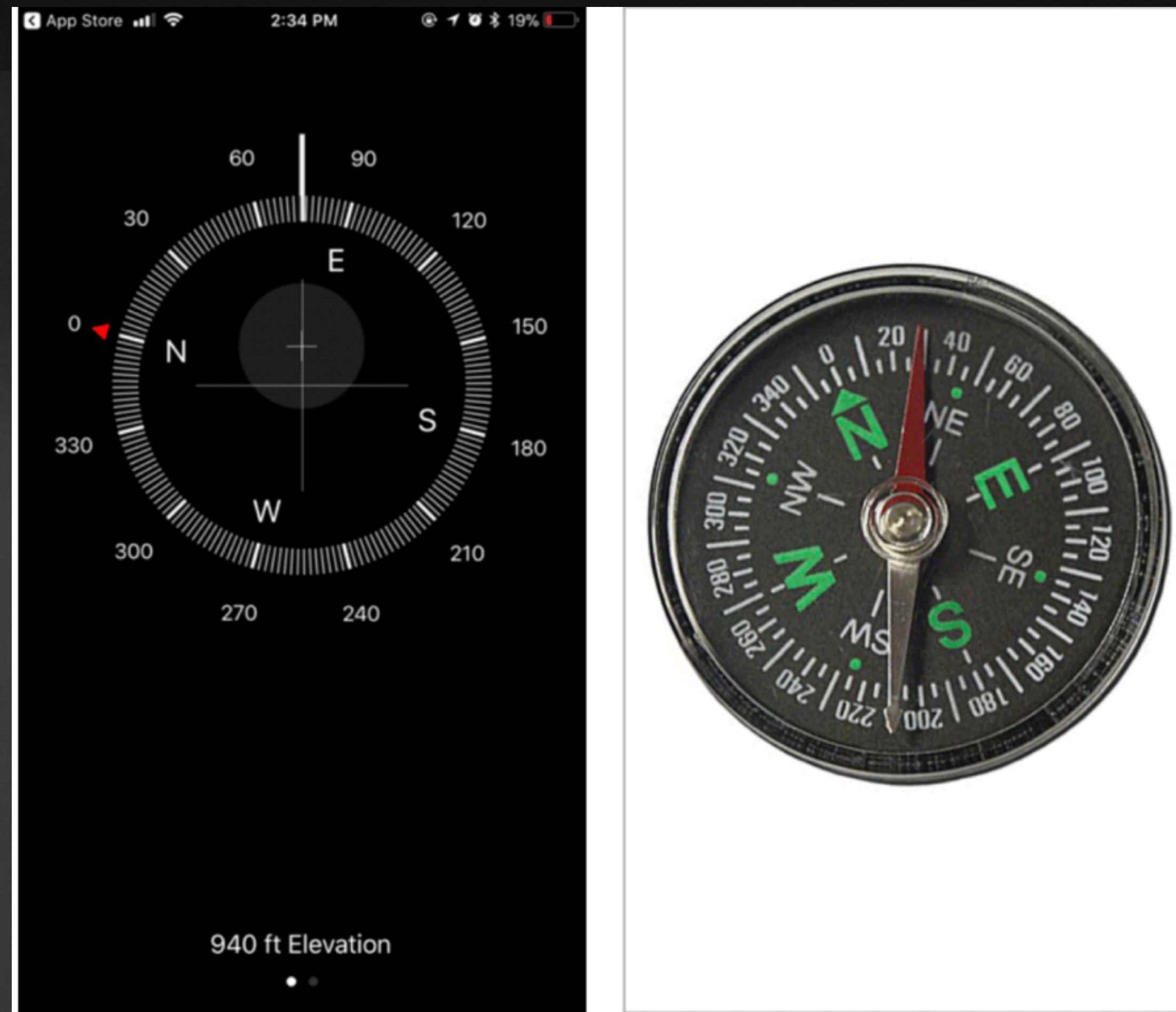


# Match between system and the real world





# Match between system and the real world





### **3. User control and freedom**

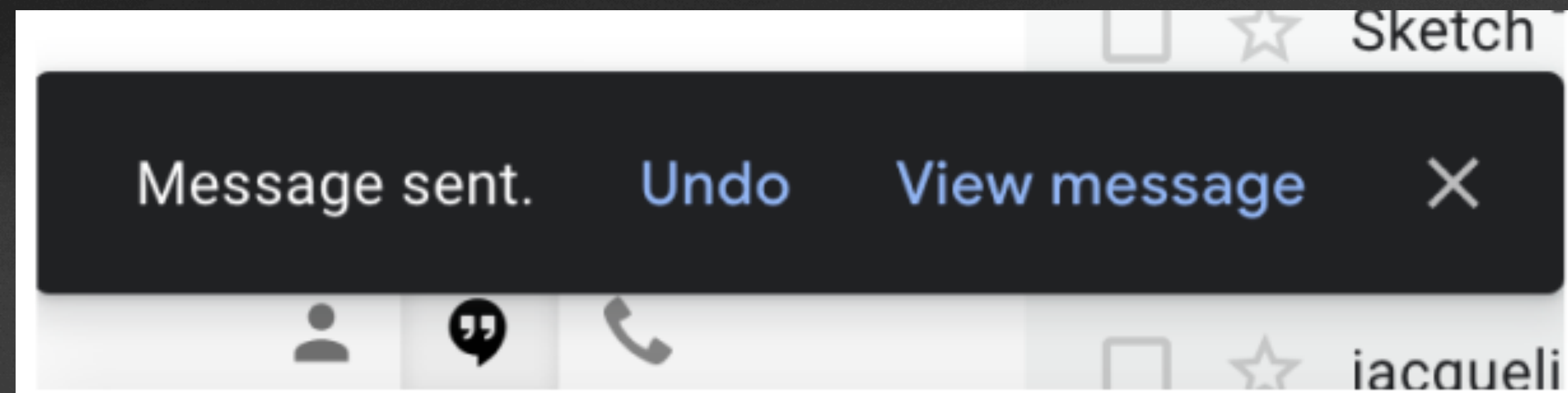


**User control and freedom**

**Make it easy to leave a flow or undo an action**

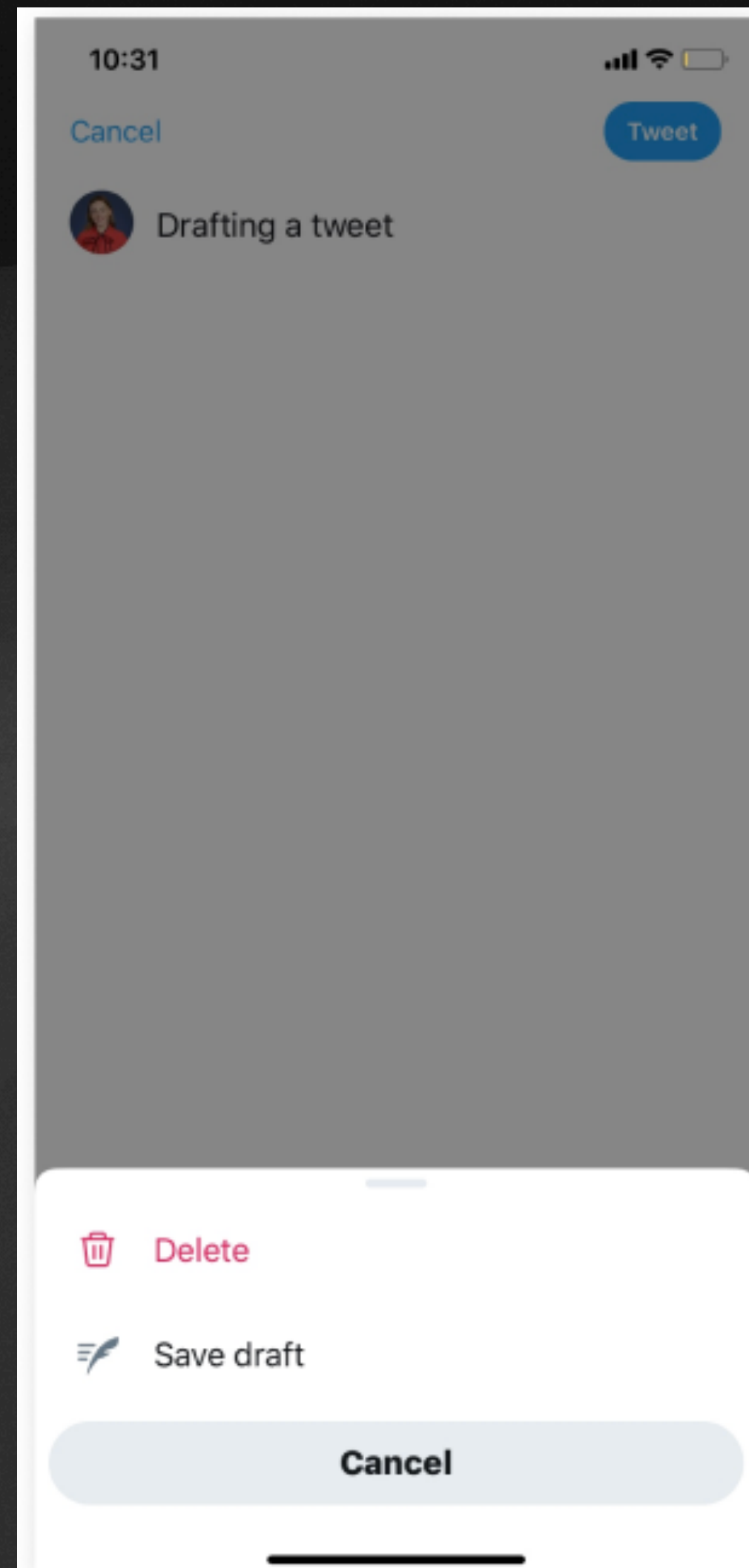


# User control and freedom



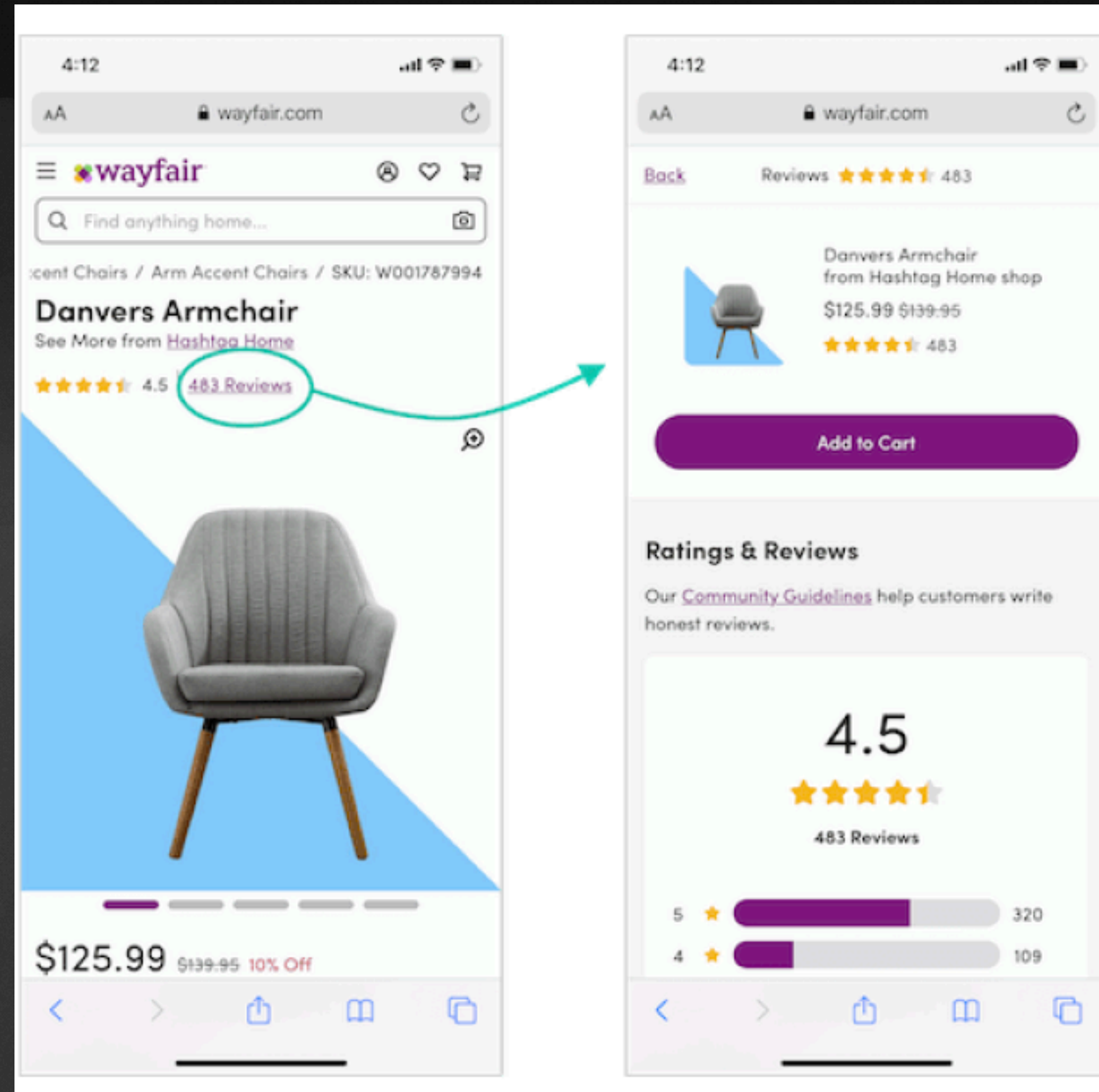


# User control and freedom





# User control and freedom

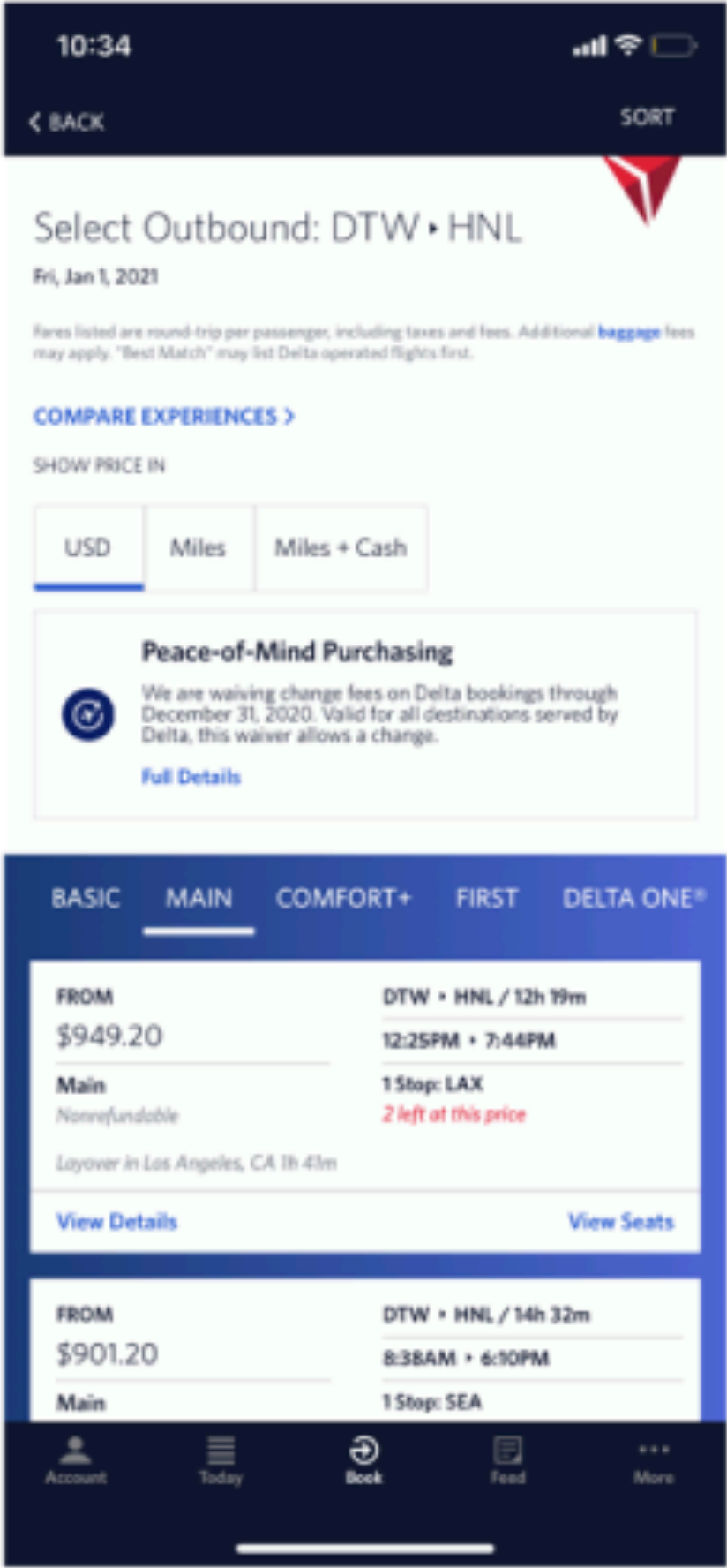




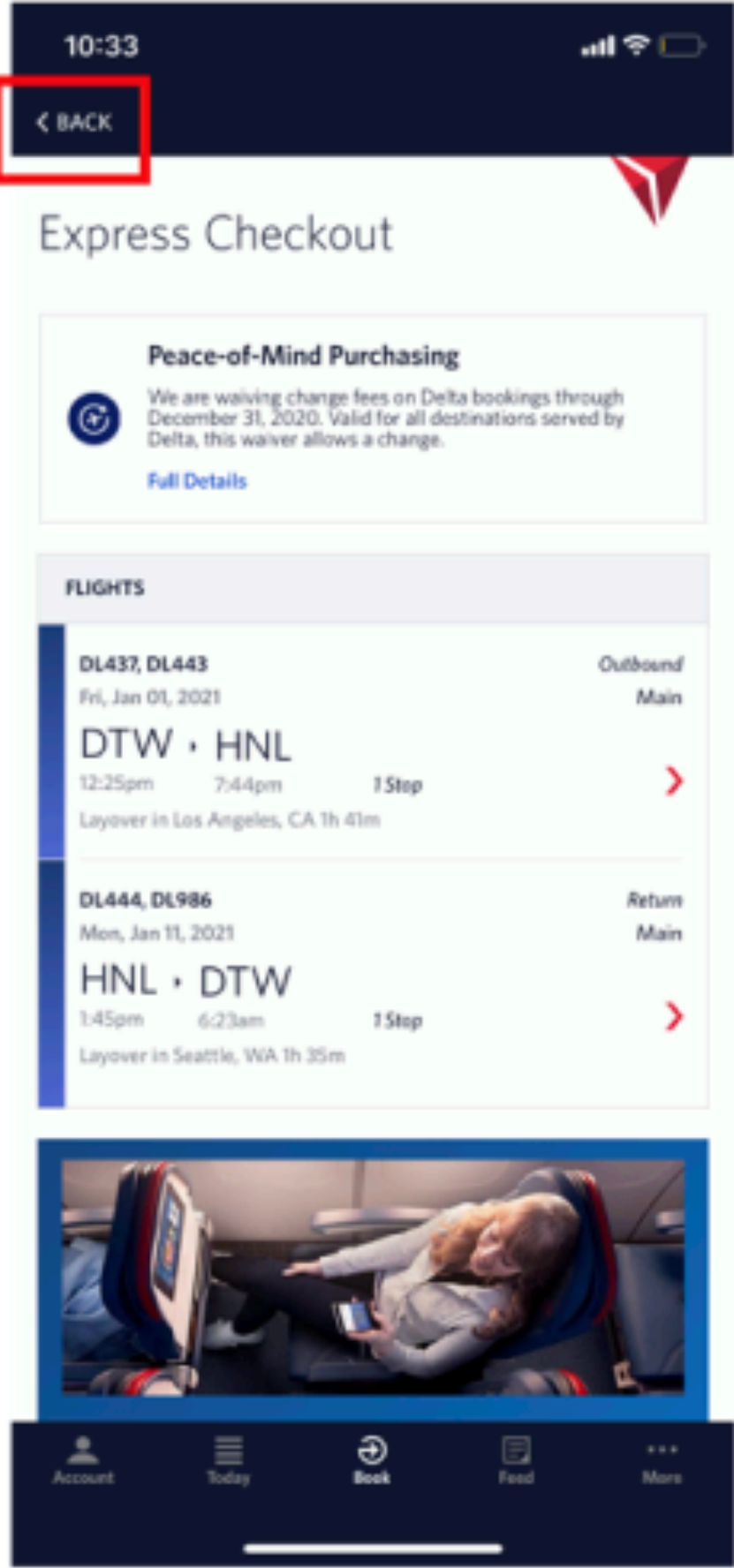
# User control and freedom

✗

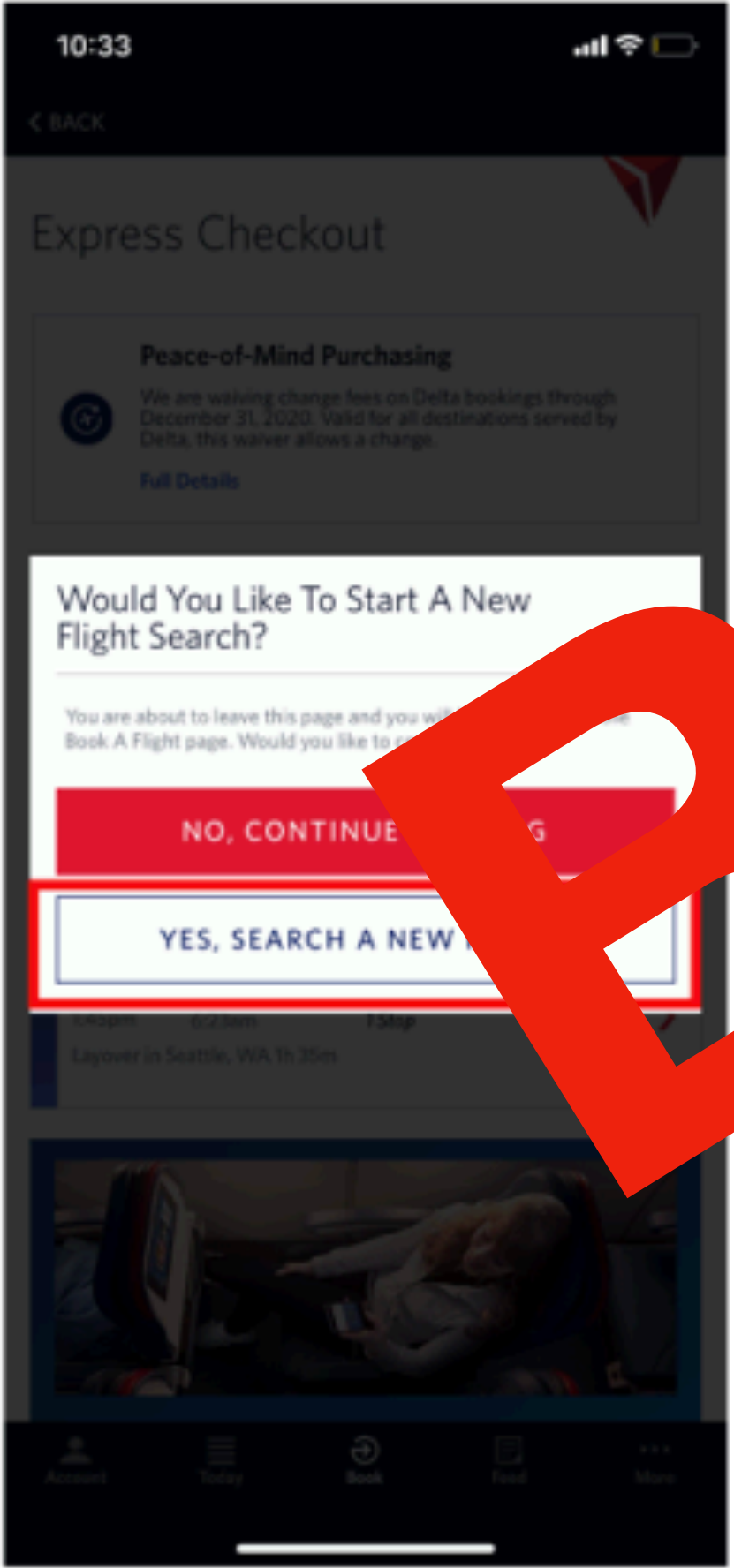
1



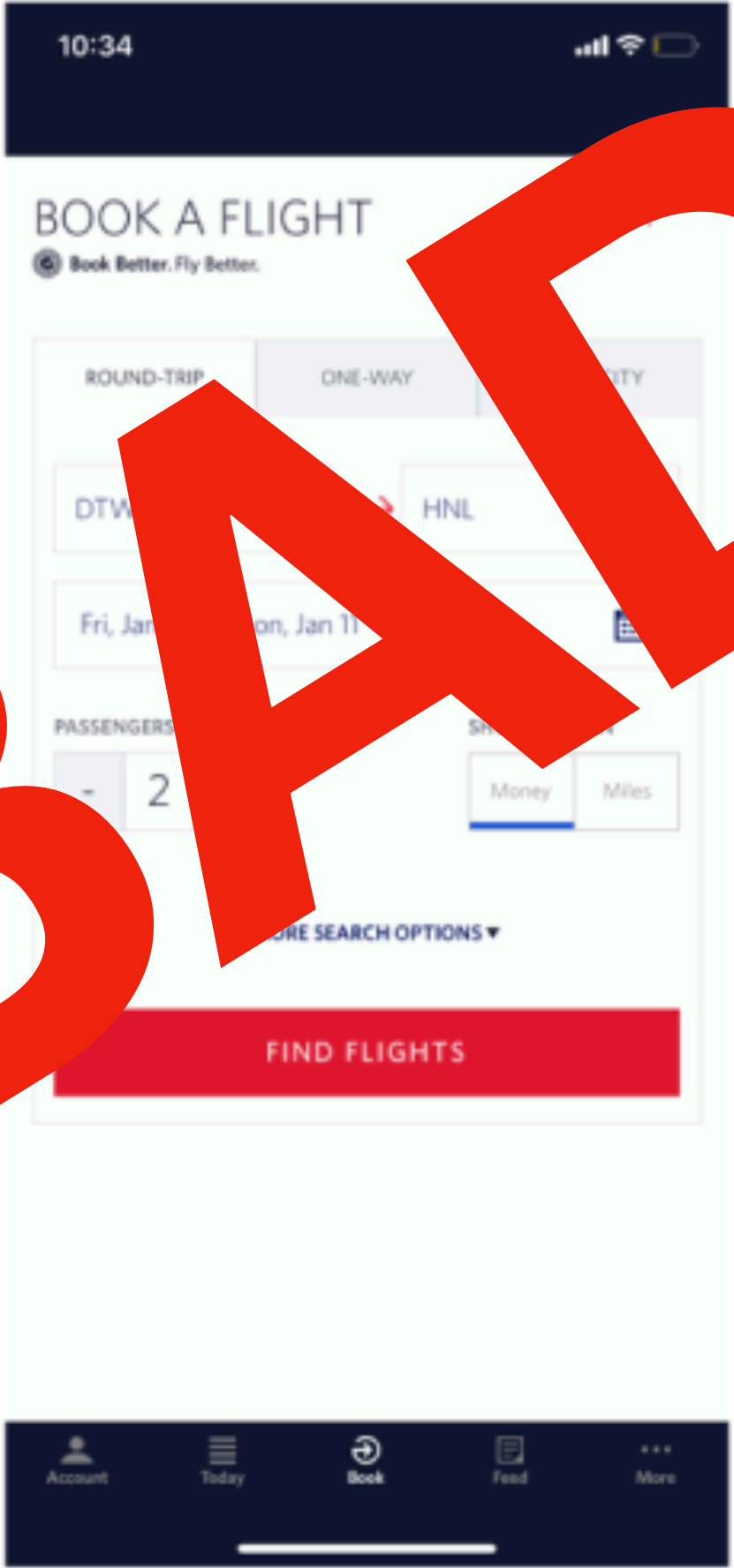
2



3



4





## 4. Consistency and standards



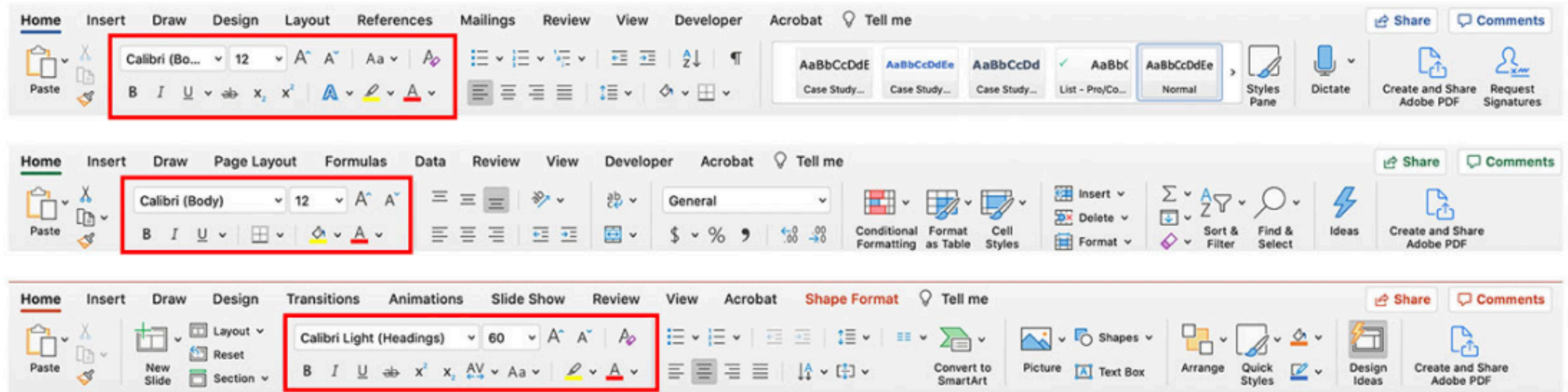
# Consistency and standards

## **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.

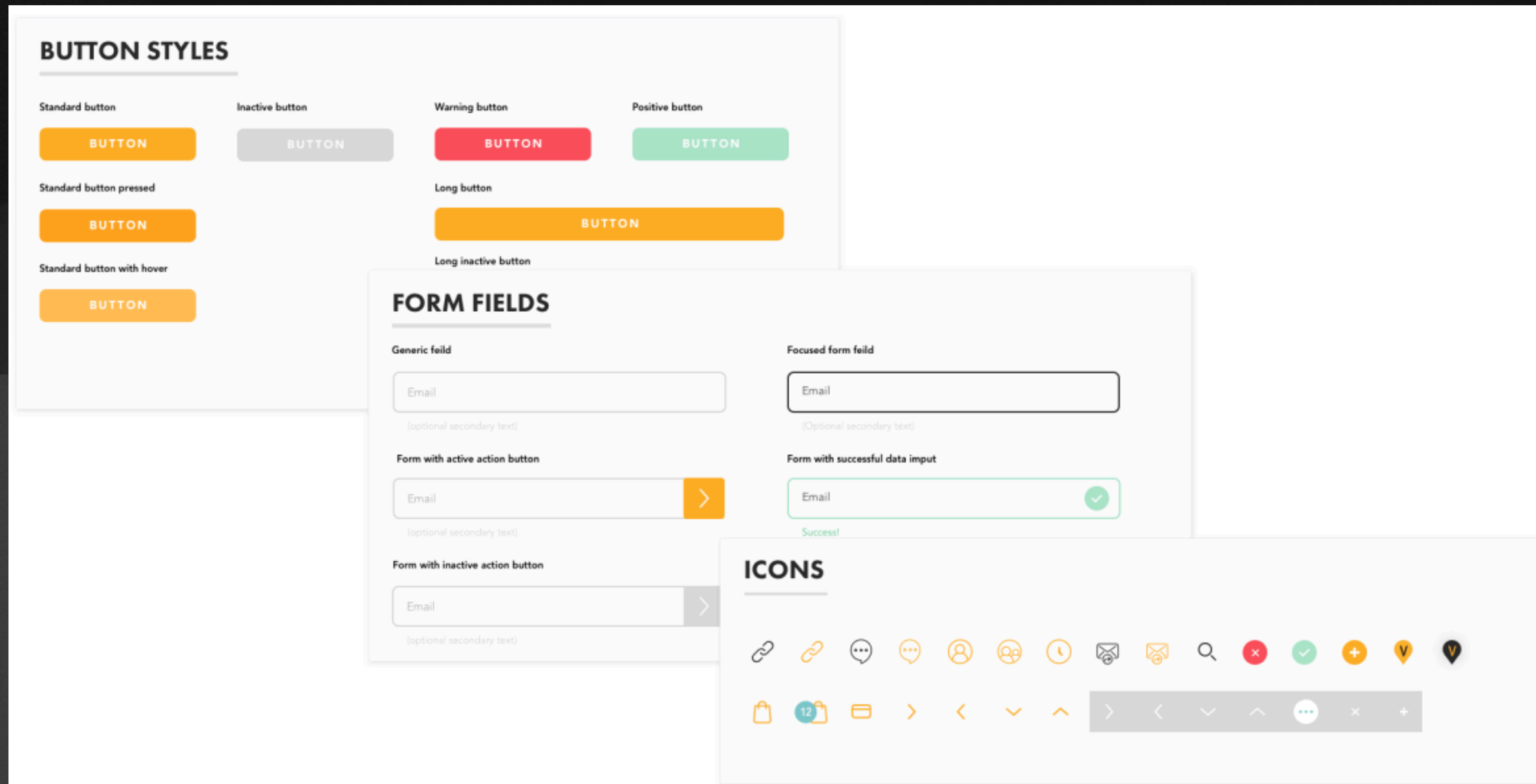


# Consistency and standards



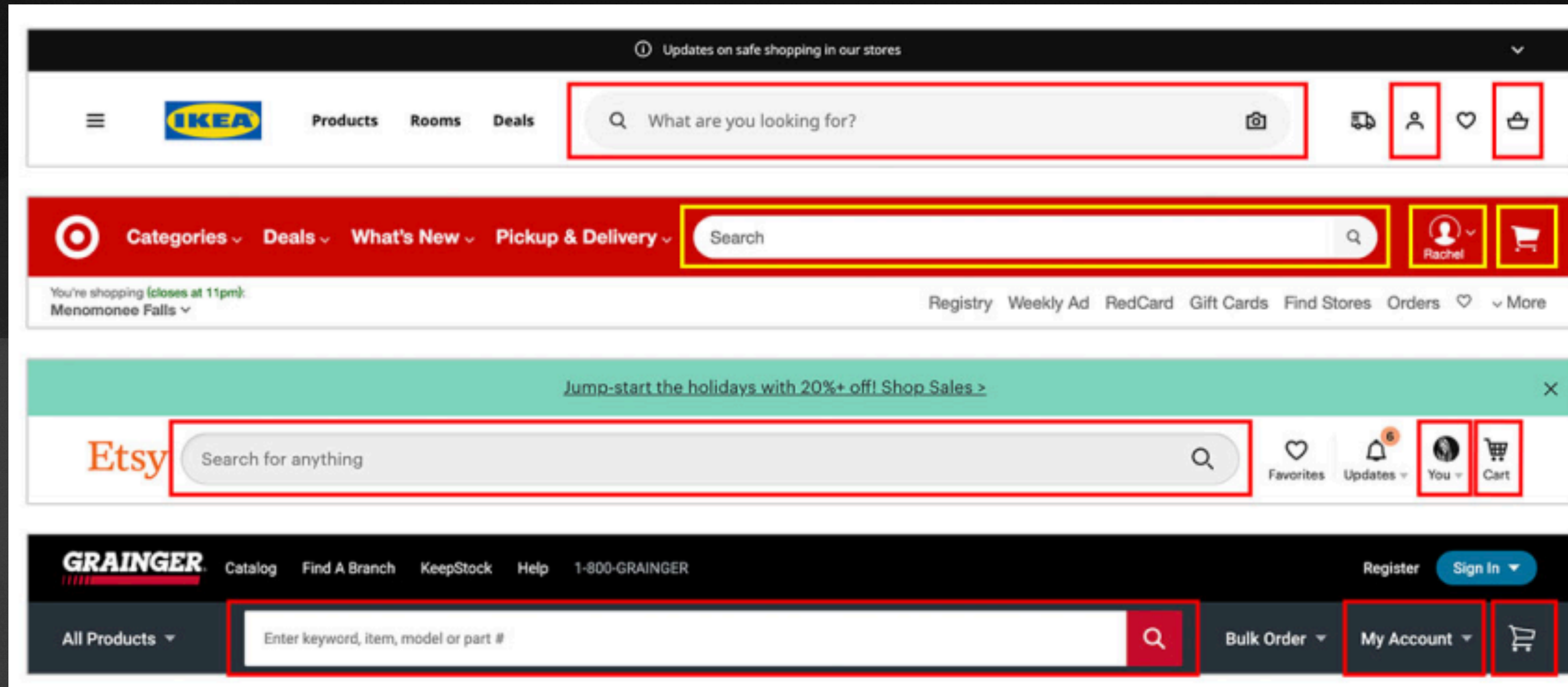


# Consistency and standards





# Consistency and standards





# Consistency and standards

eZ Arrival

Guarantor

Responsibility for Payment

Budiu, Raluca

\*We have this person on file to pay for costs not covered by insurance

Yes No

\*Would you like to use insurance to pay for this appointment?

Use insurance Do not bill insurance

NEXT FINISH LATER

eZ Arrival

Guarantor

Please review the food and medication allergies we have on file for you. Your record will be updated as appropriate by your care team.

+ ADD AN ALLERGY

☐ This information is correct

BACK NEXT FINISH LATER

Send Message to Care Team for new non-urgent symptoms

Your clinician must verify any changes before health patient message to verify when your medical record is updated.

Added 11/3/2010 [Learn more](#)

Issues You Have Added

☐ This information is correct

BACK FINISH LATER SUBMIT

**BAD**



## **5. Aesthetic and minimalist design**

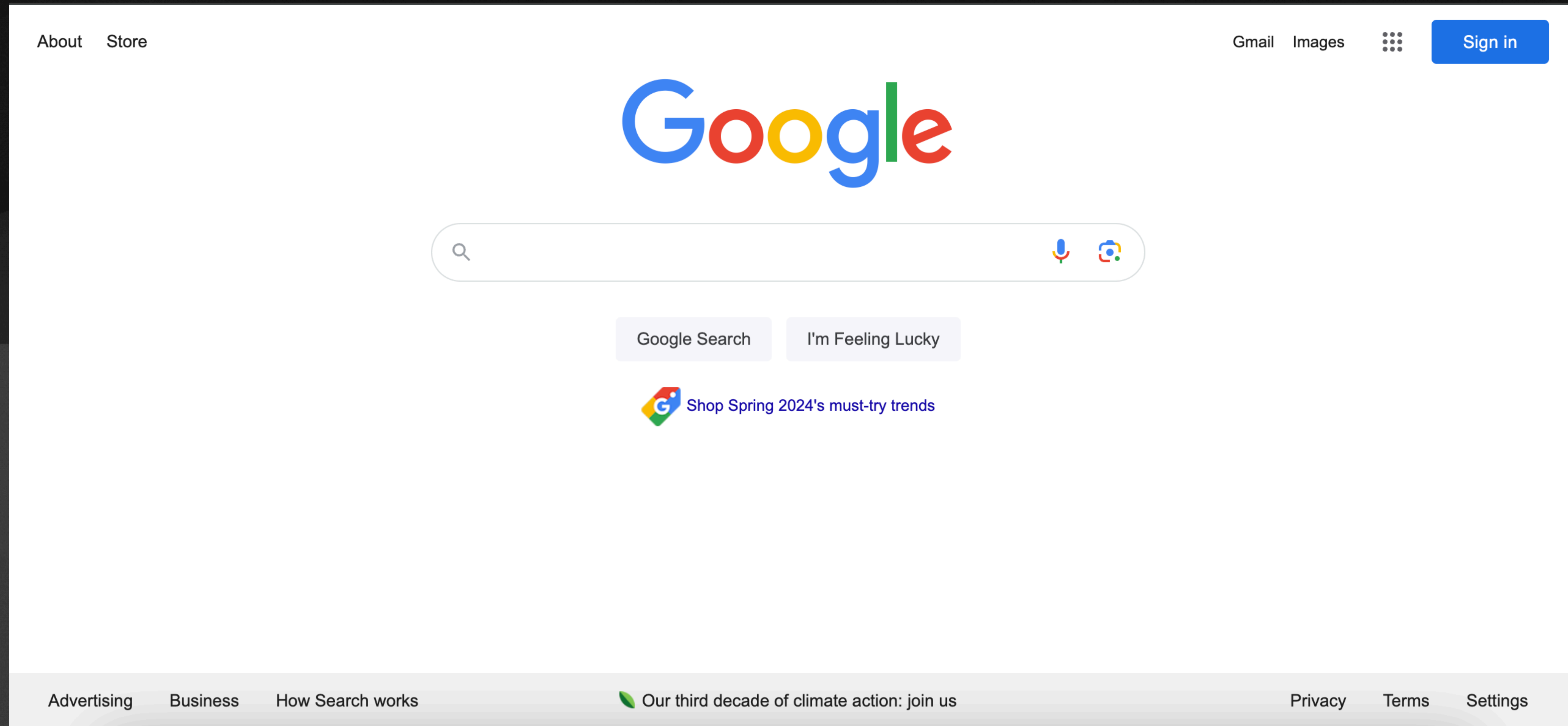


**Aesthetic and minimalist design**

**Provide relevant information. Remove clutter.**

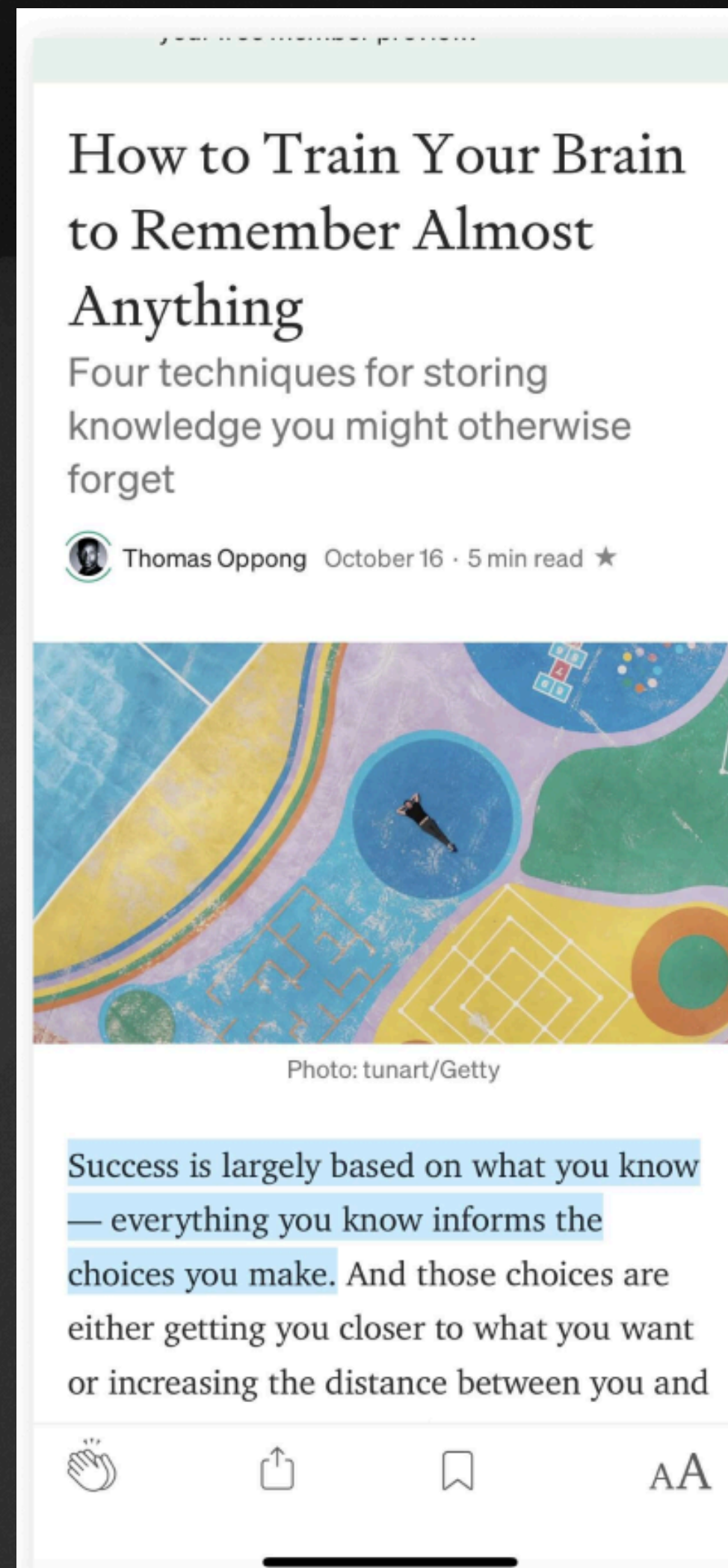


# Aesthetic and minimalist design



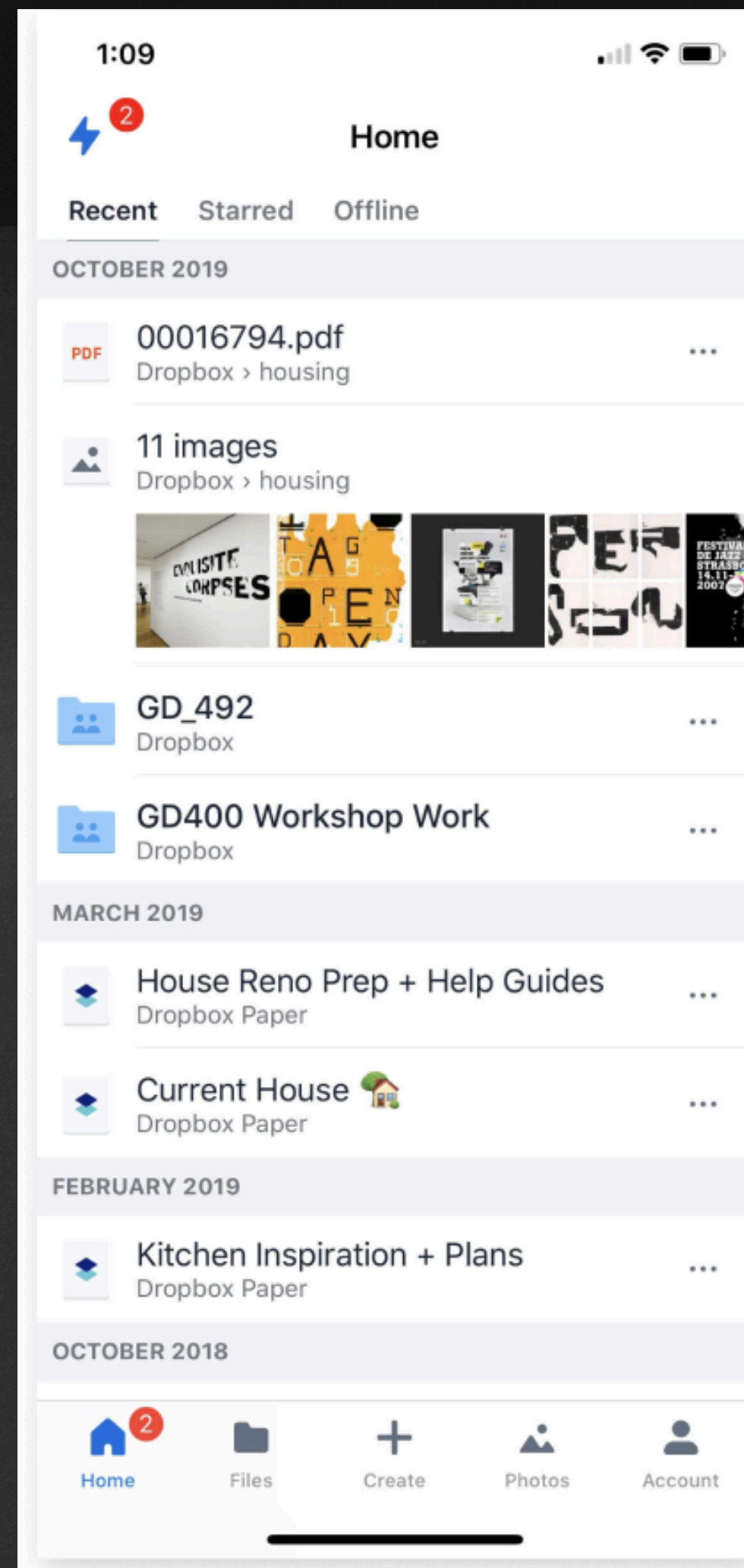


# Aesthetic and minimalist design





# Aesthetic and minimalist design





# Aesthetic and minimalist design

|   |      |  |  |                                 |                   |  |  |
|---|------|--|--|---------------------------------|-------------------|--|--|
| Form  | 1040 | Department of the Treasury—Internal Revenue Service (99) |  | 2017                            | OMB No. 1545-0074 | IRS Use Only—Do not write or staple in this space.   |  |
|   |      | U.S. Individual Income Tax Return                        |  |                                 |                   |  |  |
| For the year Jan. 1–Dec. 31, 2017, or other tax year beginning  |      |  |  | , 2017, ending                  |                   | , 20   |  |
| 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   |  |
| Foreign country name  |      | Foreign province/state/county                            |  | Foreign postal code             |                   | 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. |  |
|   |      |  |  |                                 |                   | <input type="checkbox"/> You <input type="checkbox"/> Spouse   |  |

BAD

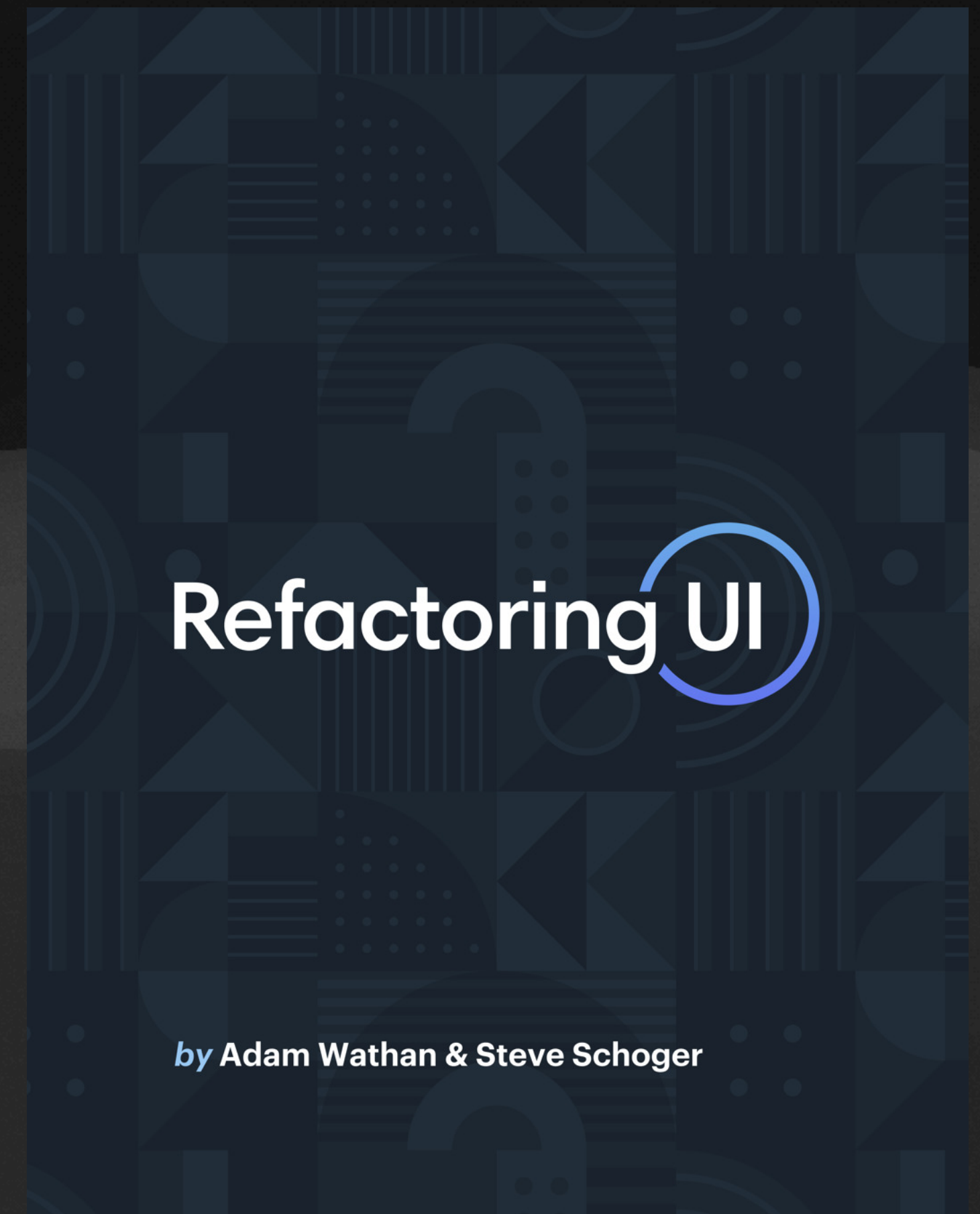


# Read More...

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)*





# 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/>



# Groups to Consider for

|       | Permanent   | Temporary  | Situational   |
|-------|---|--|---|
| Touch | <br>One arm      | <br>Arm injury      | <br>New parent         |
| See   | <br>Blind       | <br>Cataract       | <br>Distracted driver |
| Hear  | <br>Deaf       | <br>Ear infection | <br>Bartender        |
| Speak | <br>Non-verbal | <br>Laryngitis    | <br>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.

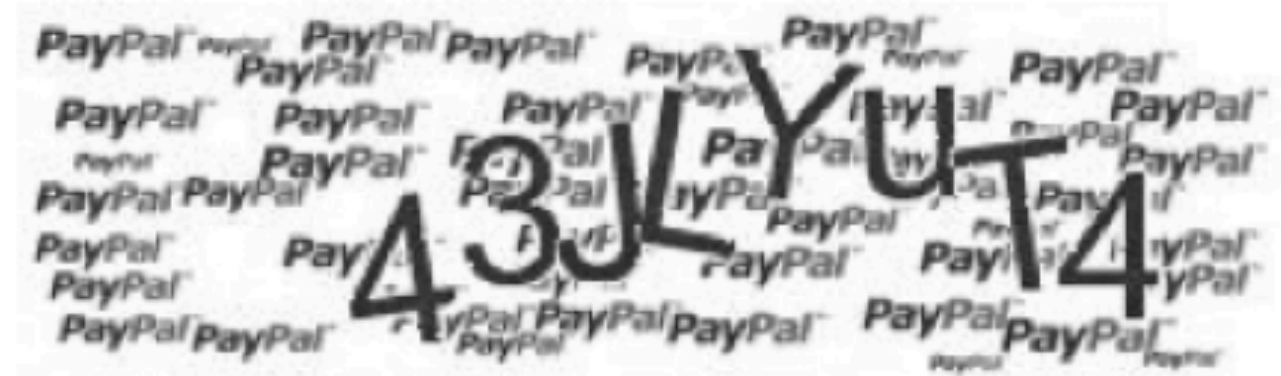
Email



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.












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

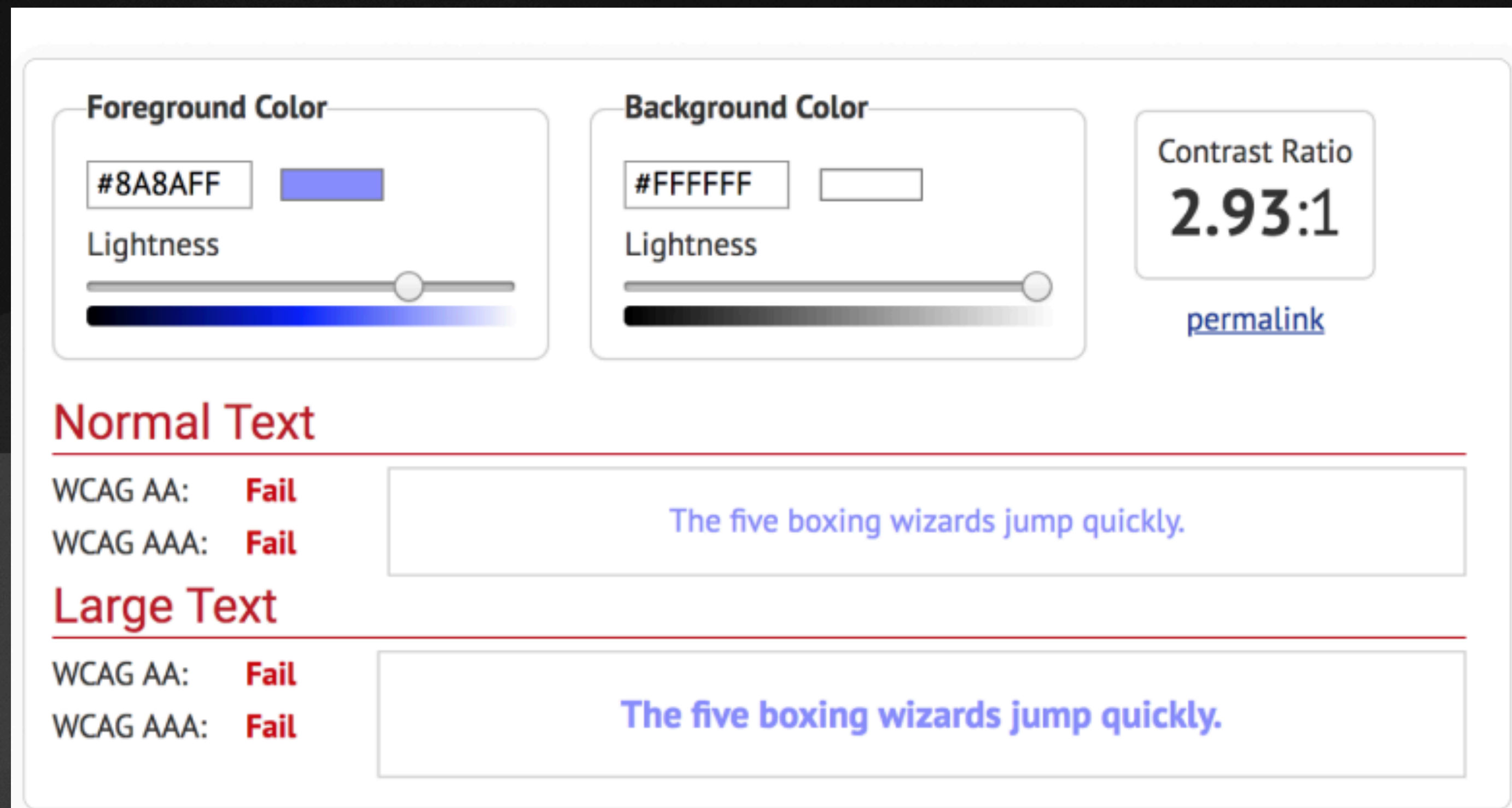
✓ 4.54 : 1

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

✓ 3.03 : 1



# How do we determine a contrast ratio?



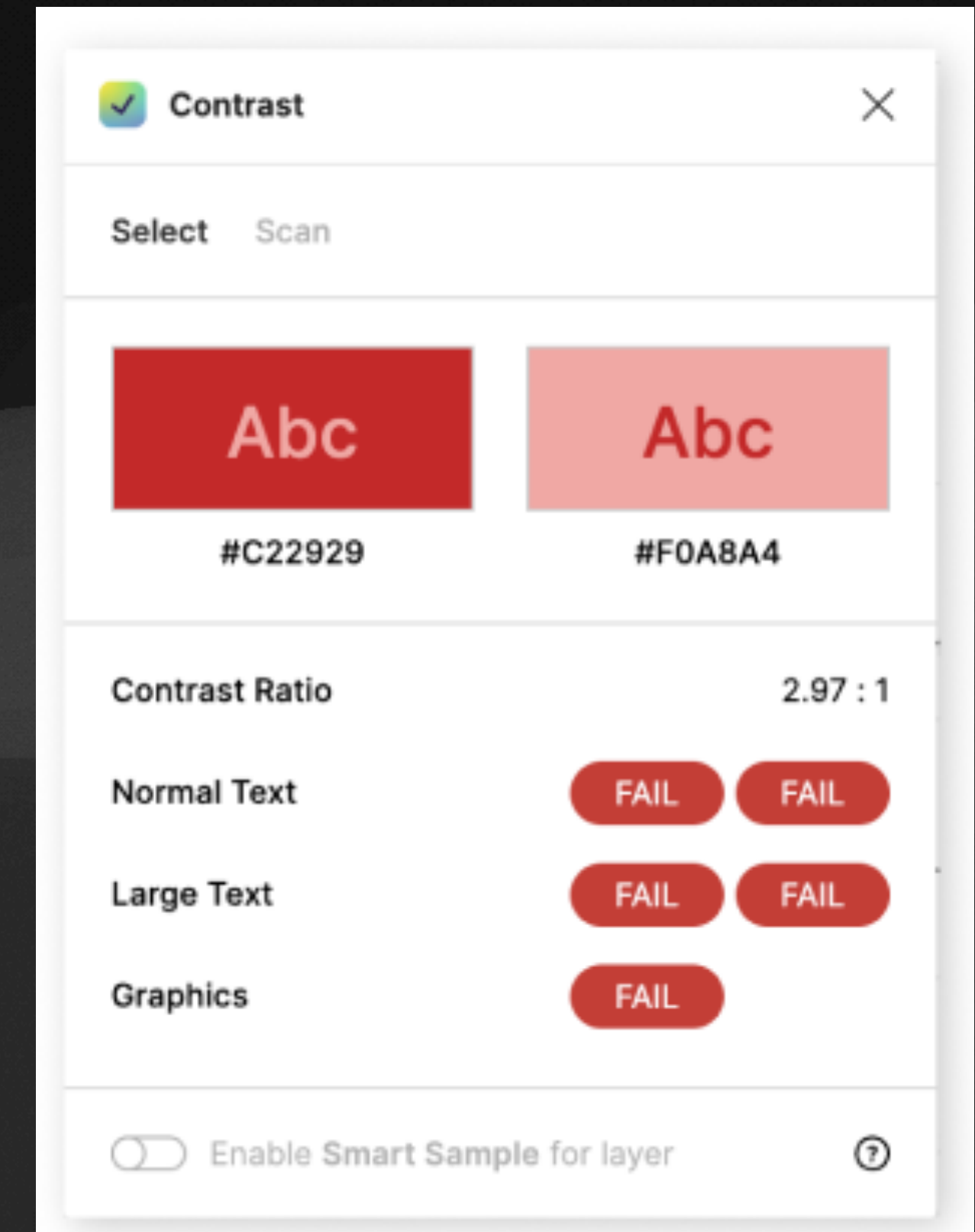
The WebAIM online tool interface shows two color selection boxes. The 'Foreground Color' box has a hex code of #8A8AFF and a lightness slider. The 'Background Color' box has a hex code of #FFFFFF and a lightness slider. To the right, the 'Contrast Ratio' is displayed as 2.93:1 with a 'permalink' link.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

Foreground Color: #8A8AFF  
Background Color: #FFFFFF  
Contrast Ratio: 2.93:1  
[permalink](#)

**Normal Text**  
WCAG AA: **Fail**  
WCAG AAA: **Fail**  
The five boxing wizards jump quickly.

**Large Text**  
WCAG AA: **Fail**  
WCAG AAA: **Fail**  
The five boxing wizards jump quickly.

WebAIM online tool



The Figma Contrast Plugin interface shows a 'Select' button and a 'Scan' button. Below, there are two color swatches: a red one with 'Abc' and a light red one with 'Abc'. The red swatch has a hex code of #C22929 and the light red swatch has a hex code of #F0A8A4. The 'Contrast Ratio' is displayed as 2.97 : 1. Below this, there are three rows of text: 'Normal Text', 'Large Text', and 'Graphics'. Each row has two 'FAIL' buttons. At the bottom, there is a toggle switch for 'Enable Smart Sample for layer' and a help icon.

Contrast  
Select Scan  
Abc Abc  
#C22929 #F0A8A4  
Contrast Ratio: 2.97 : 1  
Normal Text: FAIL FAIL  
Large Text: FAIL FAIL  
Graphics: FAIL  
Enable Smart Sample for layer

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!