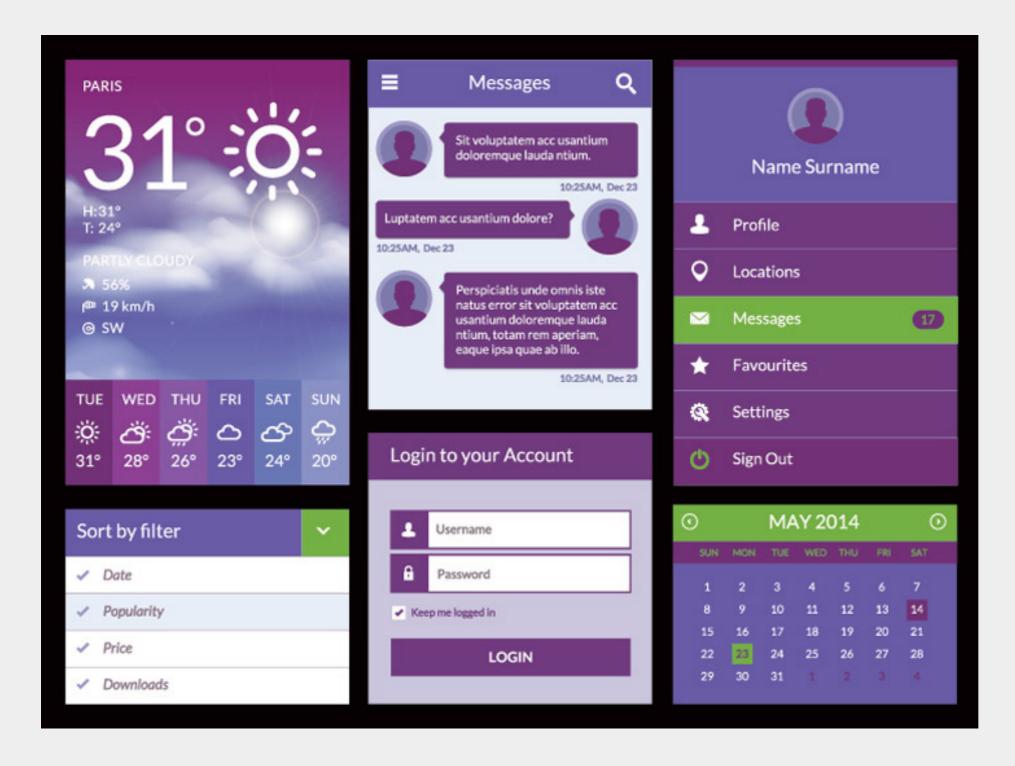
HUMAN COMPUTER INTERACTION

PART 4 HIGH-FIDELITY PROTOTYPING

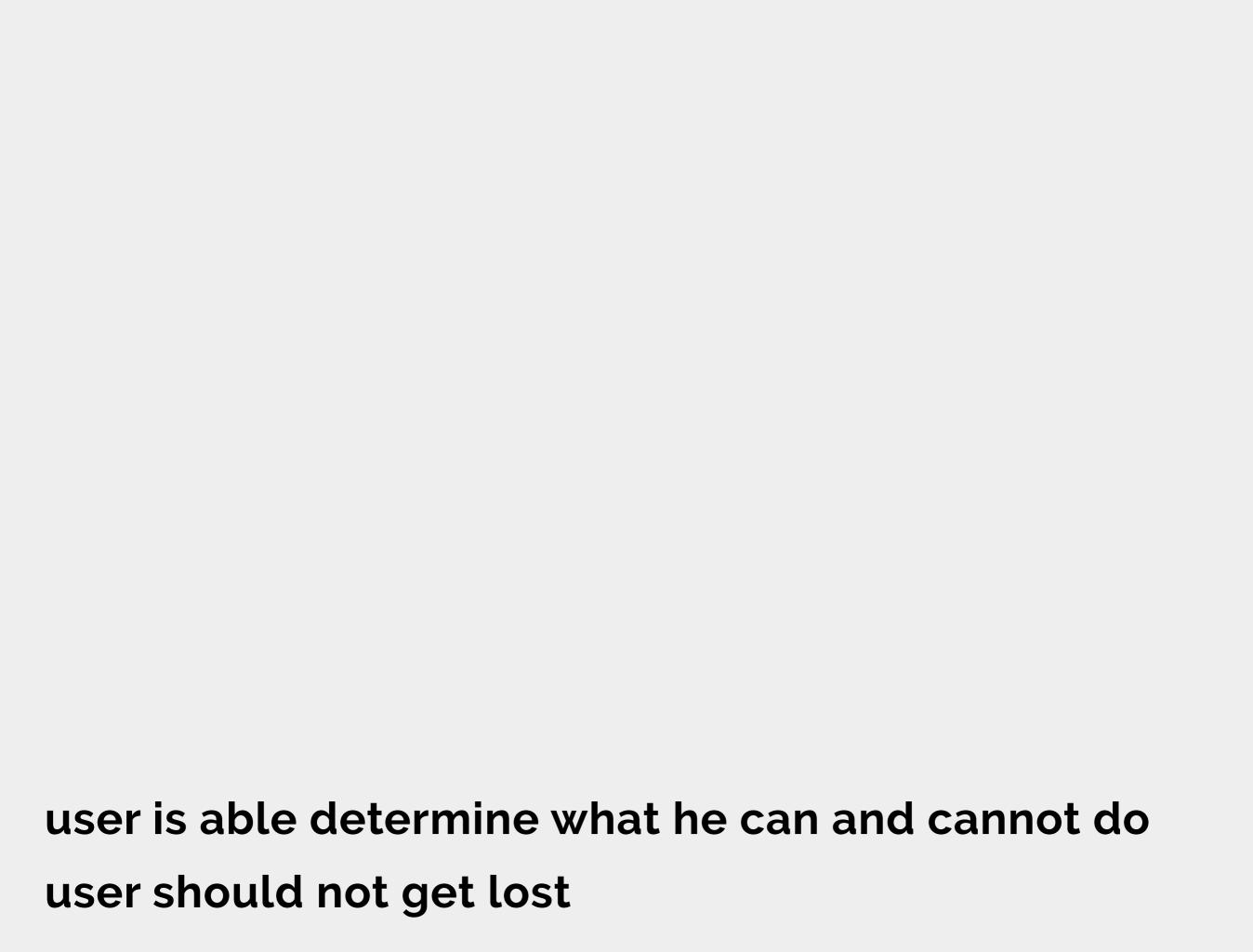
HIGH-FIDELITY PROTOTYPE



shows a lot more detail shows more functionality shows how real UI elements might look like

PRINCIPLES OF USER INTERFACES

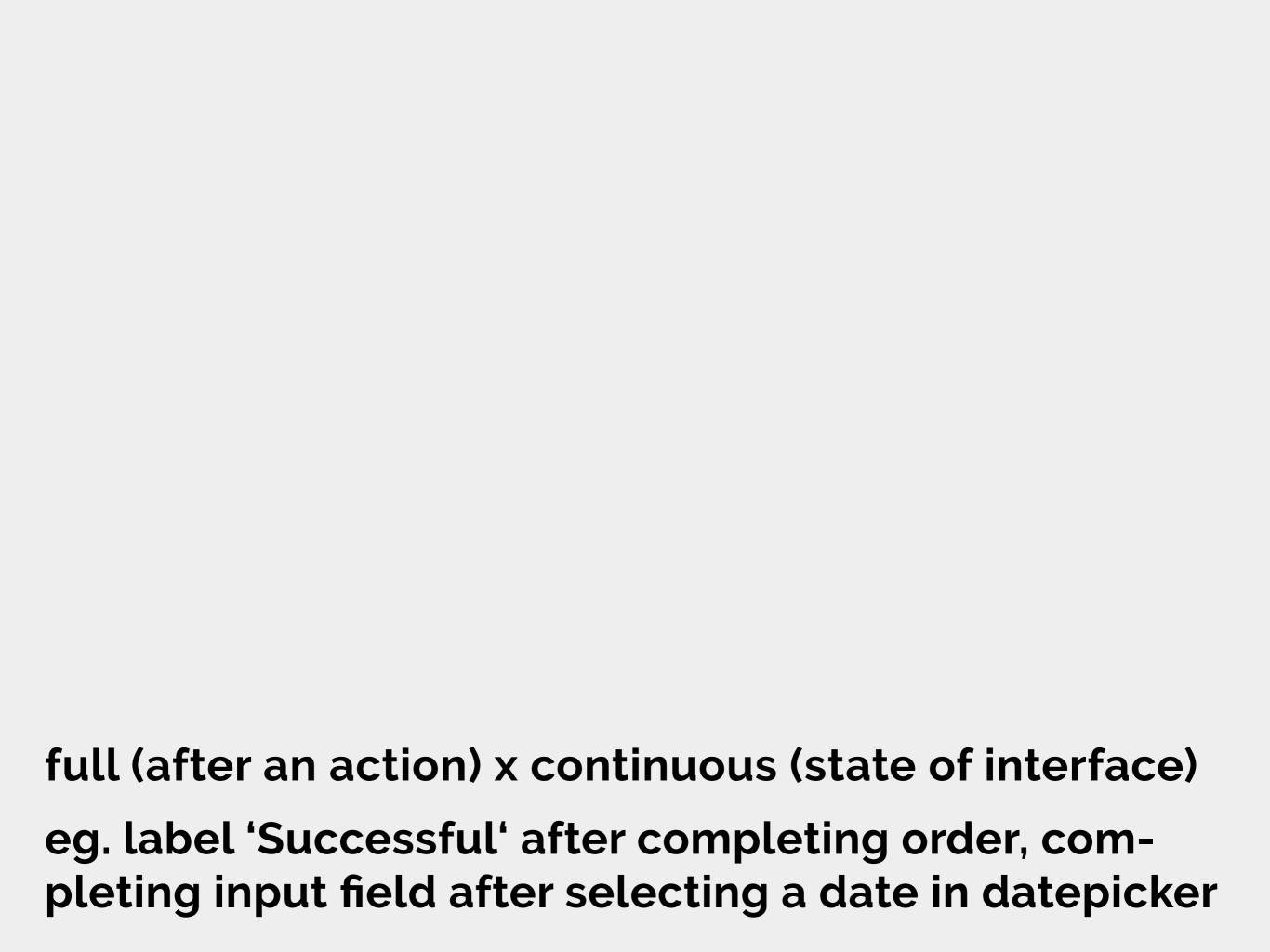
DISCOVERABILITY



AFFORDANCE

possible interactions between user x interface affordance might differ between different cultures x antiaffordance (disabled btns, hiding input fields)

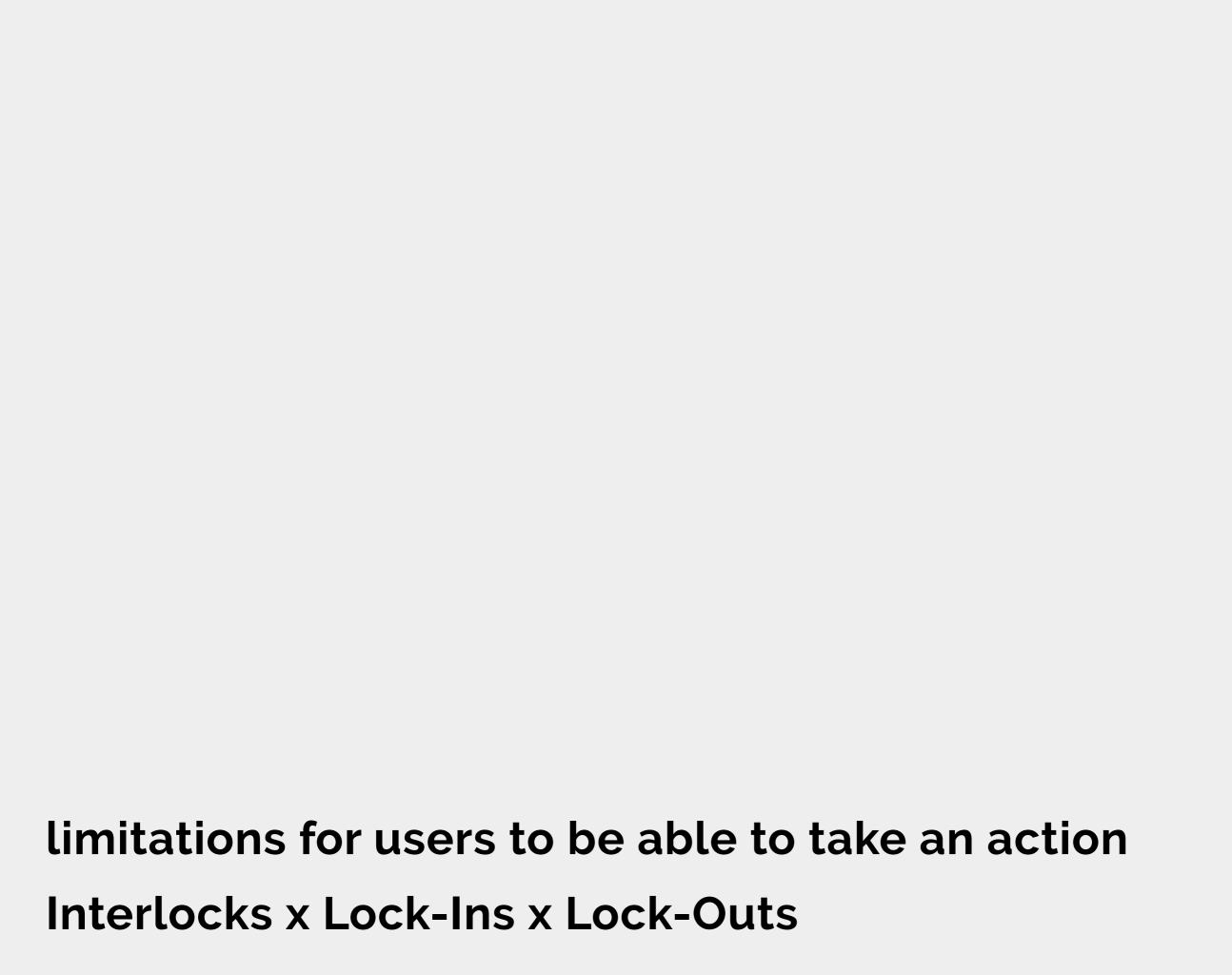
FEEDBACK



SIGNIFIERS

indicators on interface elements which shows their behaviour/actions very often comparable to real life (bookmark, files and folders)

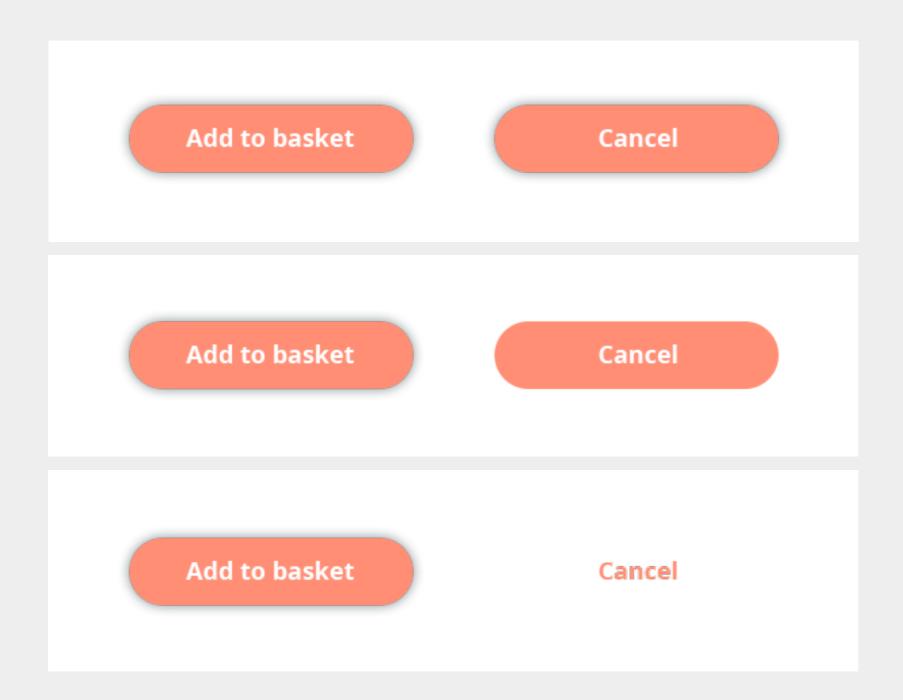
CONSTRAINTS





Contrast Repetition Alignment Proximity

CONTRAST



elements which have different meaning/purpose should not look the same contrasts are attractive, help people get oriented it's not just color contrasts

Volksabstimmung und Großbeutscher Reichstag

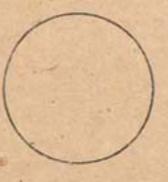
Stimmzettel

Bift Du mit der am 13. Marg 1938 vollzogenen

Wiedervereinigung Ofterreichs mit dem Deutschen Reich einverstanden und stimmst Du für die Liste unseres Sührers

Adolf Hitler?

Ja

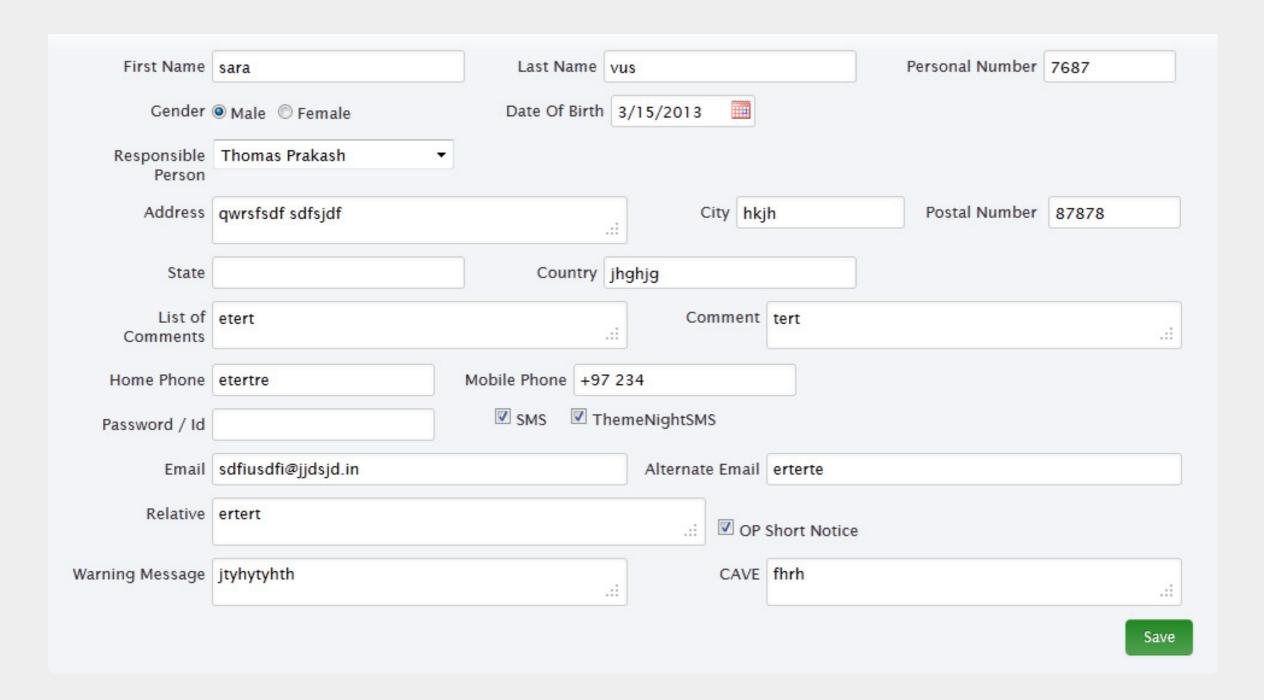




REPETITION

https://www.behance.net/gallery/54350129/NIKE-Web-Concept
repeat visual elements through whole app
people should recognize your app thanks to uniform design
colors, shapes, fonts, structure

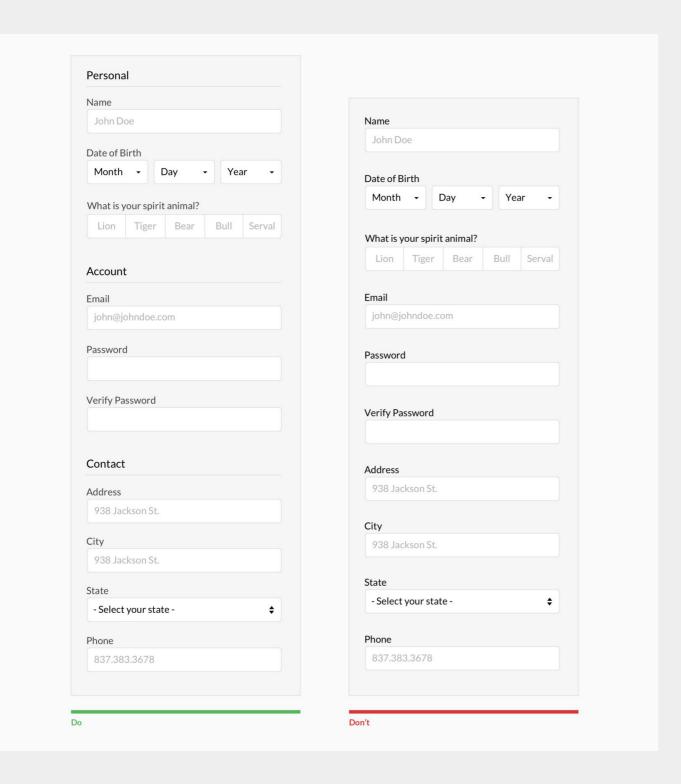
ALIGNMENT



each element should have visual connection to another one

elements should not be placed randomly leave whitespace white

PROXIMITY



elements which are related should form a visible group

elements which are not related should be separated









www.adobe.com/products/xd.html www.figma.com www.sketchapp.com

NOW!

- find 4 websites containing some of the principles we have mentioned in today's lecture and describe the principles into a text document
- 2. test your prototypes with classmates
- 3. check software for your homework

we will check all required parts of your homework you'll get the points

HOMEWORK!

using Adobe XD (or your favorite software) prepare high-fidelity prototype of your semestral project upload your prototype or a link to Homework Vaults until the next seminar