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CIS 234

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Individual Project: UI Design Standards & Storyboard

List: 5 UI Design Standards and Describe Them

1. Content Format
   - Create content layouts that fit a user's screen/device. This is akin to responsive design in web development. There should be no need to zoom in or out of a window so that the content is readable.

2. Hit-Targets
   - For touch responsive UI's there should be easily selectable buttons and links. According to Apple controls should measure at least 44 x 44 "points" to make it easy for a user to select something on-screen.

3. Proper Text Size
   - Having the appropriate text size can really make or break the readability of an application, especially on mobile devices. Having to increase or sometimes even decrease a font size to read content comfortable should not be necessary.

4. Proper Contrast
   - There should be proper amounts of contrast between a screen background and the text displayed on it. Also, app creators should be familiar with and eliminate issues for color blind users.

5. Organization
   - Easy to navigate layouts as well as menu systems that are customizable can help alleviate many issues with UI's. There needs to be enough space (white-space or non-white space) to allow everything to be easily recognizable and readable without seeming cluttered or sparse.

Description: UI Storyboarding

In this instance UX/UI storyboarding is the process of laying out and creating a representation of an application's flow. This involves detailing what a user can do to navigate and use an application. The way a storyboard does this is by creating a string of actions that detail how a

user would interface with the application and its components from start to finish. Mock-ups of the user interface and the actions available to the user are explained by using an in-line picture-by-picture model that creates a "storyline" of how the application flows from a user's standpoint.

Description: Importance of UI Storyboarding

The importance of storyboarding is immense. The process of creating a storyboard will only benefit an applications creators and users, and there is in my opinion, no downside at all to creating UI storyboards.

When an application is being created it is usually known inside and out by the creators, this means that everything makes sense to them personally and can easily be overlooked by an applications user or even the application creators other team members.

To overcome this issue of users not knowing how to access features or use an application appropriately, the storyboard is created. This is then looked at by a team of employees that are working on the application, this team then makes assumptions as to what a typical user would have to do to navigate the application and be productive. In this environment there is input from multiple people that could all assume an action is done differently than intended. The use of the storyboard helps iron out these assumptions and narrows the correct use path to be presented to the end-users. And finally, this in turn helps with eliminating or diminishing the complexity of an application and how to use it so that a user will not become frustrated with the application and shy away from it completely.

Sketch: UI Storyboard

Dashboard Mock-up: Login Page — □ ✕

Dashboard Login: How to Login to Dashboard

4-A-Cause User Login

If the user already has an account:

1. User enters their user name

2. User enters their password

3. User Selects "Submit" or "Reset"

4. User is taken to "Dashboard"

See next slide for Dashboard UI

Existing User Login:*

[User Name]

[Password]

☐ Remember Me

Optional: User can select "Remember Me" to store user their login information

[Submit]   [Reset]

*New user? Select the "Create An Account" button below:

[Create An Account]

If the user has not used the system before:

1. Select the "Create An Account" button

Dashboard Options - Getting Things Done: How to Create/Display a Heat Map

Dashboard Mock-up: Landing Page — □ ✕

🔍 Search ✕

These buttons allow access to activities that are required for day-to-day use of the 4-A-Cause organization

Example Task: Create Heat Map

1. User Selects Heat Map Button

2. User is taken to heat map page...

See next slide for heat map UI...

4-A-Cause Dashboard

7 Location	**3** Distribution	**100** Administer
23 Inventory	Heat Map	**2** Reports

New Activity Badge. This is to notify the user if there have been any changes in status or entries since they last logged in.

New Activity Badges: **ON**

New Activity Notifcations: **OFF**

[Help]

Activity Badge Option: Users can select whether or not the badges are displayed.

Activity Notifications: Users can select whether or not they recieve notifications (mobile or email) when changes in activity are reported.

Dashboard Mock-up: Global Heatmap _ □ ✕

Example Task: *Create/Filter Data for Heat Map*

1. User Selects Location for Heat Map Data

2. User Selects Diseast Type data to display.

3. User Selects vaccine type data to display

4. User Selects Print if required.

Option to reset filters

Detail window that displays detailed information to user for every option selected in the filtering process.

Heat Map Filter

Location... ▼

Disease Type... ▼

Vaccination Type... ▼

Print   Reset

Heat Map Details

Location Details: Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

Disease Type Details: Eu feugiat pretium nibh ipsum consequat nisl. Cursus eget nunc scelerisque viverra. Dolor magna eget est lorem ipsum dolor sit.

Vaccination Details: Consequat semper viverra nam libero justo laoreet. Quis enim lobortis scelerisque fermentum dui faucibus in. Rutrum tellus pellentesque eu tincidunt tortor aliquam nulla facilisi cras.

🔍 Search ⊗

Interactive Vaccine Heat Map

Heat Map Display: *Changes dynamically as user filters data.*

0%   41%