



Visual Design and Fluid Navigation

User Experience Design

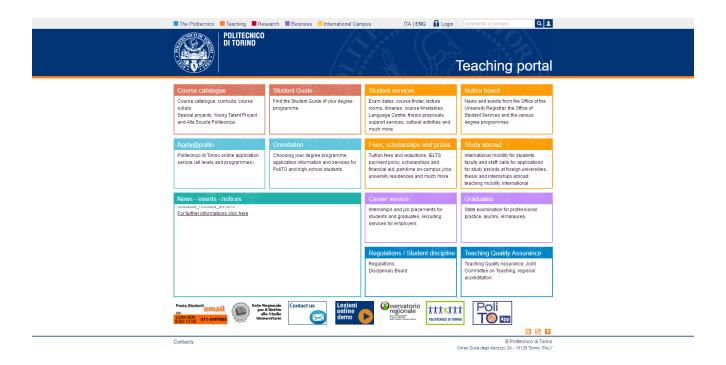
Alberto Monge Roffarello

Academic Year 2023/2024



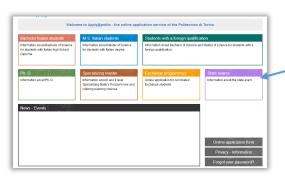


Hall of Fame or Shame?

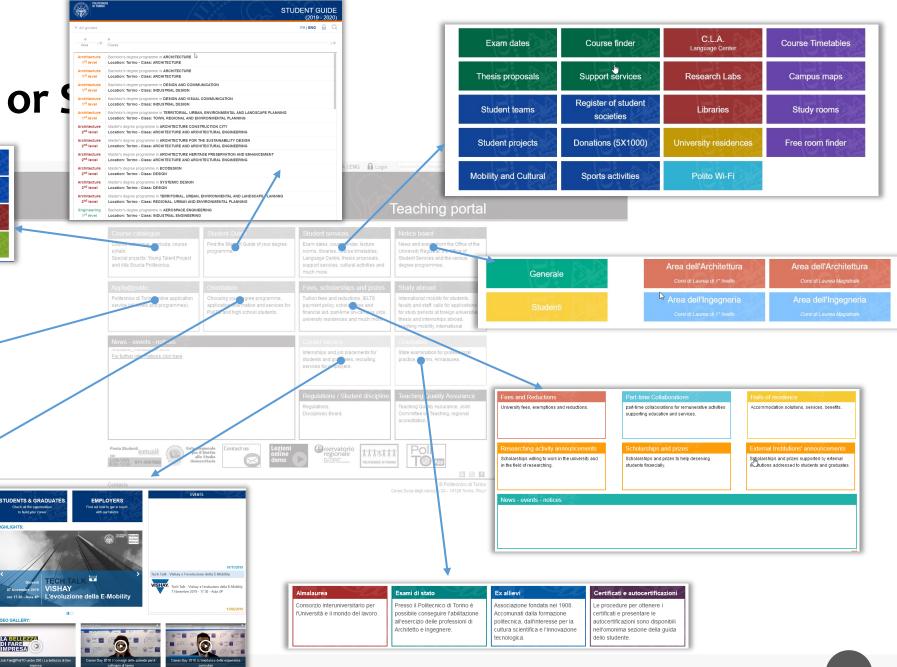












Visual Design

Aesthetics for helping users in understanding and navigating the UI

Visual Design

- Guiding: conveying structure, relative importance, relationships
- Pacing: drawing people into your app, orienting them, and showing where to go, providing hooks to dive deeper
- Messaging: expressing meaning and style, breathing life into your content
- Both at the conscious and sub-conscious levels

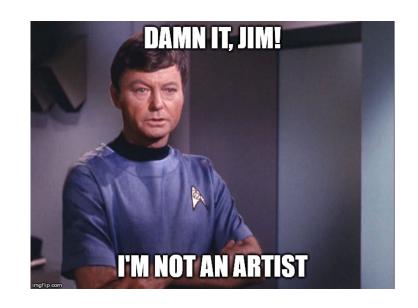
- And also...
 - Making everything look aesthetically beautiful (but this is not the goal)

Visual Design vs. Art and Artistic Skills

A.k.a. «Help, I'm not an artist!»

- Artistic skills help a bit but are neither necessary nor sufficient
- Art does not need to <u>be practical</u>; design does

- Real design skills take years to master
- Widely-accepted heuristics are a good and easy start



The Basics of Visual Design

Basic visual design involves text, layout, and colors. First let's start with text. Gracefully using whitespace helps separate out logical chunks of content. Next, font size and style differences convey hierarchy. Finally, alignment is crucial for helping readers scan quickly.

Whitespace

Basic visual design involves text, layout, and colors. First let's start with text.

Gracefully using whitespace helps separate out logical chunks of content.

Next, font size and style differences convey hierarchy.

Finally, alignment is crucial for helping readers scan quickly.

Hierarchy

Basic visual design involves ...

Text

Gracefully using whitespace helps separate out logical chunks of content.

Next, font size and style differences convey hierarchy.

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Layout

Colors

Alignment

BASIC VISUAL DESIGN

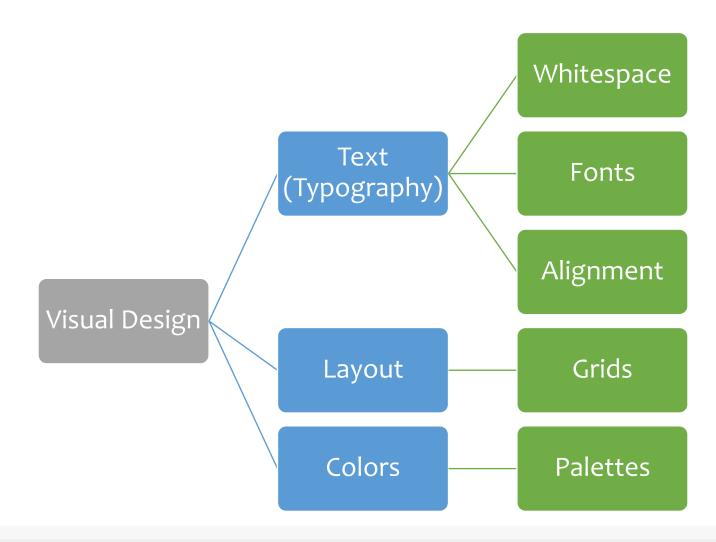
Text

- Whitespace: helps separate out logical chunks of content
- **Font**: size and style differences convey hierarchy
- **Alignment**: crucial for helping readers scan quickly

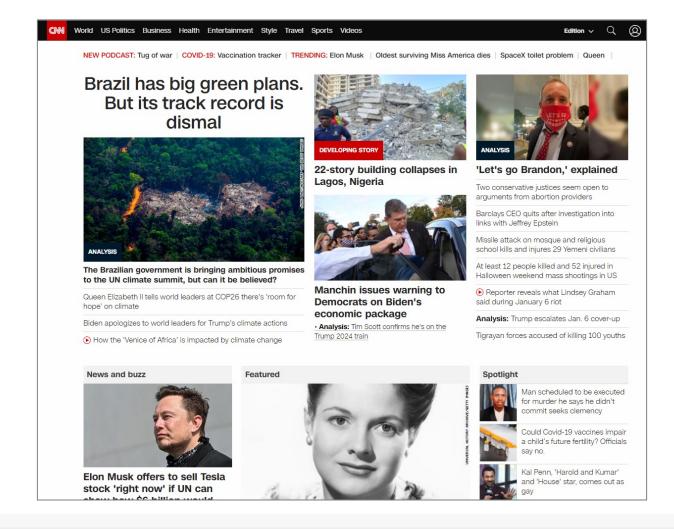
Layout

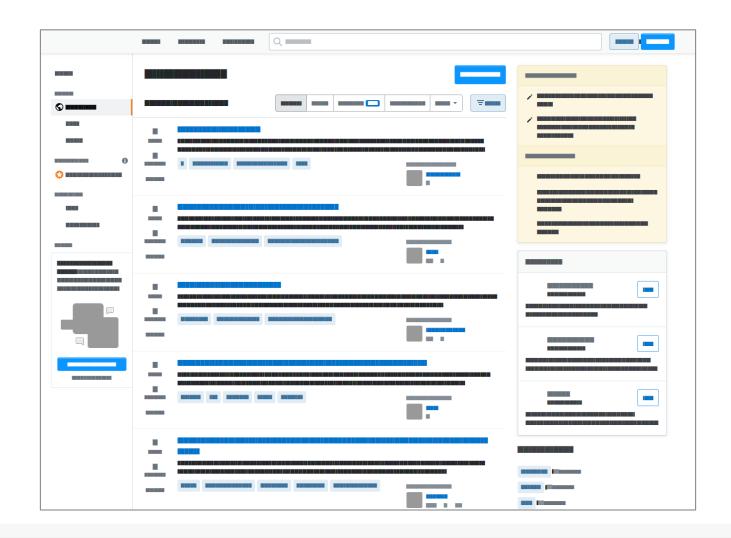
Colors

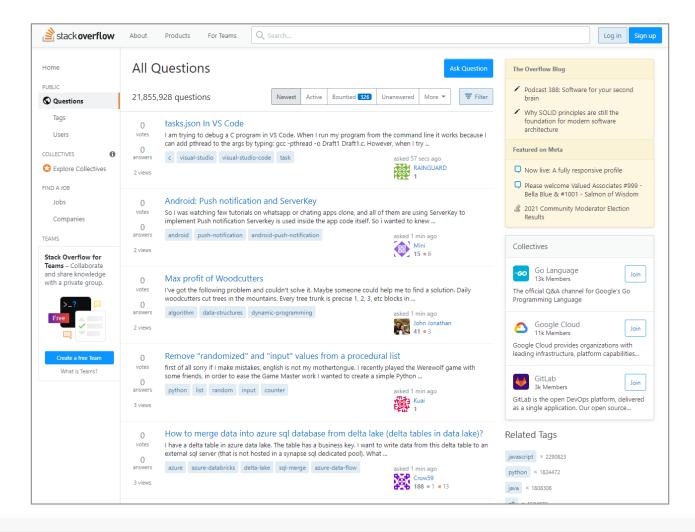
Key Ingredients



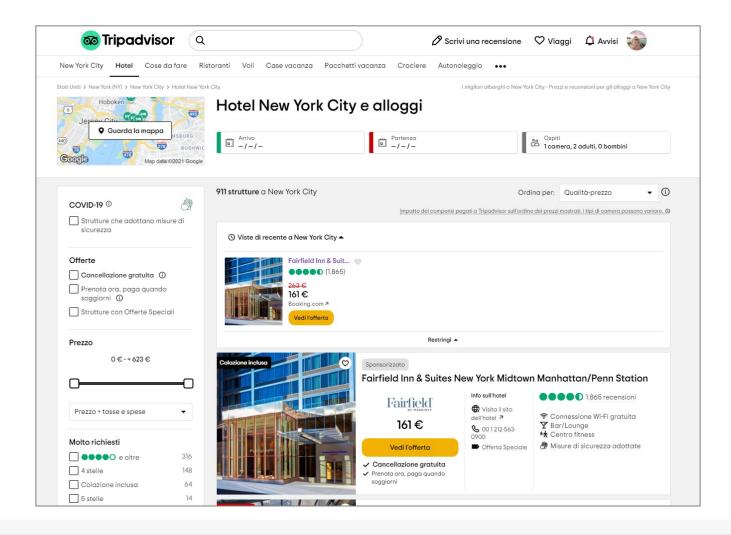




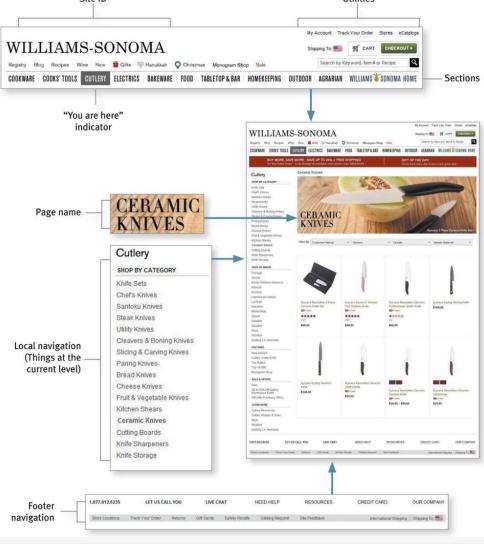








Conventions Help Recognizing Structure



'Gestalt' principles

Hints from the psychology of Shapes and of Representation

Gestalt principles

- Laws from 1920s' psychology: how humans typically see objects by grouping similar elements, recognizing patterns and simplifying complex images
- Designers use these to engage users via powerful -yet natural- "tricks" of perspective and best practice design standards
- "The whole is other than the sum of the parts" Kurt Koffka

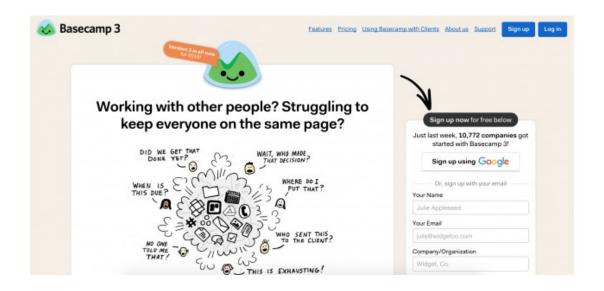


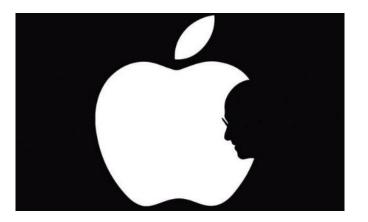
Some Gestalt Principles

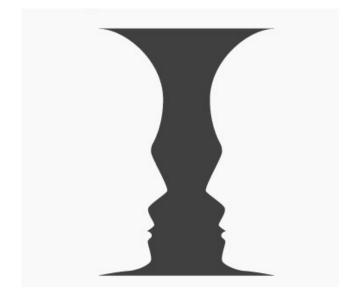
- Figure/Ground: Disliking uncertainty, we look for solid, stable items. Foreground catches the eye first
- Closure: Preferring complete shapes, we automatically fill in gaps to perceive a complete image; we see the whole first
- Common Region: We group elements that are in the same closed region
- Element Connectedness: We group elements linked by other elements
- Continuation: We follow and "flow with" lines
- Proximity (Emergence): We group closer-together elements, separating them from those farther apart.
- Good Form: We differentiate elements that are similar in color, form, pattern, etc. and cluster them together

- Meaningfulness (Familiarity): We group elements if they form a meaningful or personally relevant image.
- Prägnanz: We perceive complex images as simple ones.
- Convexity: We perceive convex shapes ahead of concave ones
- Regularity: Sorting items, we tend to group some into larger shapes, and connect elements that form a pattern.
- Similarity (Invariance): We seek differences and similarities in an image and link similar elements.
- Symmetry: We seek balance and order in designs, struggling to do so if they aren't readily apparent.
- Common Fate: We group elements that move in the same direction
- Synchrony: We group static visual elements that appear at the same time.

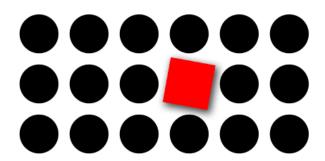
Examples: Figure-ground



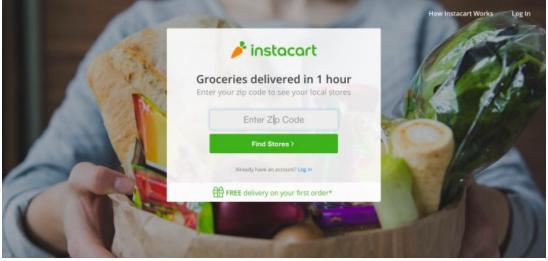




Examples: Focal Point

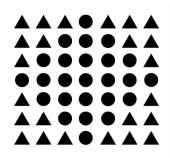


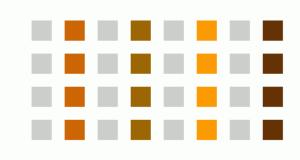




Examples: Similarity









Examples: Continuity



Customers Who Bought This Item Also Bought



Crossing the Chasm, 3rd Edition: Marketing and Selling Disruptive Products Geoffrey A. Moore 南南南南南 72 Paperback \$12.35 \Prime



The Lean Startup: How Today's Entrepreneurs Use Continuous Innovation to **食食食食** 1,062 Hardcover

\$16.66 - Prime

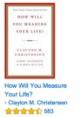


The Innovator's Dilemma: The Revolutionary Book That Will Change the Way Clayton M. Christensen **食食食食** 209 #1 Best Seller (in Industrial Management.... Paperback

\$10.06 \Prime



Creating and Sustaining Successful Growth Clayton M. Christensen 食食食食工22 Hardcover \$18.33 Prime





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Hardcover \$15.86 -Prime





Step 1 Choose your meals, drinks and treats from our daily rotating menu.



Step 2 Our friendly servers organize your food for delivery - hot and ready to eat!



Your meal arrives in around 20 minutes - like a home-cooked meal without the effort!

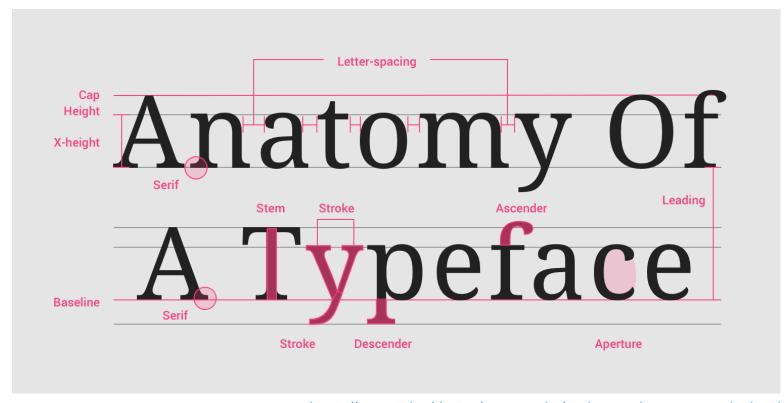
Step 3

Typography

Property of text

Characteristics of Text

- Point Size
- Leading
- Cap Height, x-height
- Ascenders, Descenders
- Weight
- Serifs



https://material.io/design/typography/understanding-typography.html

Example: Material Design Type Scale

A combination of 13 styles that are supported by the type system

Reusable categories of text, each with an intended application and meaning

Scale Category	Typeface	Font	Size	Case	Letter spacing
H1	Roboto	Light	96	Sentence	-1.5
H2	Roboto	Light	60	Sentence	-0.5
Н3	Roboto	Regular	48	Sentence	0
H4	Roboto	Regular	34	Sentence	0.25
H5	Roboto	Regular	24	Sentence	0
H6	Roboto	Medium	20	Sentence	0.15
Subtitle 1	Roboto	Regular	16	Sentence	0.15
Subtitle 2	Roboto	Medium	14	Sentence	0.1
Body 1	Roboto	Regular	16	Sentence	0.5
Body 2	Roboto	Regular	14	Sentence	0.25
BUTTON	Roboto	Medium	14	All caps	1.25
Caption	Roboto	Regular	12	Sentence	0.4
OVERLINE	Roboto	Regular	10	All caps	1.5

https://material.io/design/typography/the-type-system.html#type-scale

Text

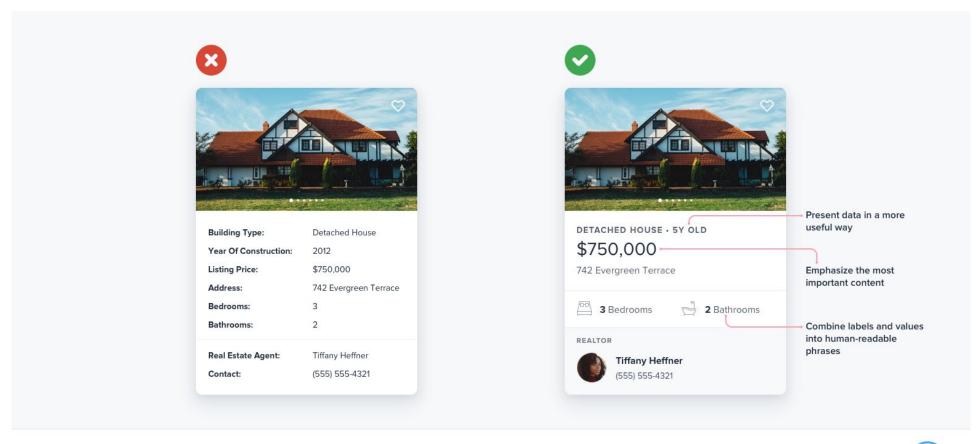
- Font size, color and spacing define a hierarchy of visibility and attention
- The visual hierarchy should match the relative importance of the information content





https://docs.italia.it/italia/designers-italia/design-linee-guida-docs/it/stabile/doc/user-interface/il-disegno-di-un-interfaccia-e-lo-ui-kit.html

Text and Layout Convey Meaning



www.refactoringui.com



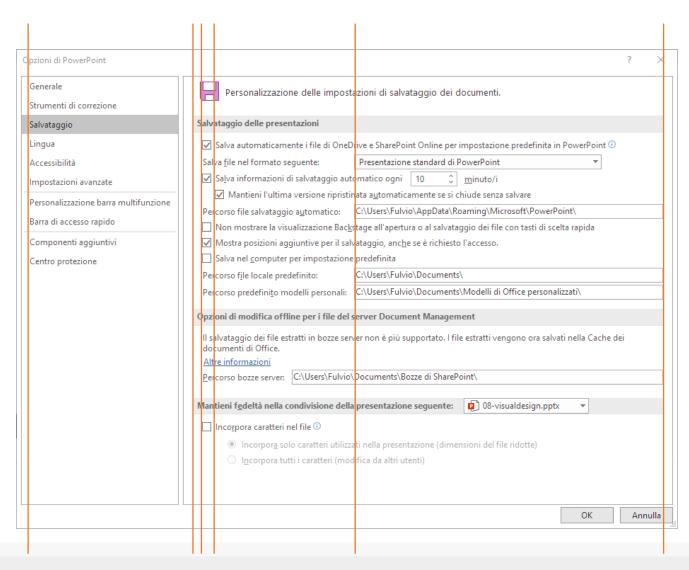
Grids and Alignment

Exploiting grouping and alignment to convey content, at different levels

Alignment

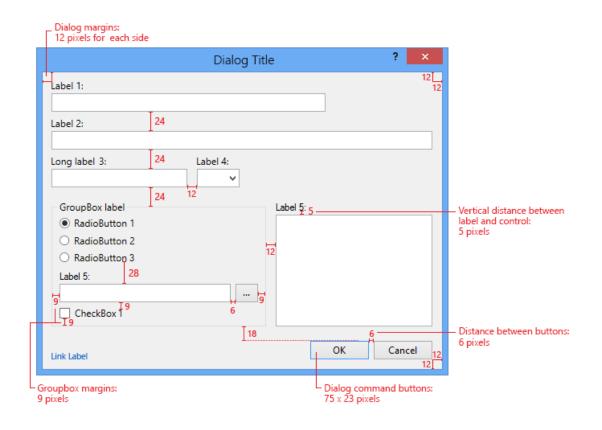
- Invisible lines that run through the interface and "attract" the left- or rightedge of a widget control
 - Vertical
 - Horizontal

Example



Examples





https://docs.microsoft.com/en-us/visualstudio/extensibility/ux-guidelines/layout-for-visual-studio?view=vs-2019

Grid Layout Ingredients

- Guides: The edge which you choose to align content with
- Column: A vertical division of content
- Row: A horizontal division of content
- Margins: The area surrounding your content
- Gutters: The margins between columns
- Hang-line: A horizontal guide to align content to hang off of
- Baseline: The horizontal guide for an element to sit on top of
- **Rhythm:** Proportion systems that can help define the sizing frequency and spacing of each of the above elements.

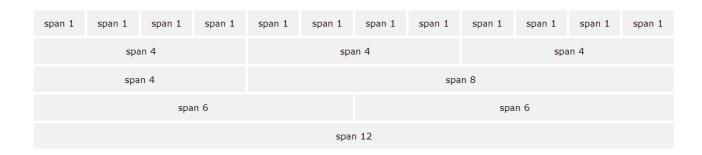
Example: Bootstrap grid

Always 12 columns in total

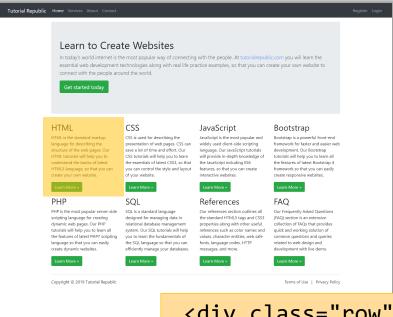
May choose to span a group of columns

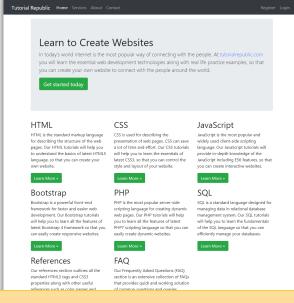
Each column is tagged according to the screen size:

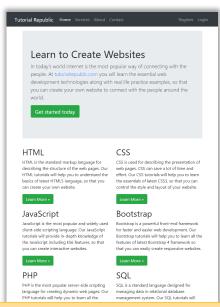
- xs (phones <768px)
- sm (tablets >=768px)
- md (small laptops >=992px)
- Ig (laptops and desktops >1200px)



Responsive Grid Layout







Learn to Create Websites In today's world internet is the most popular way of connecting with the people. At tutorialrepu you will learn the essential web development technologies along with real life practice examples, so that you can create your own website to connect with the people around the world. HTML is the standard markup language for describing the structure of the web pages. Our HTML tutorials will help you to understand the basics of latest HTML5 language, so that you can create your own CSS is used for describing the presentation of web pages. CSS can save a lot of time and effort. Our CSS tutorials will help you to learn the JavaScript JavaScript is the most popular and widely used client-side scripting language. Our JavaScript tutorials will provide in-depth knowledge of the JavaScript including ES6 features, so that you can create interactive

Grid Structure

Main body: Mix of 2x and 3x columns

Alternating row types



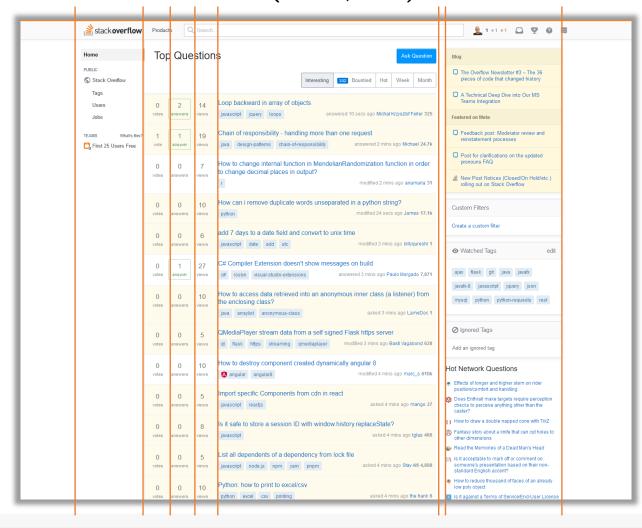
Title area outside the grid

Right column for other types of articles

Grid Structure

Main content (center, wide)

Navigation (left, smaller)



Related content (right, smaller)

Example (2019)

= Software

1° anno							
Periodo	Codice	Lingua	Insegnamento	Crediti	Docente	Note	Vincoli
1	01PDWOV	2010	Information systems	6	M. Morisio	≥	
			ING-INF/05 (6)				
1	02GOLOV		Architetture dei sistemi di elaborazione	10	P. Bernardi	\otimes	
			ING-INF/05 (10)		E. Sanchez Sanchez		
1	02LSEOV	<u> </u>	Oppure	10	P. Montuschi	(V)	
1	UZLSEUV	erits	Computer architectures ■ ING-INF/05 (10)	10	P. Montuschi	•	
1	01SQJOV	2010	Data Science and Database Technology ■	8	S. Chiusano	✓	
	-		ING-INF/05 (8)				
			Oppure				
1	01SQMOV	-	Data Science e Tecnologie per le Basi di Dati ■	8	E. Baralis	$\mathbf{\otimes}$	
	04.0711/01/	Veren.	ING-INF/05 (8)	_	M. Baldi		
1	010TWOV	20100	Computer network technologies and services ■ ING-INF/05 (6)	6	M. Baldi	\otimes	
			Oppure				
1	02KPNOV	10	Tecnologie e servizi di rete ■	6	G. Marchetto	∨	
			ING-INF/05 (6)				
2	02JEUOV	2010	Formal languages and compilers	6	R. Sisto	\odot	
_			ING-INF/05 (6)	_			
2	05BIDOV	-	Ingegneria del software	8	G. Bruno	\otimes	
			ING-INF/05 (8)				
2	04GSPOV	210	Oppure Software engineering ■	8	M. Morisio	(v)	
-		Sales	ING-INF/05 (8)	•			
2	01UDFOV	111	Applicazioni Web I	6	E. Masala	(
			ING-INF/05 (6)				
			Oppure			_	
2	01TXYOV	212	Web Applications I	6	F. Corno	\odot	
2	02GRSOV		ING-INF/05 (6)	10	G. Cabodi	(V)	
2	UZGKSUV	•••	Programmazione di sistema ■ NG-NF/05 (10)	10	G. Caboui	•	
			Oppure				
2	01NYHOV	212	System and device programming	10	S. Quer	∨	
			ING-INF/05 (10)			_	
2° anno							
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1	01TYMOV	10 (T) 10 (T)	Insegnamento a scelta 1	6 6		∨	
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Example (same page in 2020)

Software								
′ 1° anno 20	020/2021							
Periodo	Codice	SSD	Insegnamento	Lingua	Crediti	Docente	Note	Orario
1	01PDWOV	ING-INF/05 (6)	Information systems	#	6	M. Morisio (118 iscr.)		O
1	02GOLOV	ING-INF/05 (10)	Architetture dei sistemi di elaborazione	0	10	P. Bernardi (150 iscr.) E. Sanchez Sanchez (159 iscr.)	•	0
			oppure					
1	02LSEOV	ING-INF/05 (10)	Computer architectures	#	10	P. Montuschi (207 iscr.)	— •	©
1	01SQJOV	ING-INF/05 (8)	Data Science and Database Technology	#	8	S. Chiusano (172 iscr.)		0
			oppure					
1	01SQMOV	ING-INF/05 (8)	Data Science e Tecnologie per le Basi di Dati	0	8	E. Baralis (254 iscr.)		©
1	010TWOV	ING-INF/05 (6)	Computer network technologies and services	#	6	G. Marchetto (161 iscr.)		©
			oppure					
1	02KPNOV	ING-INF/05 (6)	Tecnologie e servizi di rete	0	6	G. Marchetto (253 iscr.)		©
2	02JEUOV	ING-INF/05 (6)	Formal languages and compilers	#	6	R. Sisto (60 iscr.)	.	©
2	05BIDOV	ING-INF/05 (8)	Ingegneria del software	0	8	G. Bruno (132 iscr.)		0
			oppure					
2	04GSPOV	ING-INF/05 (8)	Software engineering	#	8	M. Morisio (202 iscr.)		©
2	01UDFOV	ING-INF/05 (6)	Applicazioni Web I	0	6	E. Masala (91 iscr.) L. De Russis (57 iscr.)		0
			oppure					
2	01TXYOV	ING-INF/05 (6)	Web Applications I	#	6	F. Corno (185 iscr.)		©
2	02GRSOV	ING-INF/05 (10)	Programmazione di sistema	0	10	G. Cabodi <i>(100 iscr.)</i> A. Savino <i>(112 iscr.)</i>	.	0
			oppure					
2	01NYHOV	ING-INF/05 (10)	System and device programming	#	10	S. Quer (108 iscr.)		©
2° anno 20								
Periodo	Codice	SSD	Insegnamento	Lingua	Crediti	Docente	Note	Orario
1			Insegnamento a scelta 1		6			
1	01TYMOV	ING-INF/05 (6)	Information systems security	#	6			©
			oppure					
1	01UDUOV	ING-INF/05 (6)	Sicurezza dei sistemi informativi	0	6			©
1	01SQNOV	ING-INF/05 (6)	Software Engineering II	#	6			0
1,2			Crediti liberi		6			
1,2	29EBHOV		Tesi		30			
2			Insegnamento a scelta 2		6			

Example (2015 vs. 2019)

Add an address

Full Name:	Ē.
Address Line 1:	Street address, P.O. box, company name, c/o
Address line 2:	Apartment, suite, unit, building, floor, etc.
City:	
State/Province/Region:	
ZIP:	
Country:	United States ▼
Phone Number:	Learn more
Optional Delivery Preference	es (What's this?)
Weekend Delivery:	Select your preference ▼
Security Access Code:	For buildings or gated communities
Save & Add Payment Method	ave & Continue

Il tuo account > I tuoi indirizzi > Nuovo indirizzo

Aggiungi un nuovo indirizzo

Oppure ritira i tuoi colli quando desideri, presso i nostri punti self-service. Per aggiungere un punto di ritiro o un Amazon Locker, clicca qui.

Italia		~
Nome e cognome		
Indirizzo		
Via e numero civico		
Scala, piano, interno	ecc. (Opzionale)	
Città		
Provincia		
Codice postale		
Codice postale Numero di telefono	iutare consegna	
Codice postale Numero di telefono Può essere utilizzato per ai		
Codice postale Numero di telefono Può essere utilizzato per ai Aggiungi istruzio Consegna nel fine set	oni di consegna	

Some Best Practices

- When designing a template, start from the longest block of text
- Left-aligned text is (usually) faster to skim
- Alignment guides the eye and reduces clutter
 - Avoid slight misalignments
 - Patterns and deviations are "automatically" detected
 - Deviate form a pattern for strategic reasons
 - Use visual proximity and scale to convey semantic information

Colors

The most dangerous weapon in your toolset



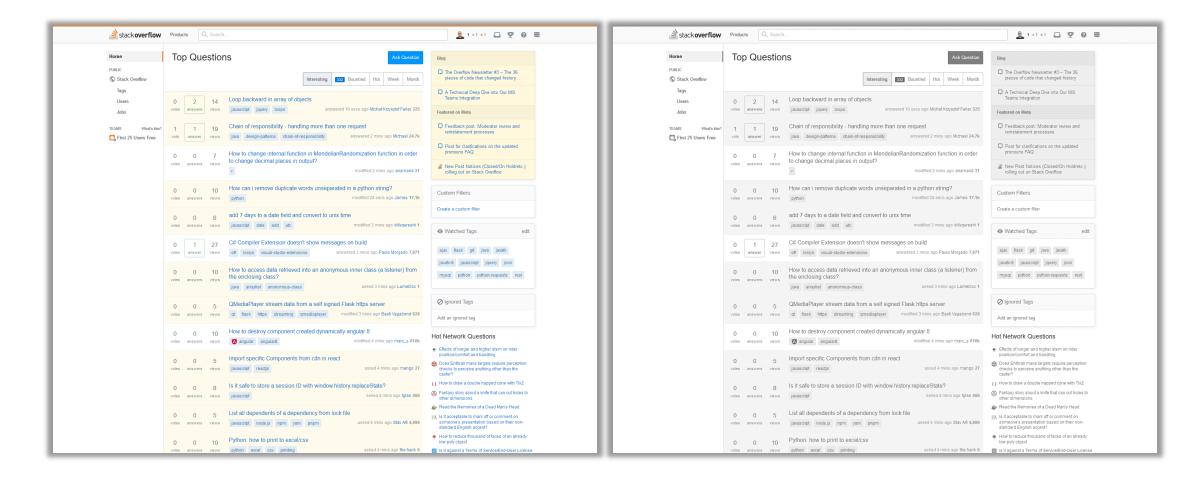
Colors

- A powerful tool to improve interfaces by communicating key information
- Inappropriate use of colors can severely reduce the performance of an interactive system

Colors: Suggestions

- Be careful, do not exaggerate
- Design in grayscale, first
 - Ensure information is conveyed by text and layout
- When adding colors, try to conserve the same luminance of the grayscale design
- Assign meaning to color
- Use a limited and consistent palette and use slight variations
- Avoid simultaneous display of pure (highly-saturated), spectrally extreme colors
 - e.g., no blue at the same time as red
 - desaturated combinations (pastels) are better

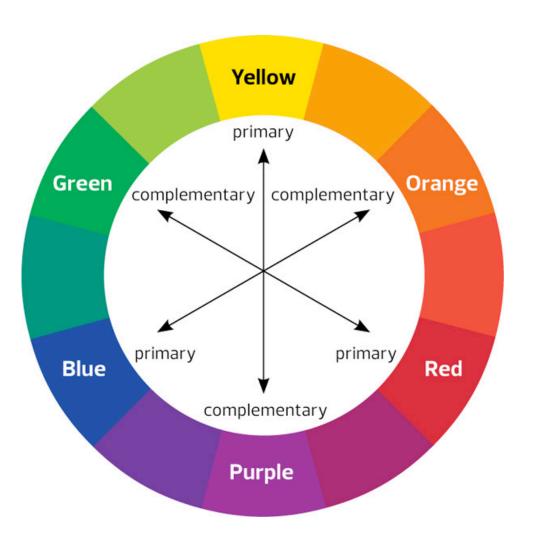
Example



The Color Wheel

- Aka the Hue Circle
- Pick non-adjacent colors
- Opponent colors go well together
 - Complementary colors

Read more at https://www.canva.com/colors/color -wheel/



Palettes - PoliTo

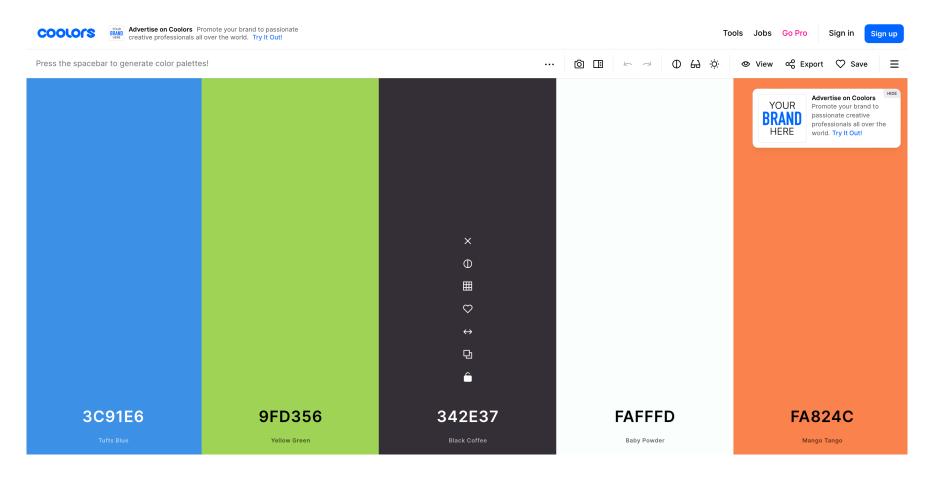
GERARCHIA COLORI





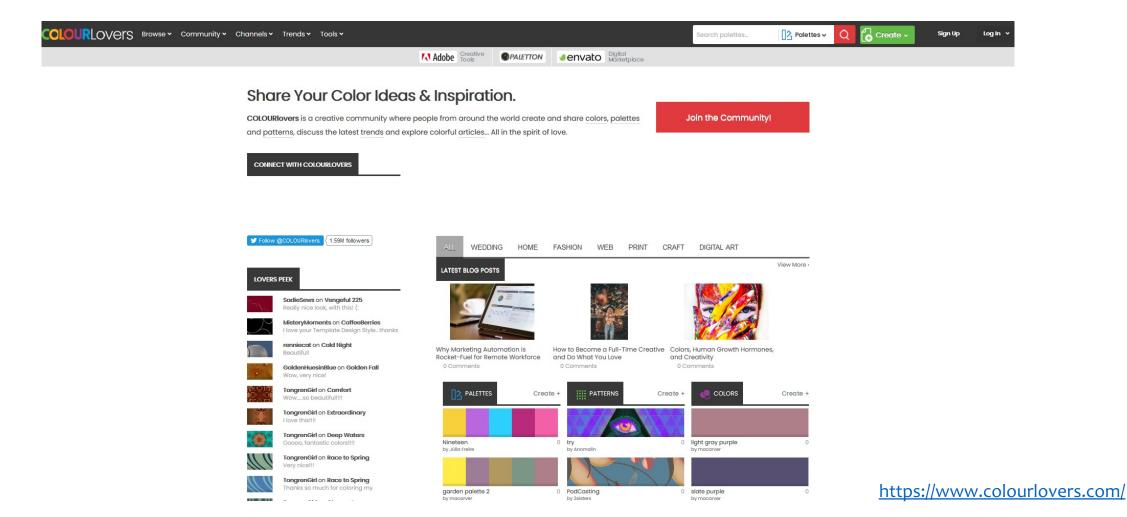
https://www.politocomunica.polito.it/en/corporate_image/brand_and_visual_identity

Palettes Generator

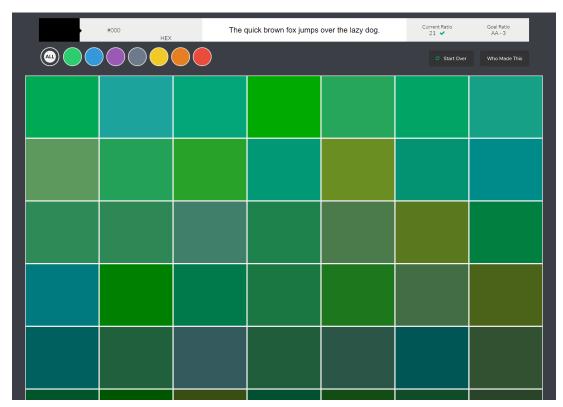


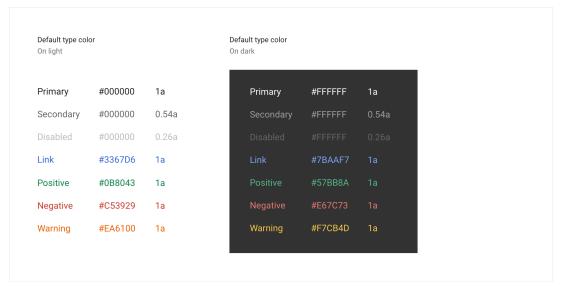
https://coolors.co

ColourLovers



Color Contrast



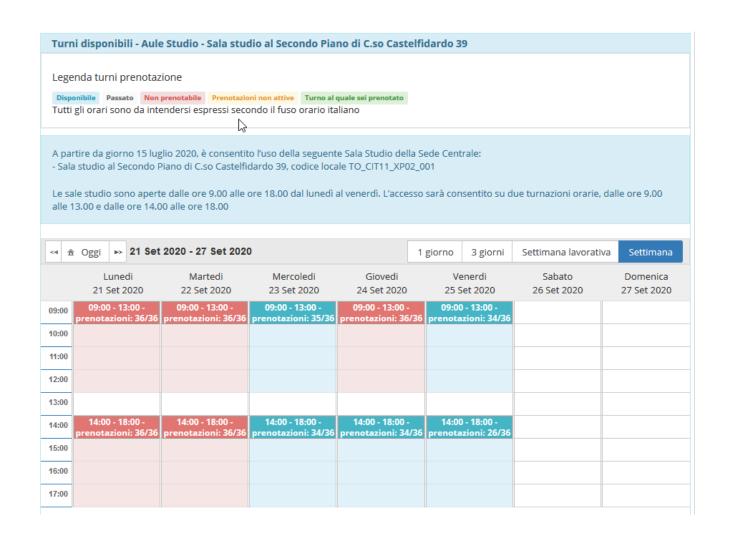


Google Chrome Palette

http://colorsafe.co/

Example

- Colors needing an explanation legend
- Time intervals are shaded with two different colors
 - "why is the first hour filled with a different color?"
- No indication of the "fill level"



Reading and Navigating

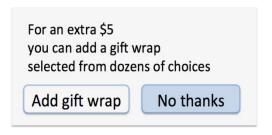
«Informavores» must quickly find the information they need

Navigation

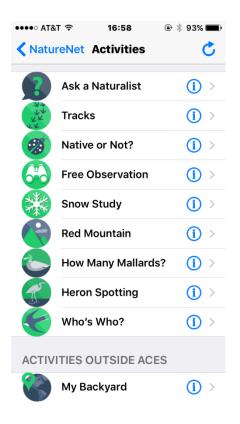
- Enables users to know where they are and to steer themselves to their intended destination
- Is about getting work done (or having fun) through a series of actions
- May consist of
 - Task navigation: successfully operating interactive applications, such as installing a mobile app, completing an on-line survey, or purchasing a ticket
 - o Web navigation: finding information on a website or browsing social media
 - Command menu navigation: finding the action needed in a desktop application
- Has nothing to do with visual elegance / graphic shininess

Navigation By Selection

- Menu bars, pop-up menus, toolbars, palettes and ribbons
- Shortcuts and gestures for rapid interaction
- Long lists
- Linear versus simultaneous presentation





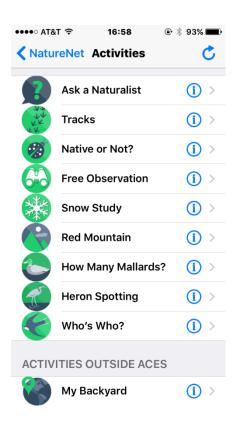


Navigation By Selection

- Menu bars, pop-up menus, toolbars, palettes and ribbons
- Shortcuts and gestures for rapid interaction
- Long lists
- Linear versus simultaneous presentation

Tap
Long press
Double tap
Small swipe
Large swipe
Rapid swipe (fling)
Pinch and spread
2-finger swipe
...

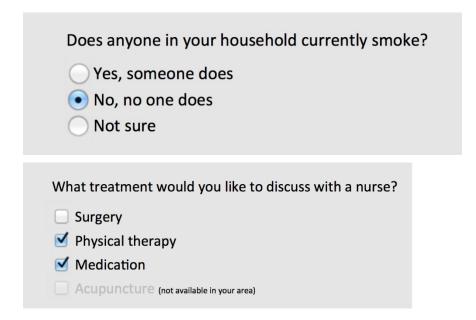


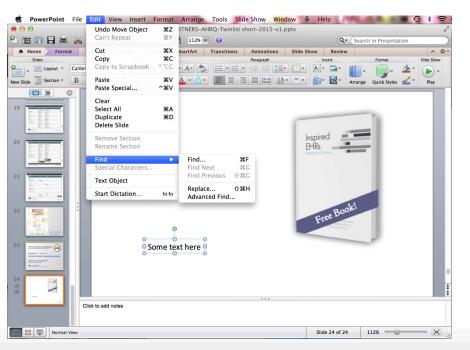


Navigation By Selection

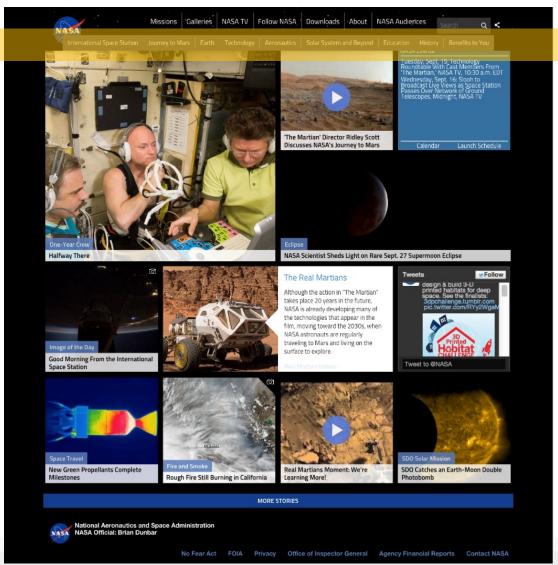
Radio Buttons and Checkboxes

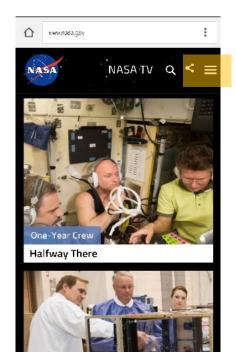
 Menu bars, pop-up menus, toolbars, palettes and ribbons





Menus





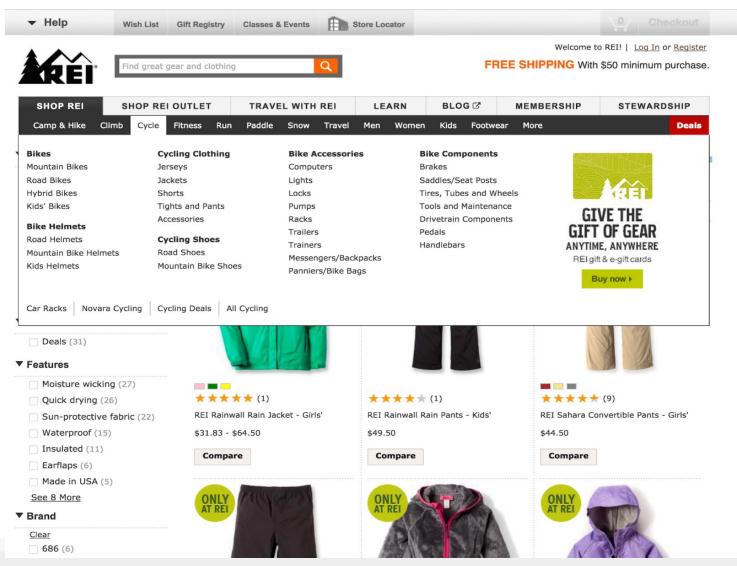
Content Organization

 Organizing menus in a meaningful structure results in faster selection time and higher user satisfaction

Approaches:

- Linear sequence (e.g., in a wizard or survey)
- Hierarchical structure (tree) that is natural and comprehensible (e.g., a store split into departments)
- Network structure when choices may be reachable by more than one path (e.g., websites)

Tree-like Content Organization

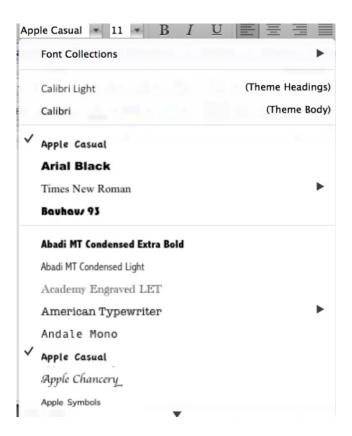


Rules for Tree-like Organization

- Use task semantics to organize menus
- Limit the number of levels (i.e., prefer broad-shallow to narrow-deep)
- Create groups of logically similar items: e.g., Level 1: countries, Level 2: states, Level 3: cities
- Form groups that **cover all possibilities**: e.g., Age ranges: [0–9] [10–19] [20–29] and [>= 30]
- Make sure that items are non-overlapping: e.g., use "Concerts" and "Sports." over "Entertainment" and "Events"
- Arrange items in each branch by natural sequence (not alphabetically) or group related items
- Keep ordering of items fixed (or possibly duplicate frequent items in dedicated section of the menu)

Menu Grouping: example

- 3 groups
 - Template styles
 - Frequently used fonts
 - All fonts
- Alphabetical order within each group
 - Lack of a semantic ordering
- Preview for recognition
- Scrollable list



Icons

- Icons facilitate recognition over recall
 - When they are consistently used, and frequently visible
- Redundant coding helps recognition and memorization
 - Icon + Text + Tooltip + Context

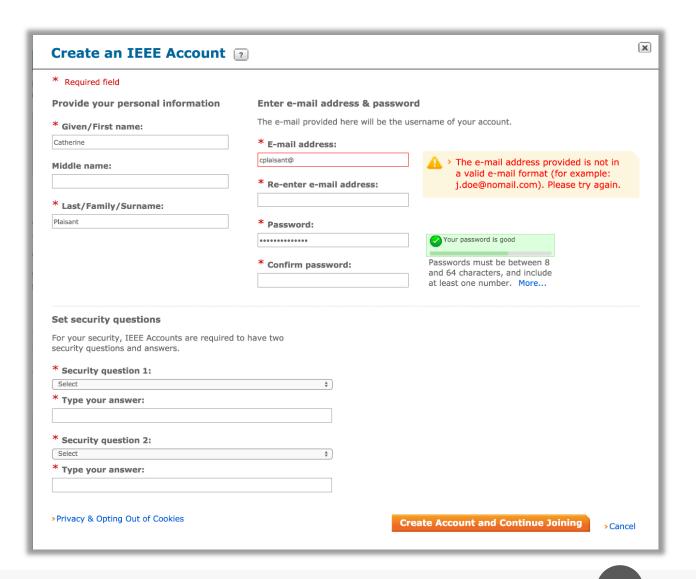


Links

- Always use multi-word links
 - Download the <u>next assignment template</u>
 - Assignment template: click <u>here</u>
- Straight language, not jargon
 - Scor-o-matic download
 - Download the <u>spreadsheet for computing scores</u>

Forms

- Logical field grouping
 - Sections
 - Dividers
 - Columns (spacing)
 - Titles
- Real-time error checking and validation feedback
 - Suggestions for correction
- Explicit submit button



References and Acknowledgment

- Scott MacKenzie: Human-Computer Interaction An Empirical Research Perspective, Morgan Kaufmann
 - Chapter 3: Interaction Elements
- Ben Shneiderman, Catherine Plaisant, Maxine S. Cohen, Steven M. Jacobs, and Niklas Elmqvist, Designing the User Interface: Strategies for Effective Human-Computer Interaction
 - Chapter 8: Fluid Navigation
- COGS120/CSE170: Human-Computer Interaction Design, videos by Scott Klemmer, https://www.youtube.com/playlist?list=PLLssT5z_DsK_nusHL_Mjt87THSTlgrsyJ
- Most of the slides are adapted from those used in the "Human Computer Interaction" course of Politecnico di Torino
 - http://bit.ly/polito-hci



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