

UI Essentials

Syllabus



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Course Overview

In this 4-hour workshop, you'll sketch out three screens for a food truck app. This immersive approach gets you thinking like a designer by having you do what a designer does: create user interfaces that users will actually use. By the end of the course, you'll know how to make useful, understandable, and styled screens. You don't need to be an artist or know any design principles, just bring a pen, a pencil, an open mind, and a willingness to try. We'll lead you through the rest.



Who Should Take This Course

- Developers or Product Owners looking to effectively communicate and understand design.

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Introduction

- What you'll learn during class

Useful

- Brainstorm features for a hypothetical application.
- What is user want versus user need?
- Reducing features from a brainstorming session in order to create a well-tailored application.

Understandable

- Using the concept of recall versus recognition in order to make intuitive interfaces.
- The importance of using hierarchy in order to organize content and user interface elements.
- Using human language rather than computer language to more fully inform the user.

Styled

- Building intuitive interfaces that better direct a user's eye to the most important elements.
- Optimizing app features to create a less distracting interface for the user.
- Creating consistent interface elements in order to cut down on user confusion and cognitive load.