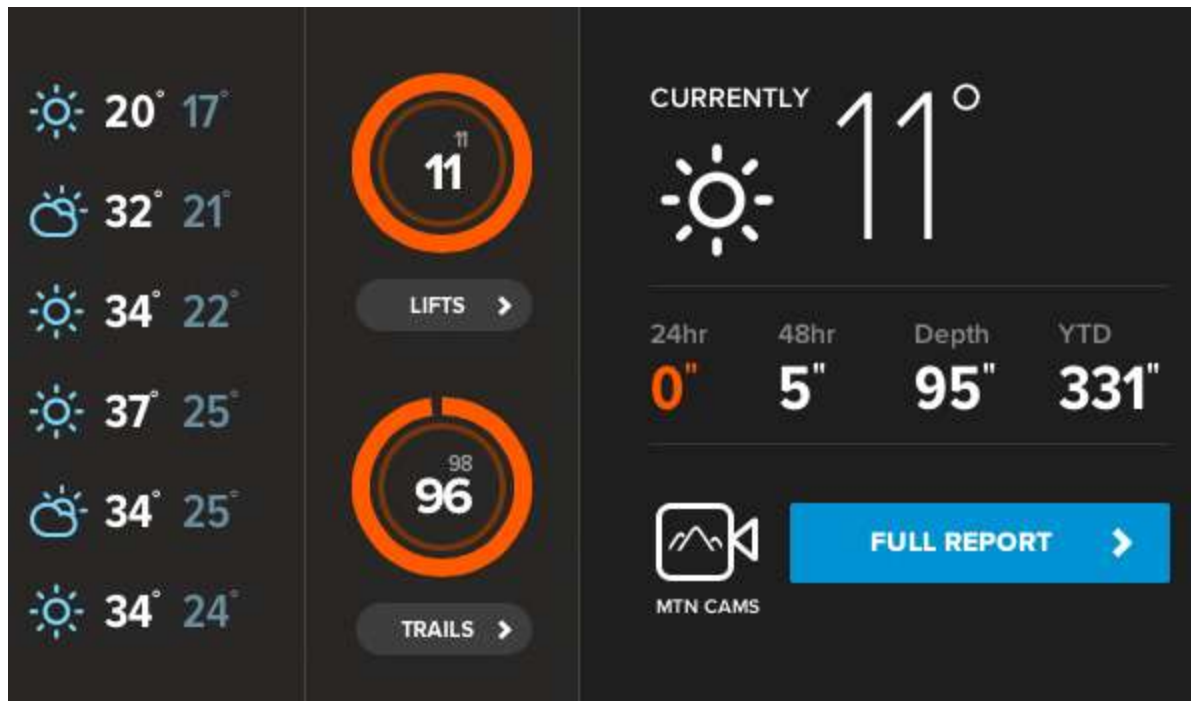


Session #4: Flat User Interface Design



What is it...

- In Demand
- The result of evolution



How we got here....

- Skeuomorphism
- Skeuomorphs are user interfaces designed to look like real-world objects.



Comparison

Apple Safari Web Browser Icons Comparison



Skeuomorphic



Flat

Source:<http://sixrevisions.com/user-interface/when-flat-design-falls-flat/>

Why?



What you need....

- Superficially, flat design is simple:
- Don't use gradients, shadows and textures
- Use simple shapes, bold colors and clear typography

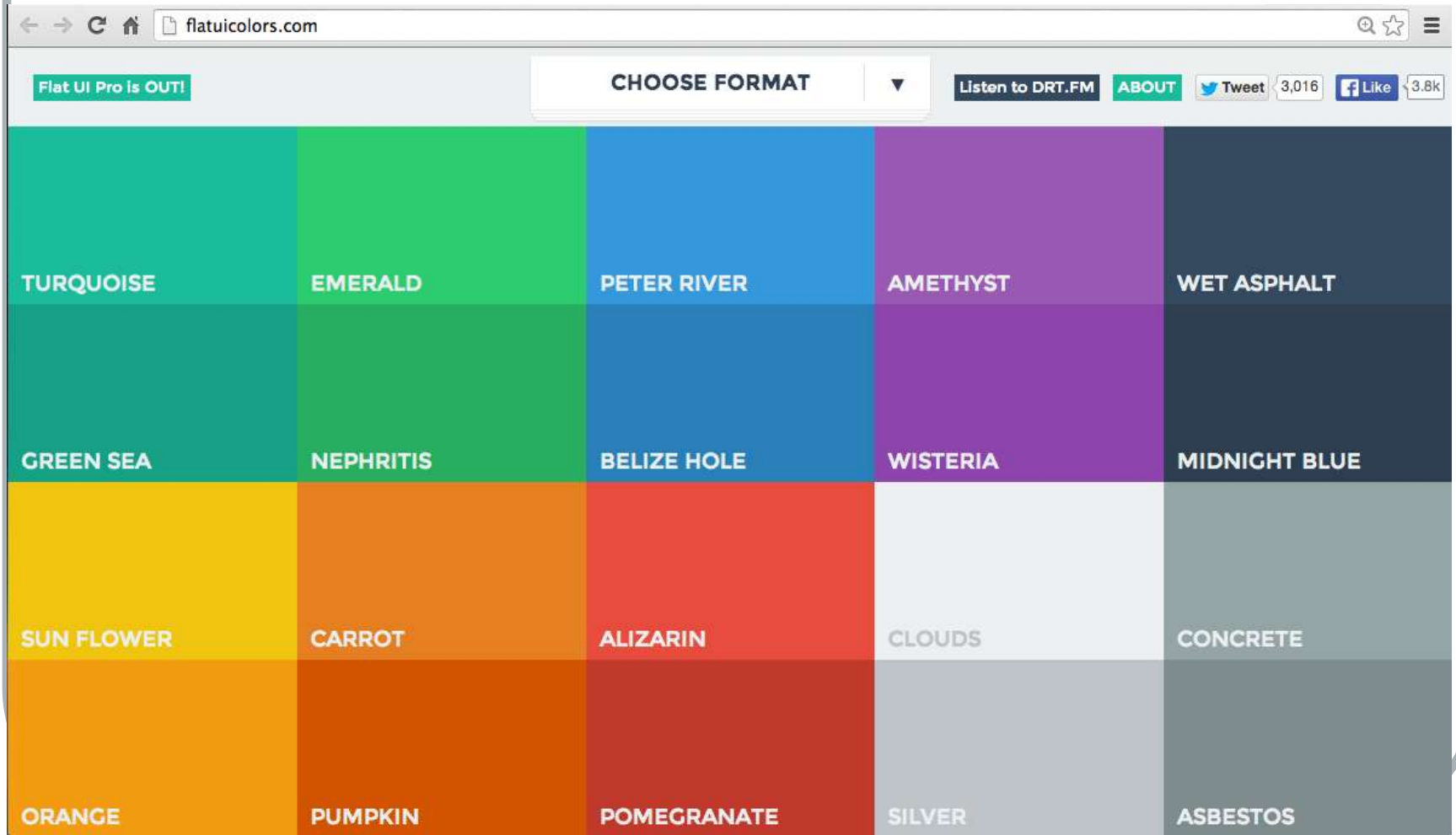
Example time...



Best Practices

- Contrast is Key
- Walk Away
- Remove anything extraneous
- Compare versions side by side
- Use two monitors when you can
- Design with a mirror

Color



Grids



Typography



What about mobile?



Form Caution!

- Lack of affordance (affordance is how much the design of an object—physical or digital—suggests use, like a chair inviting you to sit)
- Insufficient distinction between form elements (e.g., fields versus labels versus instructions versus buttons)
- Insufficient hierarchy within categories of form elements (e.g., primary versus secondary buttons)

A better way?



Example of Design Kit



Design Kits

- Example of UI elements here:
- <http://designmodo.github.io/Flat-UI/>
- <http://mashable.com/2013/07/29/flat-design-ui-kits/>

More resources

- <http://www.pinterest.com/warmarc/flat-ui-design/>
- <http://fltdsgn.com/>
- <http://www.webdesignerdepot.com/2013/09/the-ultimate-guide-to-flat-design/>

Summary....

- Maybe you could do a case study on an entity where flat design has failed
- Or a case study where a change from skeuomorphism to flat design is over due
- Either way, it's a good idea to start downloading kits, collecting elements and practicing and critiquing