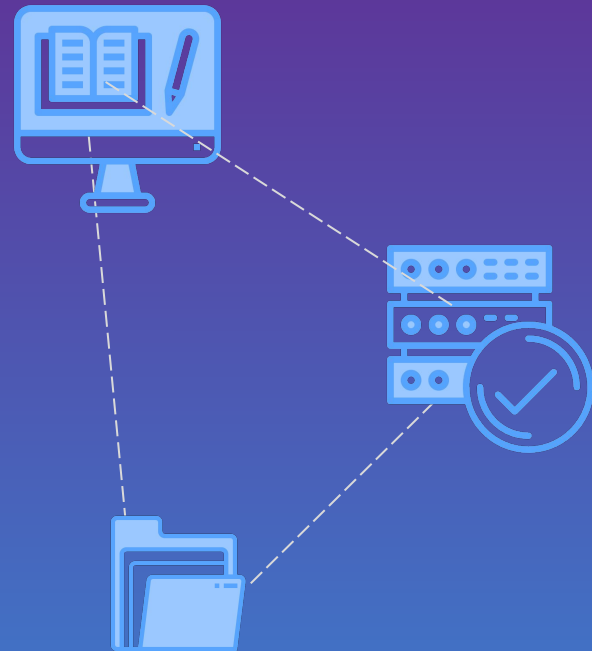


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TechTrans



UI-UX Workshop

Alhowraa Albediwi

 @HoorAlbediwi

 AlhowraaAlbediwi



Workshop axes:

Nielsen's heuristics
for usability

02

Introduction to UI/UX

01

Affinity map

04

UX research

03

Usability Test

06

Fidelity concept

05





What is the field UI/UX?



Introduction in UI/UX:

User Experience

The user's feeling about using the product

- The overall user experience
- Solve the problem
- User Flow




Introduction in UI/UX:

User Interface

It is all that the user interacts with

- Digital Interfaces
- Building Information
- Style Guides
- Design System



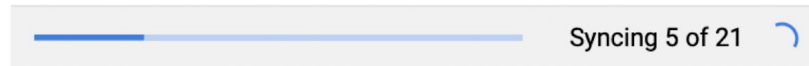


Nielsen's heuristics for usability



01

Visibility of system status



Processing uploaded file...

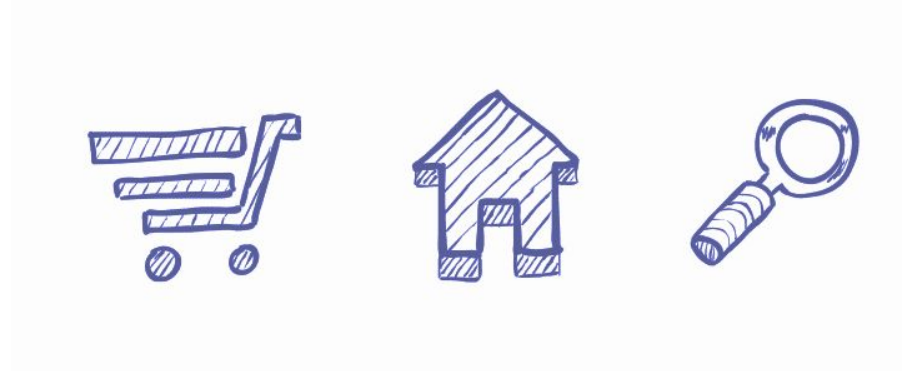


Uploading: 77%
Example Data.csv



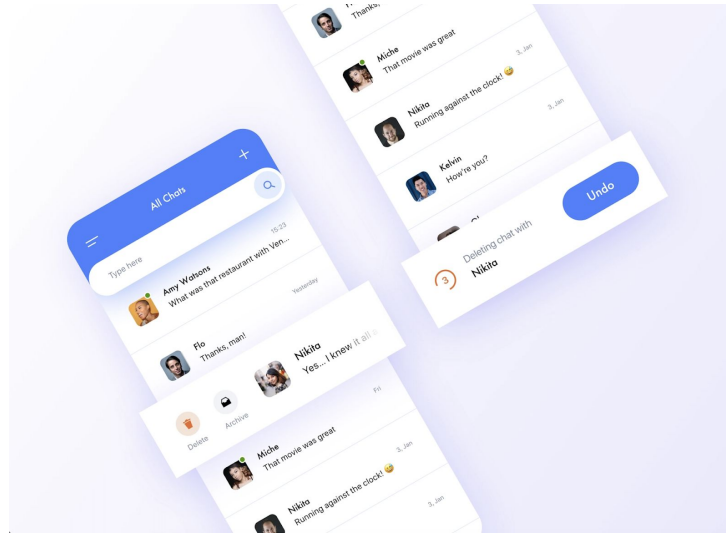
02

Match between system and the real world



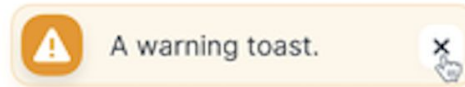
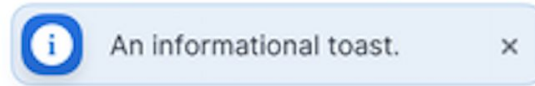
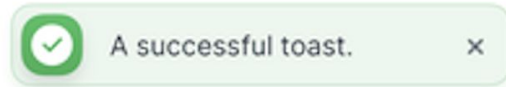
03

User control and freedom



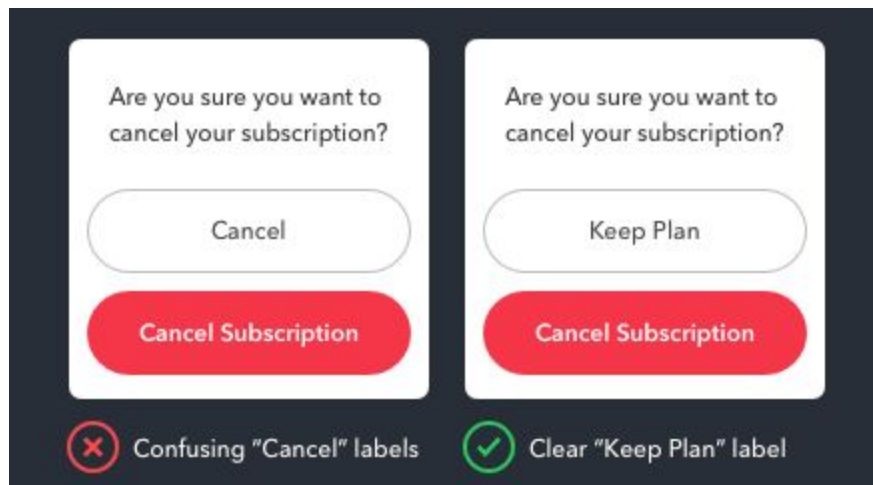
04

Consistency and standards



05

Error prevention



06

Recognition rather than recall

Google

why does Google|

why does google **look different**

why does google **have two l's**

why does google **look like this today**

why does google **chrome keep crashing**

why does google **chrome have multiple processes**

why does google **fade in**

why does google **look different today**

why does google **redirect my search**

why does google **say topeka**



07

Flexibility and efficiency of use

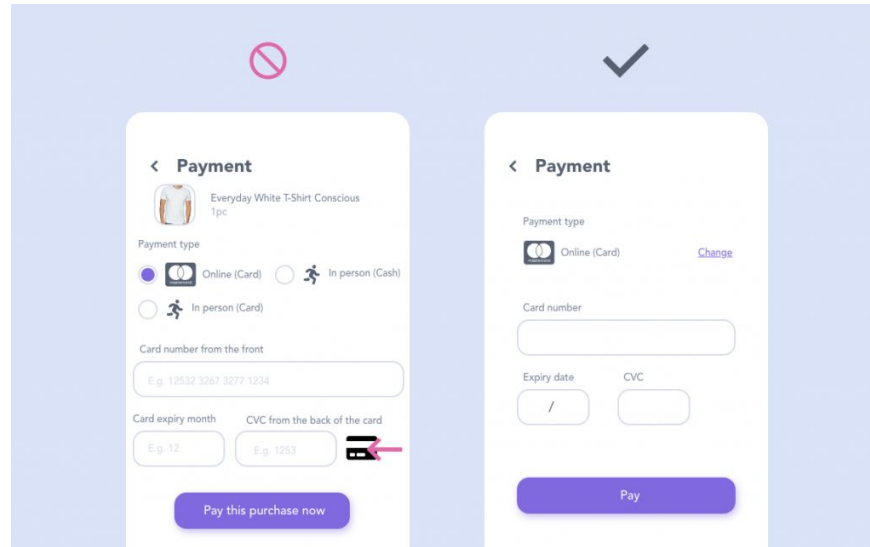
 +  = copy

 +  = paste



08

Aesthetic and minimalist design



09

Help users recognize, diagnose, and recover from errors



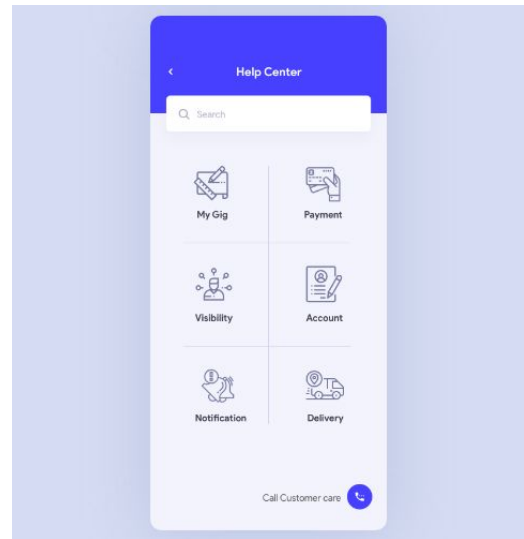
403

الرجاء الاشتراك في المادة



10

Help and documentation



UX Research:

Quantitative study:

- Collect data from a large group of users
- Through statistics or studies
- A/B Testing

Qualitative study:

- Interview with users
- Share the design
- User performance analysis





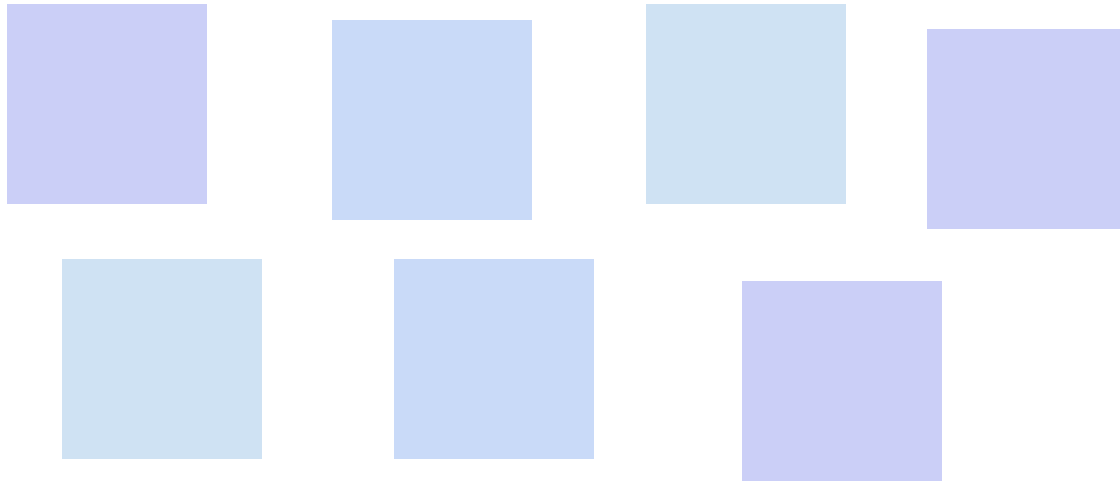
What are the steps for doing a UX research?





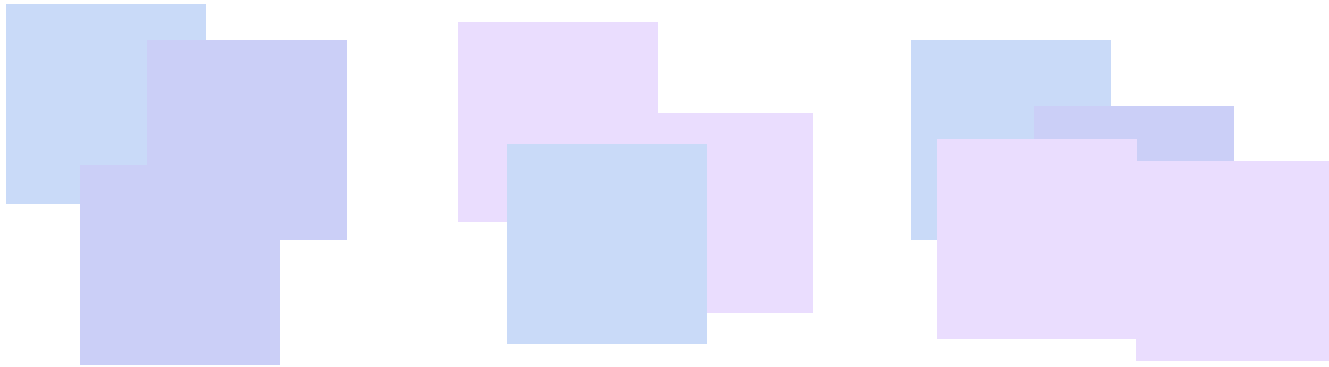
Affinity map:

1- Gather data in one place



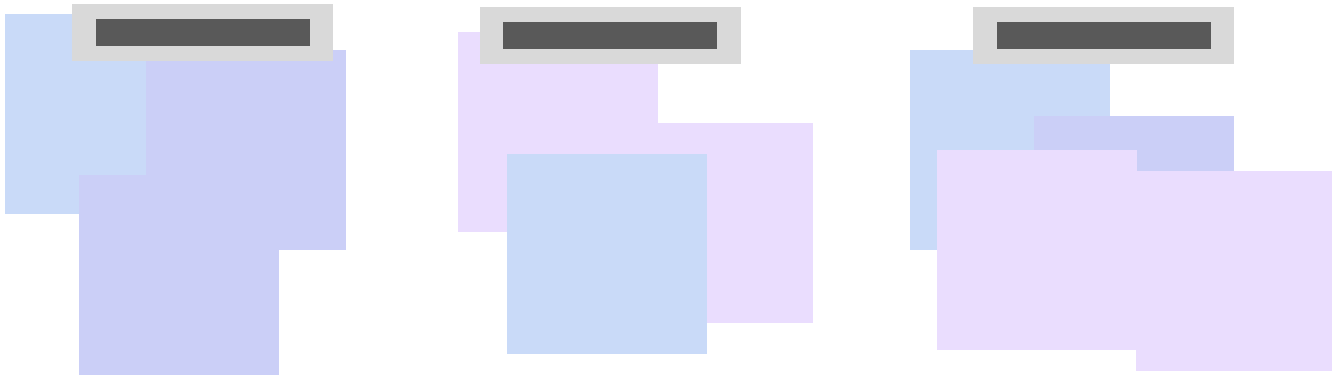
Affinity map:

2- collect similar data



Affinity map:

3- naming groups

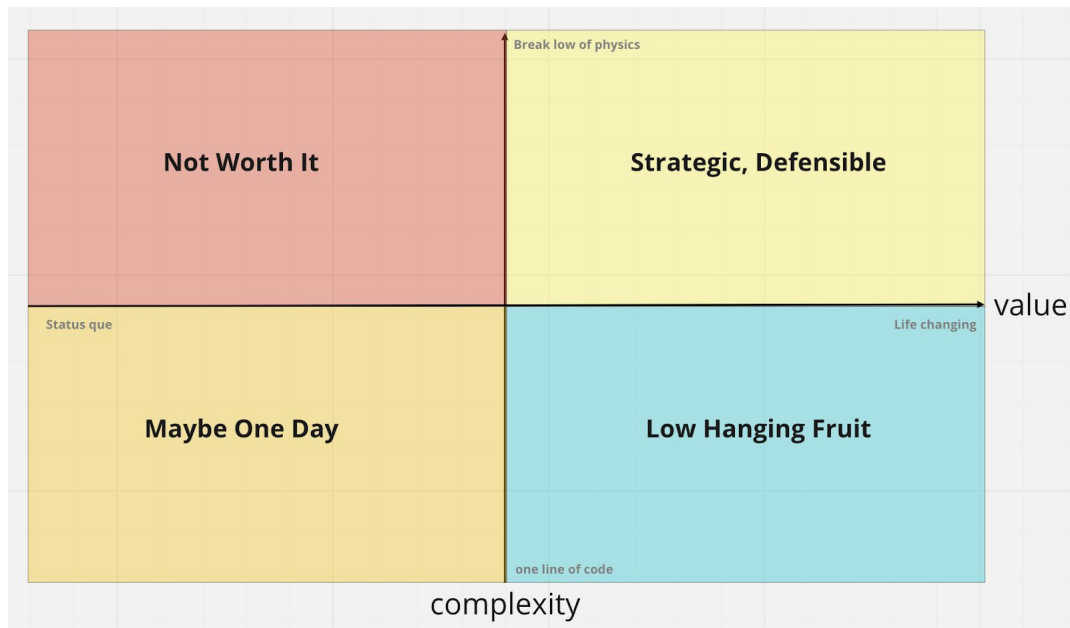


Affinity map:

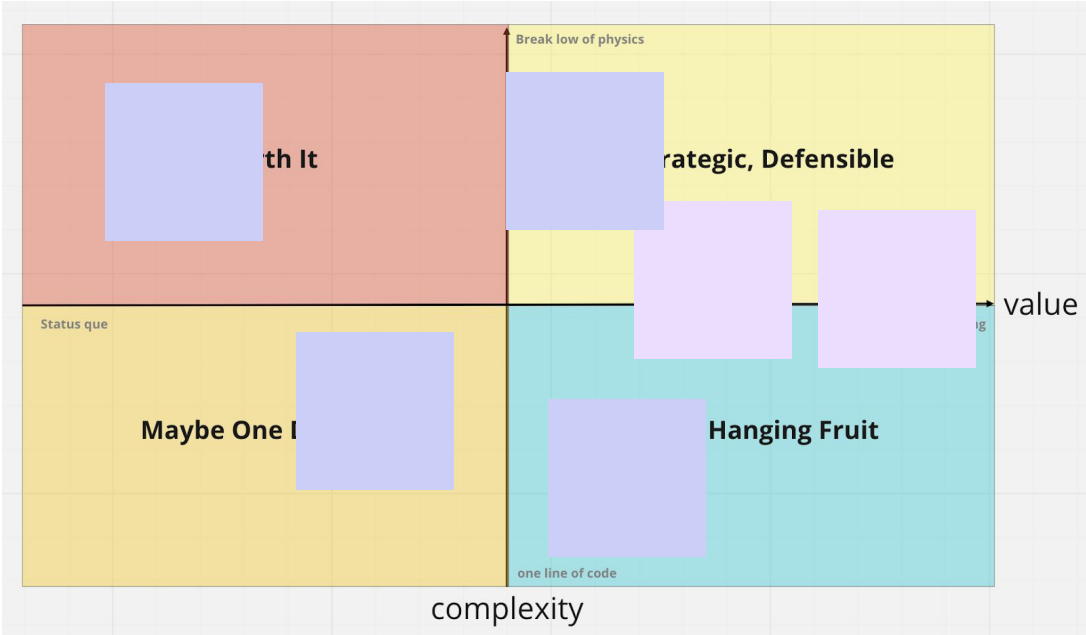
4- suggest solutions



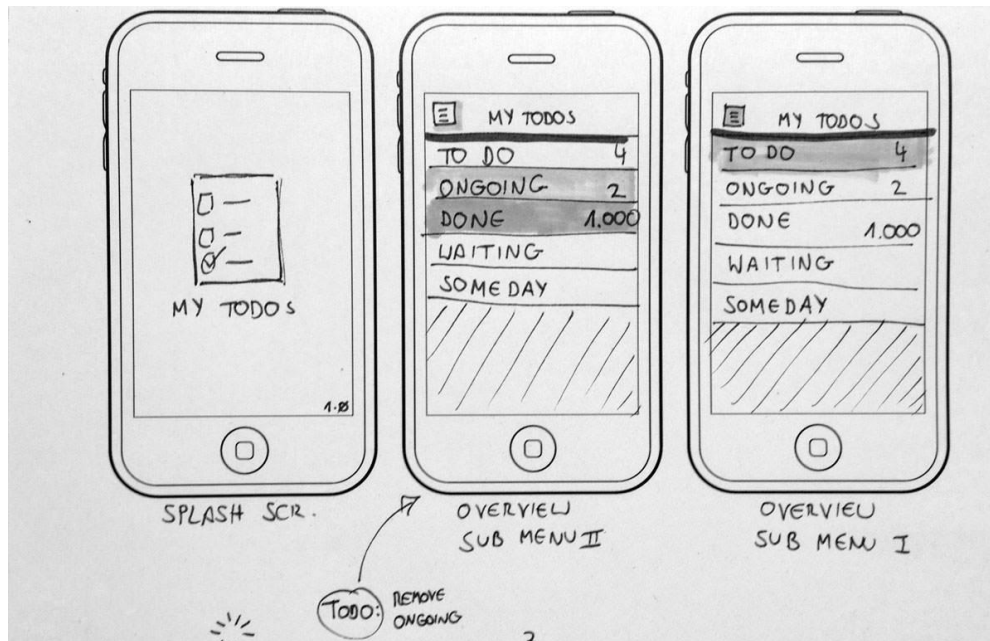
Feature Prioritization:



Feature Prioritization:



Sketch:



About Users:

Users Don't read, **they scan**



About Users:

Reduce the number of options!



About Users:

Iteration help you to improve your design!



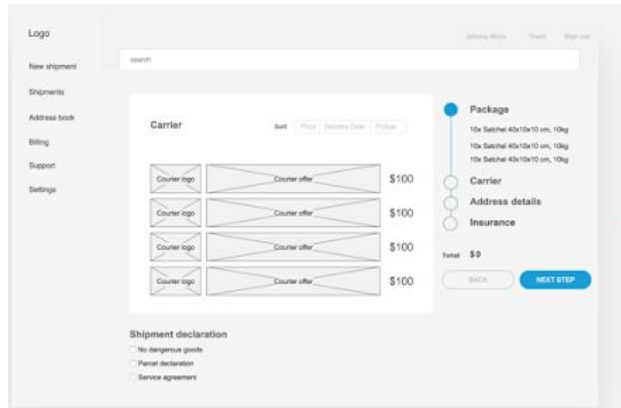
Fidelity:

how it conveys the look-and-feel of the final product

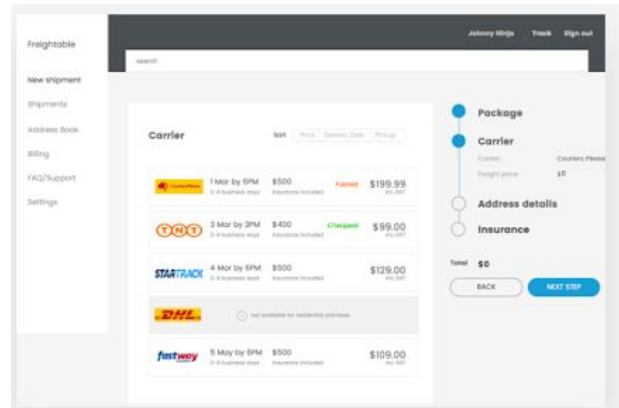
- Low fidelity prototype
- High fidelity prototype.



Low fidelity prototype

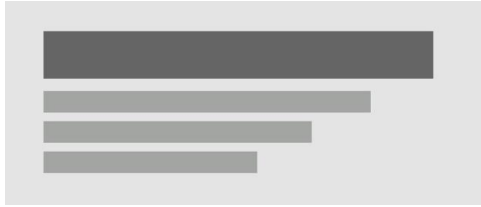


High fidelity prototype

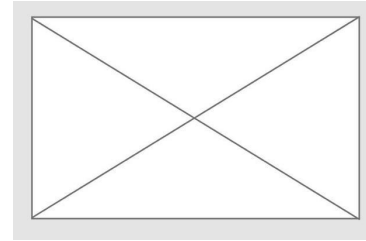


Low fidelity prototype

Text



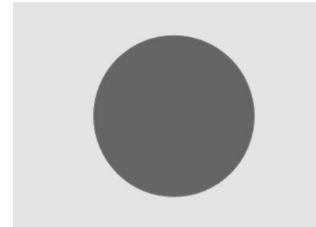
Photo



Video



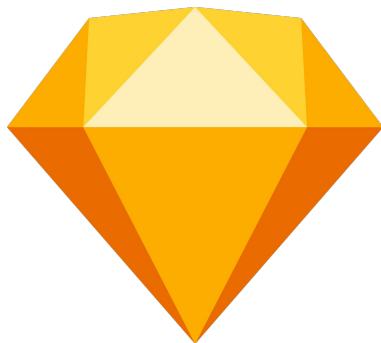
Icons



design frameworks:



Figma



Sketch

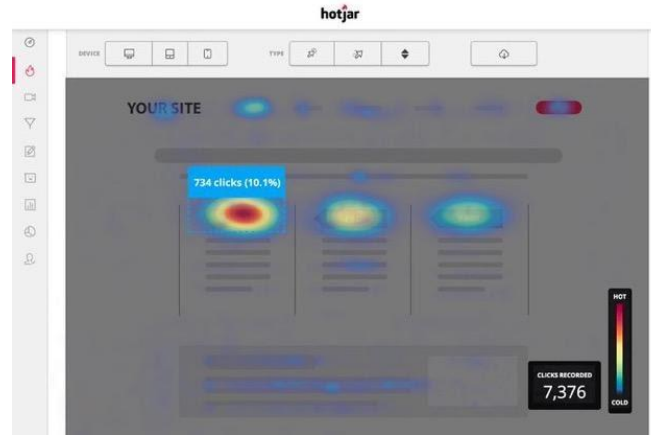


Adobe XD



Usability Test:

Analyze user interaction with the product



HotJar

شكراً لكم
Thank you

Alhowraa Albediwi



التعلم المستمر — عادة الناجحين



سلسلة من الندوات المباشرة عبر الإنترنت، يقدمها **نخبة من الخبراء والمتخصصين**، بهدف المساهمة في **رفع الوعي التقني** لدى كافة أفراد المجتمع.



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