





Design Principles

for

Minimum Viable Product

Front-End

Report Export Popus

Search filters + results

Asset View



Map w. switches

- status
- name
- location

Switchesw

- awitch 'D
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- location

Profits Atents Settings

Drepdownn w.sensors

Junaid Masoodi

Front End Developer





design?



















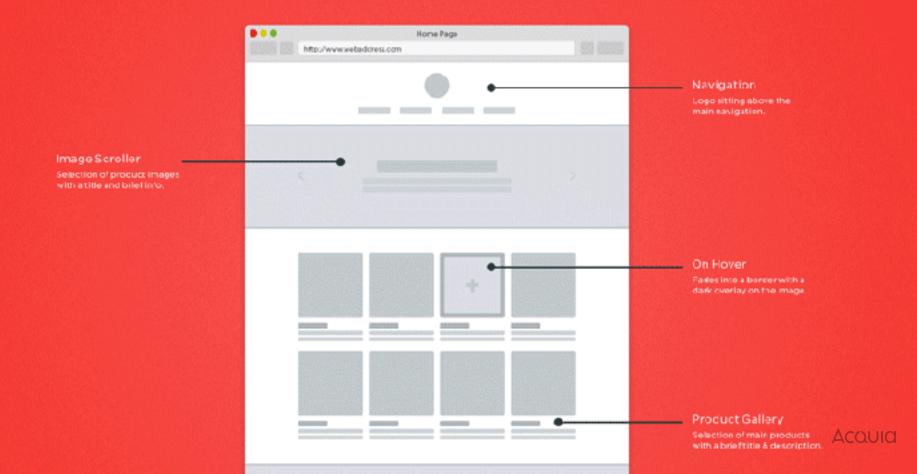
Acquia.







Desktop







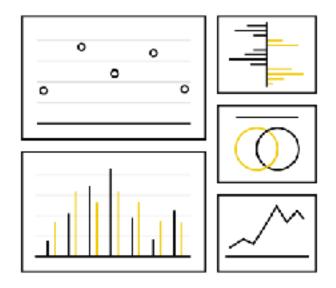




Audacity & Humility



Little things really matter



Design with Data



You can create good experiences without knowing the content. What you can't do is create good experiences without knowing your content structure. The principles of

DESIGN

Grid Dominance emphasis CMYK Colour Theory Margins Die Cut Descenders Saturation Sans Serif Typeface X-Height Legibility Scale Analogous Pull Quote Bulle Of Thirds Typegraphy Manachrome Testure wark Leading Oracity Display Type RGB Balance Script Typeface Hierarchy Pantone (PMS) Density contrast Complementary Foli Stamping Stock Photo Lopetype Hierarchy Tracking Slab Serif Typeface Types broadmark Gravity Orchans and Widows Texture Lorent Joseph Similarity Unity/hormony Alignment Assender Smit Typefree Resolution Triadic Texture Lorent Loren humbrail Skatch. Brand. White Space. Letterpressing. Palette. Brand Identity. Categories. From Design elements. Shape. Attributes. CMYK. Colour Theory. Margins. Bio Cut. Descenders. Saturation. Yesture. Mothods. Grid. Design atternents. Shape Attributes. Chirok Colour Theory, Margins Die Cut. Descenders. Saturation. Erand Identity. Categories. Form. Design elements. Shape. Attributes. Principles of sesign. 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The basic principle of User experience

don't make me

THINK

How do we really use the web?



There is another term

MMP

Minimum Viable Product

Let's DO it like this



Unity/Harmony



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Balance



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Hierarchy.





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Scale / Proportion



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Dominance! Emphasis



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Similarity & Contrast



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#1 Nice and simple visual design

Unity / Harmony



PROXIMITY

A sense of the distance between elements



SIMILARITY

Ability to seem repeatable with other elements



CONTINUATION

The sense of having a line or pattern extend



REPETITION

Elements being copied or mimicked numerous times



RHYTHM

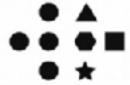
Achieved when recurring position, size, color, and use of a graphic element has a focal point interruption

Balance



SYMMETRY

Elements on either side of the axis are arranged similarly



ASYMMETRY

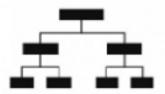
Elements on each side differ in shape but still are in visual equilibrium



RADIAL

Elements are arranged around a circular form

Hierarchy



TREES

Elements arranged in the order of a tree with a trunk, branches & sub branches



NESTS

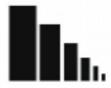
Elements mapped on to each other as parents, children & grand children



WEIGHT

Elements of the same weight belong to the same class of hierarchical positions

Scale / Proportion



SIZE

Elements of different sizes in relationships with each other



RATIO

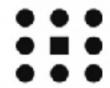
Elements related to each other in a ratio appear together in visual harmony



DIVISIONS

These create focal points that automatically give a sense of the relationships

Dominance / Emphasis



HIGHLIGHT

Breaking the visual hierarchy using form to lay emphasis



COLOUR

To distinguish between elements in a series of similar forms



SIZE

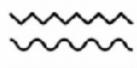
Elements of different sizes focus the viewers attention accordingly

Similarity & Contrast



LIGHT & DARK

Clear foreground & background separation lend contrast between elements



LINE

Elements of varying textures & forms bring about a contrasting effect



#2 Use onboarding screen to show your unique value

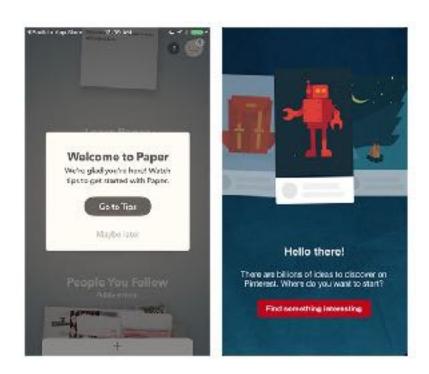
Onboarding Screen—Evernote





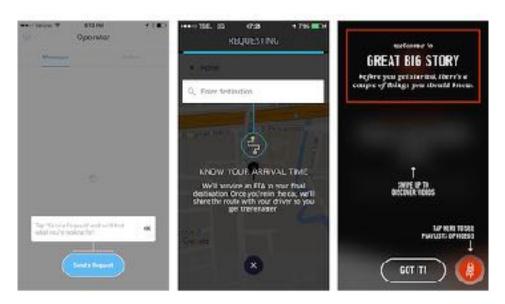


Onboarding Screens—Airbnb



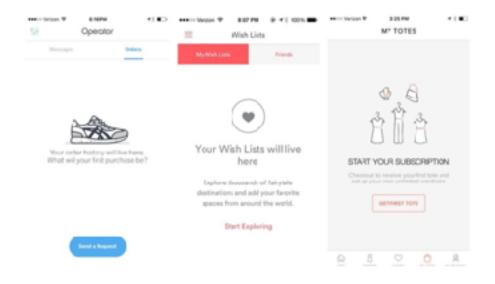
Welcome screen—Paper and Pinterest

#3 Welcome your users and walk them

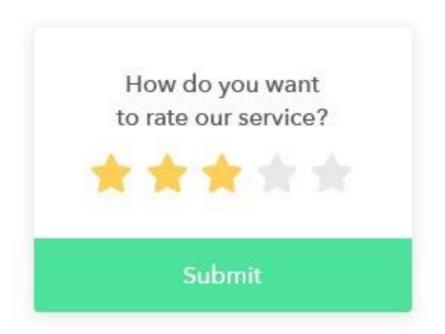


Coachmark screen—Operator, Uber and Great Big Story

example

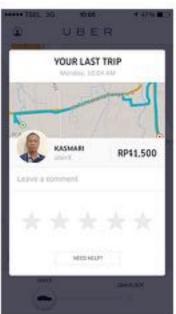


Empty state screens—Operator, Airbnb and Le Tote



#4 Manage a Micro feedback



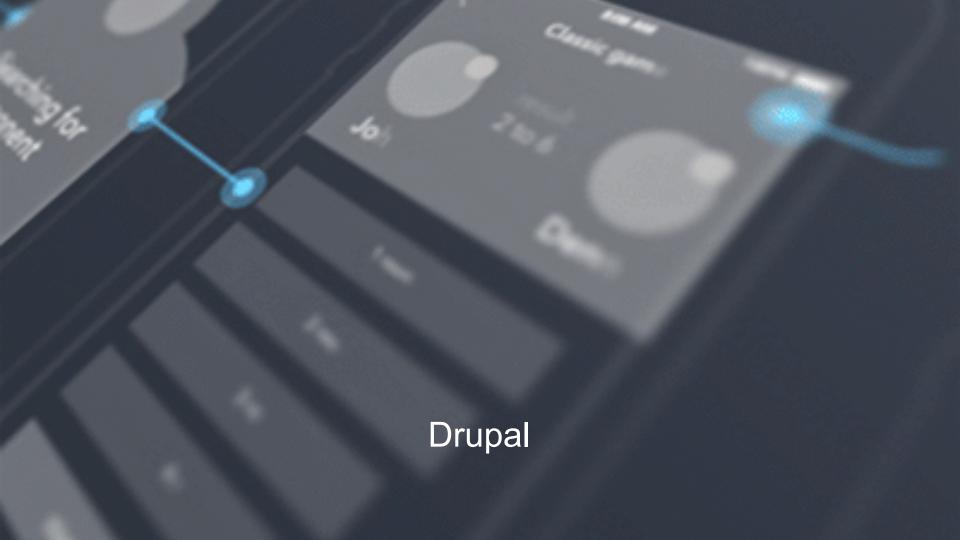


Changes in already existing design









Conclusion

Remember, it's only minimum viable product (MVP). Don't take too much effort and time to craft it. But, you can't just simply go ugly.



26-27 May 2017 Athens Greece

#FUAthens



JOIN US FOR CONTRIBUTION SPRINTS

First Time Sprinter Workshop - 9:00-12:00 - Room Wicklow2A

Mentored Core Sprint - 9:00-18:00 - Wicklow Hall 2B

General Sprints - 9:00 - 18:00 - Wicklow Hall 2A



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