Lecture 2: Visual representation

Overview of the course

- Theory driven approaches to HCI
- Design of visual displays
- Goal-oriented interaction
- Designing smart systems (guest lecturer)
- Designing efficient systems
- Designing meaningful systems (guest lecturer)
- Evaluating interactive system designs
- Designing complex systems

Why talk about visual design?

Visual design questions are often where discussions about HCI start

"What colour should this be?" "Should it be 5 pixels or 7?" "Will this work for colour blind people?"

These conversations are a lot more complicated than they seem...

The range of visual representations

(See: "Visual representation" in "The Encyclopedia of Human Computer Interaction, 2nd Ed for a detailed narrative)

TYPOGRAPHY AND TEXT

🕑 C 🗙 🏠 🤇	http://www.thegridsyster	n.org/		🔊 公 -	- typographic grid
st Visited Ҏ Getting Started	🔜 Latest Headlines				
yptian statue, egyptian god,	egyp × The Grid Sys	tem ×	*		
The Grid Syste	The ultimate resource in grid systems.	[#] The grid system is an aid, no It permits a number of poss designer can look for a solu personal style. But one mus grid; it is an art that requires Josef Müller-Brockmann	ot a guarantee. ible uses and each tion appropriate to his t learn how to use the practice. "		Show Grid Join The Forum Search
Articles	Tools	Books	Templates	Blog	Inspiration
30 Grid-Based WordPress Themes In this article we have 30 WordPress themes have been developed using a popular CSS Grid Frame- works such as the 960.gs, Blueprint, YUI2 and The Golden Grid. 23.Aug.2010	960 Grid System Photoshop Action These actions will create a Photoshop document ideal for laying websites out in 12, 10, 8, 6 and 4 columns. 23.Aug.2010	Universal Principles of Design Universal Principles of Design is the first compre- hensive, cross- disciplinary encyclope- dia of design. 04.Nov.2009	The Golden Grid Template A PSD template based on the CSS framework The Golden Grid by Vladimir Carrer. 02.Mar.2010	Forum is back up! Sorry for the downtime on the forums. They're back up now. 07.May.2010	Ace Jet 170 AisleOne Athletics BBDK Blanka Build Corporate Risk Watch Counter Print David Airey Design Assembly Dirty Mouse Experimental Jetset
Design & Build a Grid Based Web Design with CSS Step by step walkthrough of the design and build process of a grid based WordPress theme. From the initial Photoshop con- cept, through development. 23.Aug.2010	iPhone Grid System A 12:8 (480:320) modular grid system for the iPhone, with the unit of 40px and the gutter of 5px. 23.Aug.2010	Designing for the Web A Practical Guide to Designing for the Web has written explanations of the core principles of graphic design in relation to the web. 08.Oct.2009	Photoshop 4 Column Grid A free 4 Column Photo- shop grid template for a 1024×768 screen resolu- tion by Ray Gulick. 08.Jun.2009	Sushi & Robots Beautifully personal port- folio by Jina Bolton that reveals the site grid and baseline grid. 07.May.2010	Form Fifty Five Grafik Magazine Grain Edit Graphic Hug I Love Typography Lamosca Mark Boulton Minimal Sites Monocle Neubau NewWork OK-RM Original Linkage
Long Live the 12-Column Grid When I first crossed the great divide from print to web, one of the earliest things I tried to do was introduce a flexible multi- column grid (you know, like a magazine). 07.May.2010	Fluid Grid A web grid system that allows designers to use the screen real estate on large monitors and retain great design on smaller ones. 07.May.2010	The Way of Typography The book also goes into depth on how to create grid systems by hand with only pencil, straightedge and compass. 18.Sep.2009	InDesign 568x792 Grid System (12) By Dario Galvagno. Adobe InDesign file with a grid system for a 568pts x 792pts page that is divided into 12 columns and rows using the Golden Ratio. Includes a 12pt baseline grid. 16.Apr.2009	Bisgrafic Lovely grid site design by Barcelona based Bisgrafic. 07.May.2010	Robin Uleman SampsonMay Schmid Today September Industry Soulellis Subtraction Swiss Legacy The International Office Thinking for a Living This Studio Toko Typographic Posters Visuelle

MAPS AND GRAPHS





SCHEMATIC DRAWINGS















NODE-AND-LINK DIAGRAMS





ICONS AND SYMBOLS



VISUAL METAPHOR





PICTURES







Theories of visual design

Theories of visual design



Whilst useful this is clearly insufficient given the range and complexity of visual interaction

	Graphic Resources	Correspondence	Design Uses
Marks	Shape Orientation Size Texture Saturation Colour Line	Literal (visual imitation of physical features) Mapping (quantity, relative scale) Conventional (arbitrary)	Mark position, identify category (shape, texture colour) Indicate direction (orientation, line) Express magnitude (saturation, size, length) Simple symbols and colour codes
Symbols	Geometric elements Letter forms Logos and icons Picture elements Connective elements	Topological (linking) Depictive (pictorial conventions) Figurative (metonym, visual puns) Connotative (professional and cultural association) Acquired (specialist literacies)	Texts and symbolic calculi Diagram elements Branding Visual rhetoric Definition of regions
Regions	Alignment grids Borders and frames Area fills White space Gestalt integration	Containment Separation Framing (composition, photography) Layering	Identifying shared membership Segregating or nesting multiple surface conventions in panels Accommodating labels, captions or legends
Surfaces	The plane Material object on which the marks are imposed (paper, stone) Mounting, orientation and display context Display medium	Literal (map) Euclidean (scale and angle) Metrical (quantitative axes) Juxtaposed or ordered (regions, catalogues) Image-schematic Embodied/situated	Typographic layouts Graphs and charts Relational diagrams Visual interfaces Secondary notations Signs and displays

Use 1: Usability analysis

 Analyse a design using this taxonomy (e.g. Uses connotative correspondence)

Determine if the uses are appropriate
(e.g. do people think that blue is 'off' or 'cold'?)

Cases where the visual analysis implies one connection but the operation implies another will create substantial usability problems

Use 2: Generating divergent designs



Use 3: Design systems

MATERIAL DESIGN		Design	Components	Develop	Resources	۹
Material Foundation Foundation overview Environment Layout Navigation	Design Create intuitive and beautiful products with Material Design		POPULAR <u>Materia</u> Iconogi <u>Text fie</u>	<u>il Theming</u> r <u>aphy</u> Ids		
Color Typography Sound Iconography Shape Motion Interaction Communication			4		(e	
Material Guidelines Guidelines overview Material Theming Usability Platform guidance	FOUNDATION Material dark theme Learn how to design a dark theme version of your Material UI		GUIDELIN Sound Use sour ways tha	IES guidelines d to commu t augment th	nicate informatior e user experience	n in

Color usage

Color helps express hierarchy, establish brand presence, give meaning, and indicate element states.

CONTENTS Hierarchy Brand

State

Meaning

(https://material.io)

Research problem

"How might one design tool be used by a software engineer and a designer?"