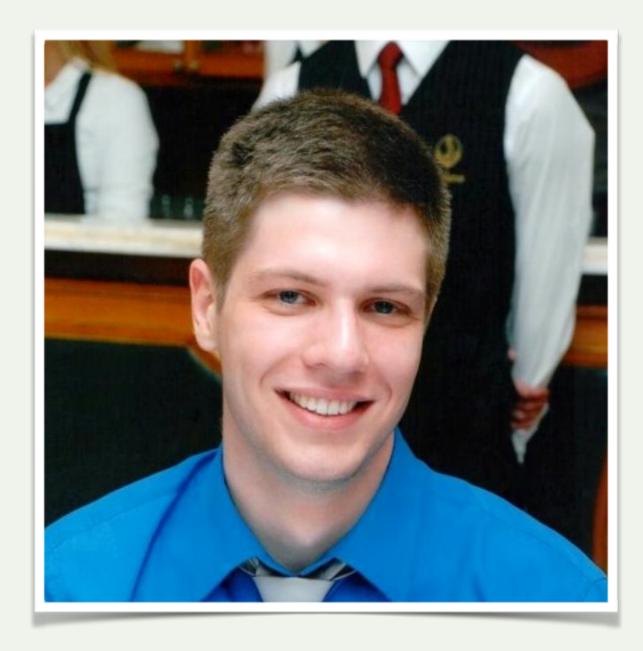
UX Redesign

Creating a Consistent Cross-Platform Experience



Misa Damjanic game designer

NORDEUS











How to make the UI more consistent?

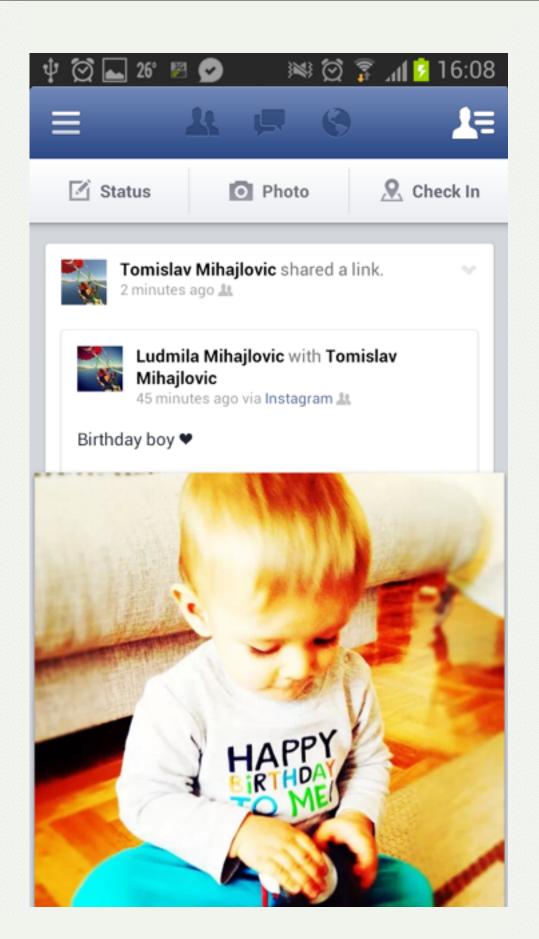
How to make the UI more consistent? Dissect the problem into smaller components.

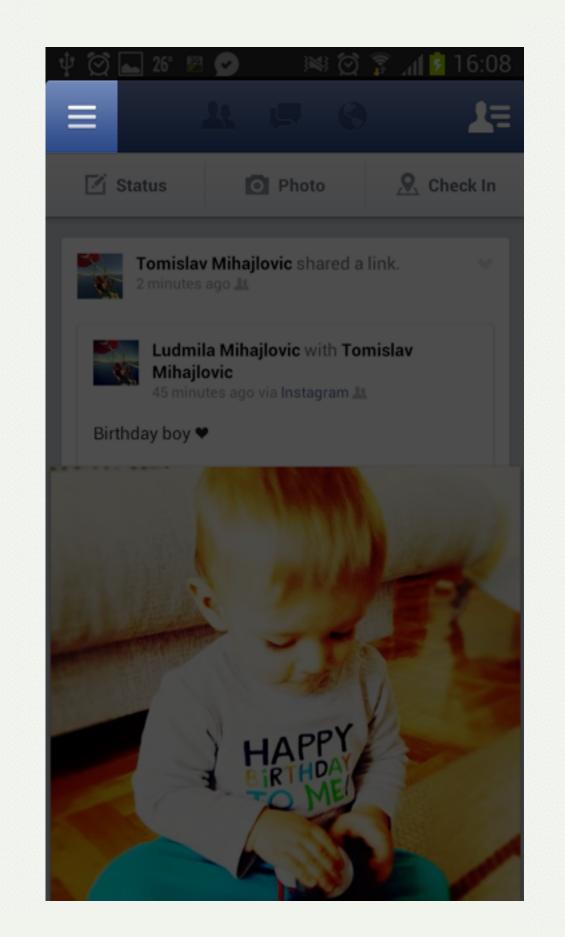
Work in Progress

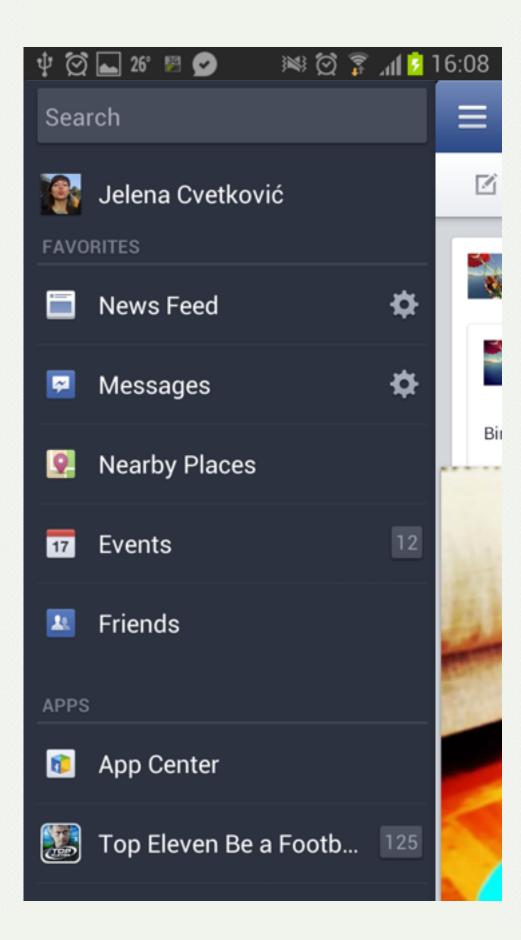


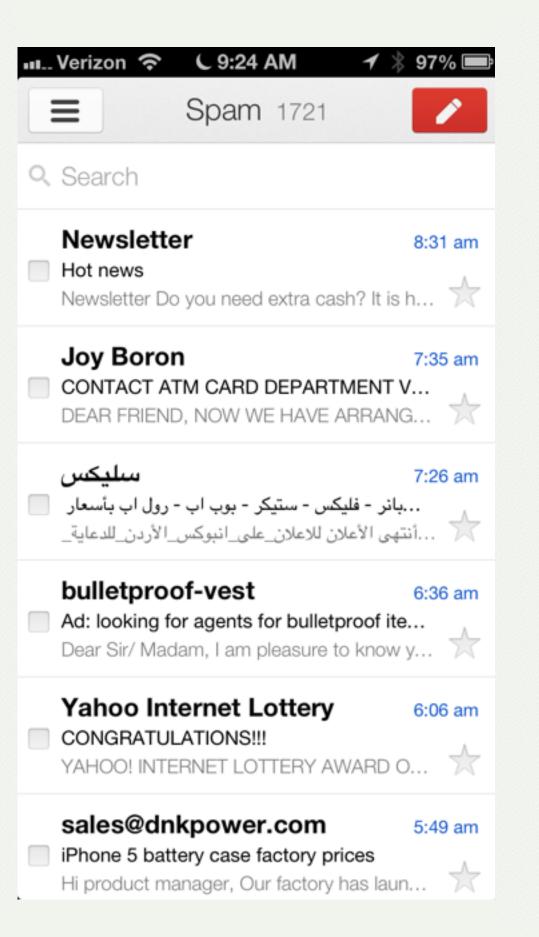
Work in Progress



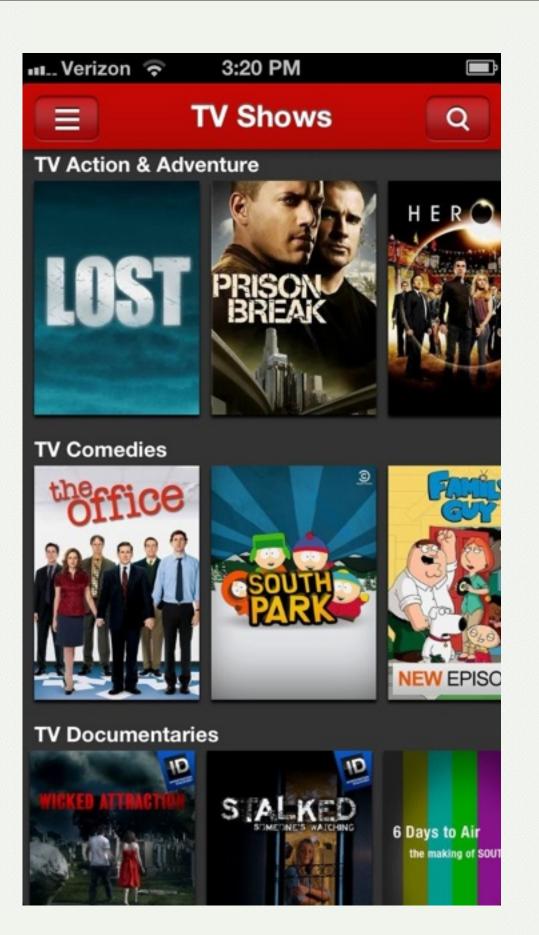


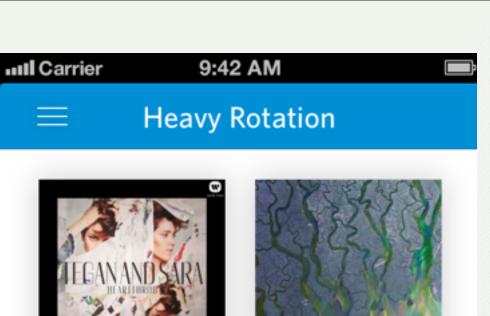




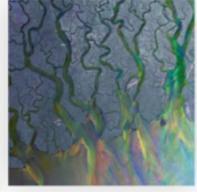








Heartthrob Tegan and Sara 10 songs



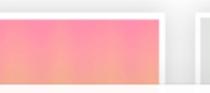
An Awesome Wa... alt-J 14 songs

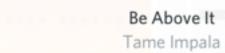


Beasts of the Sout... Dan Romer 17 songs



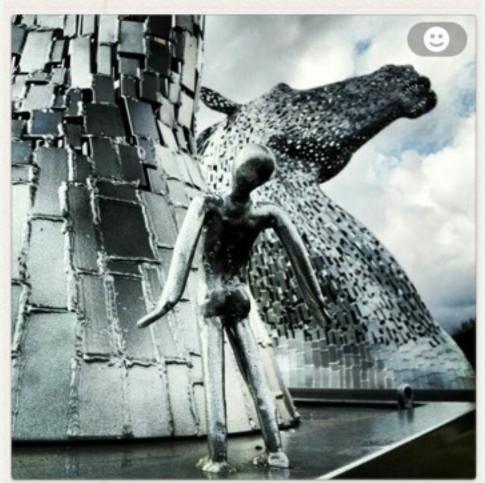
Hummingbird Local Natives 12 songs

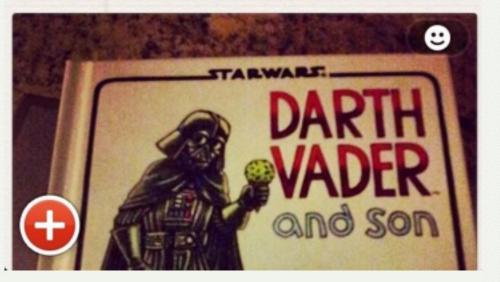










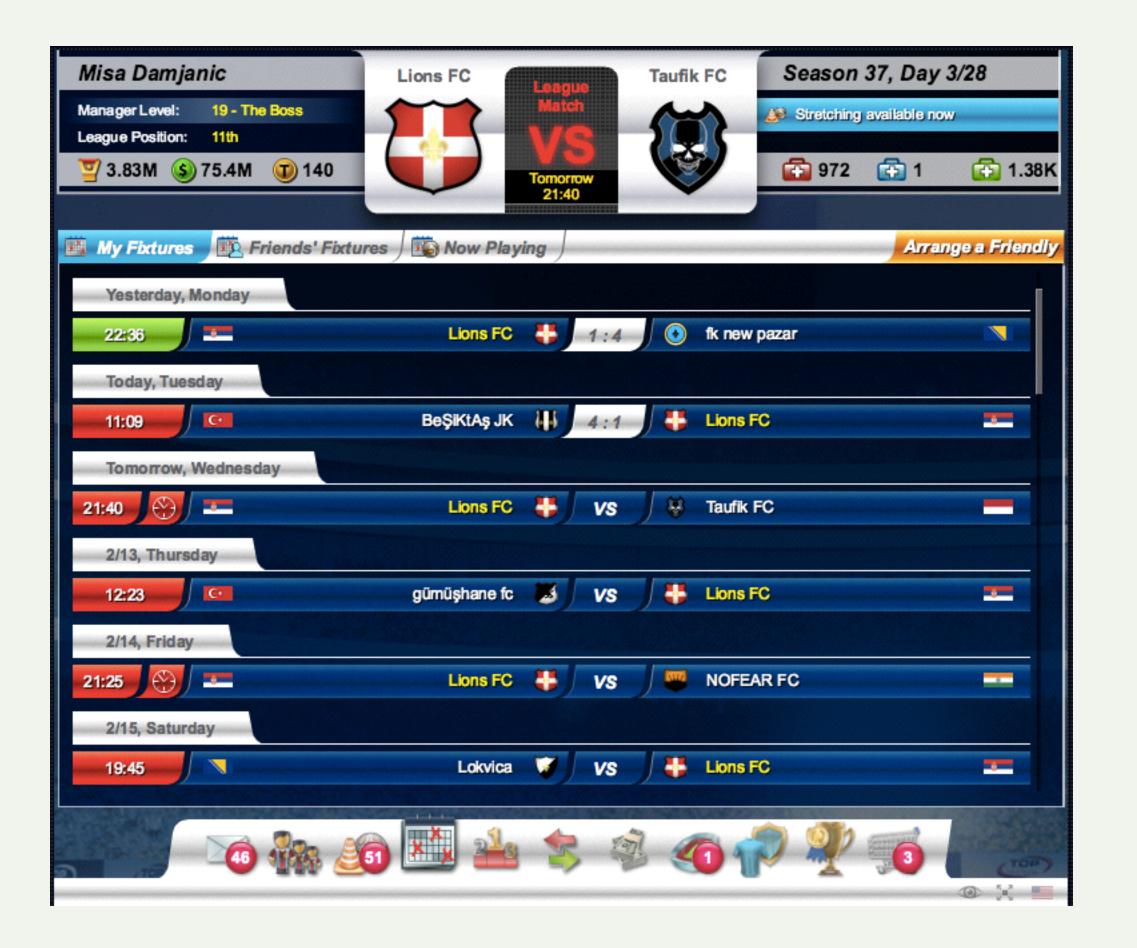






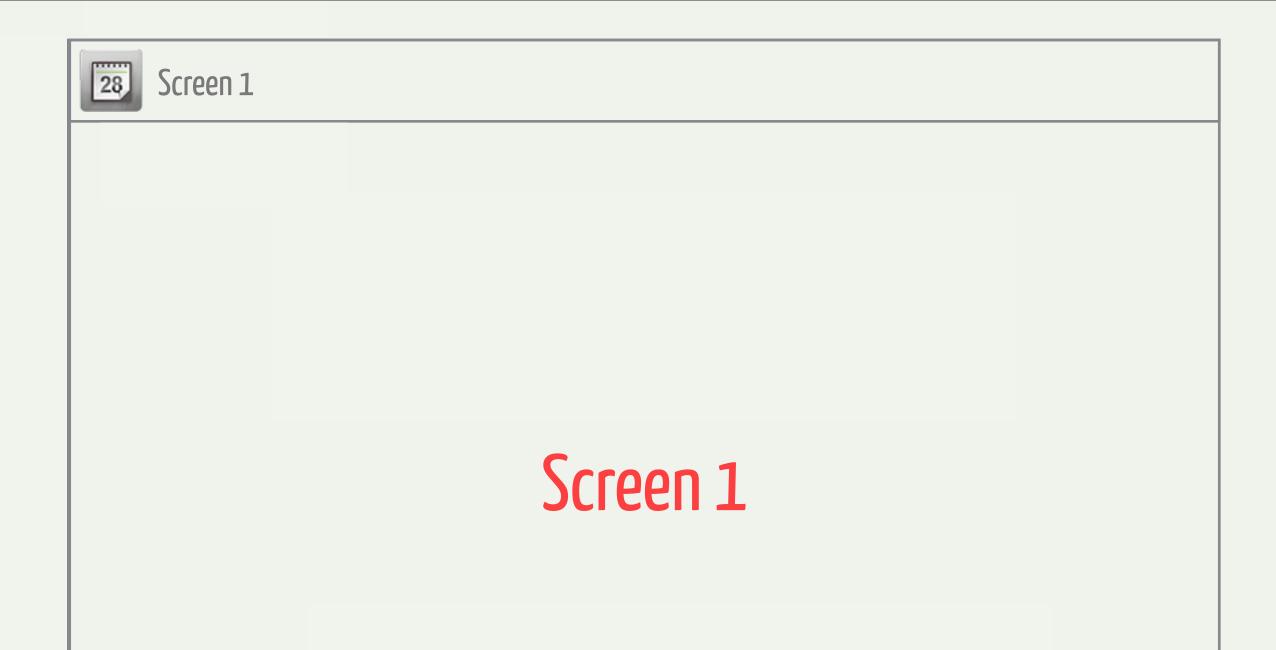


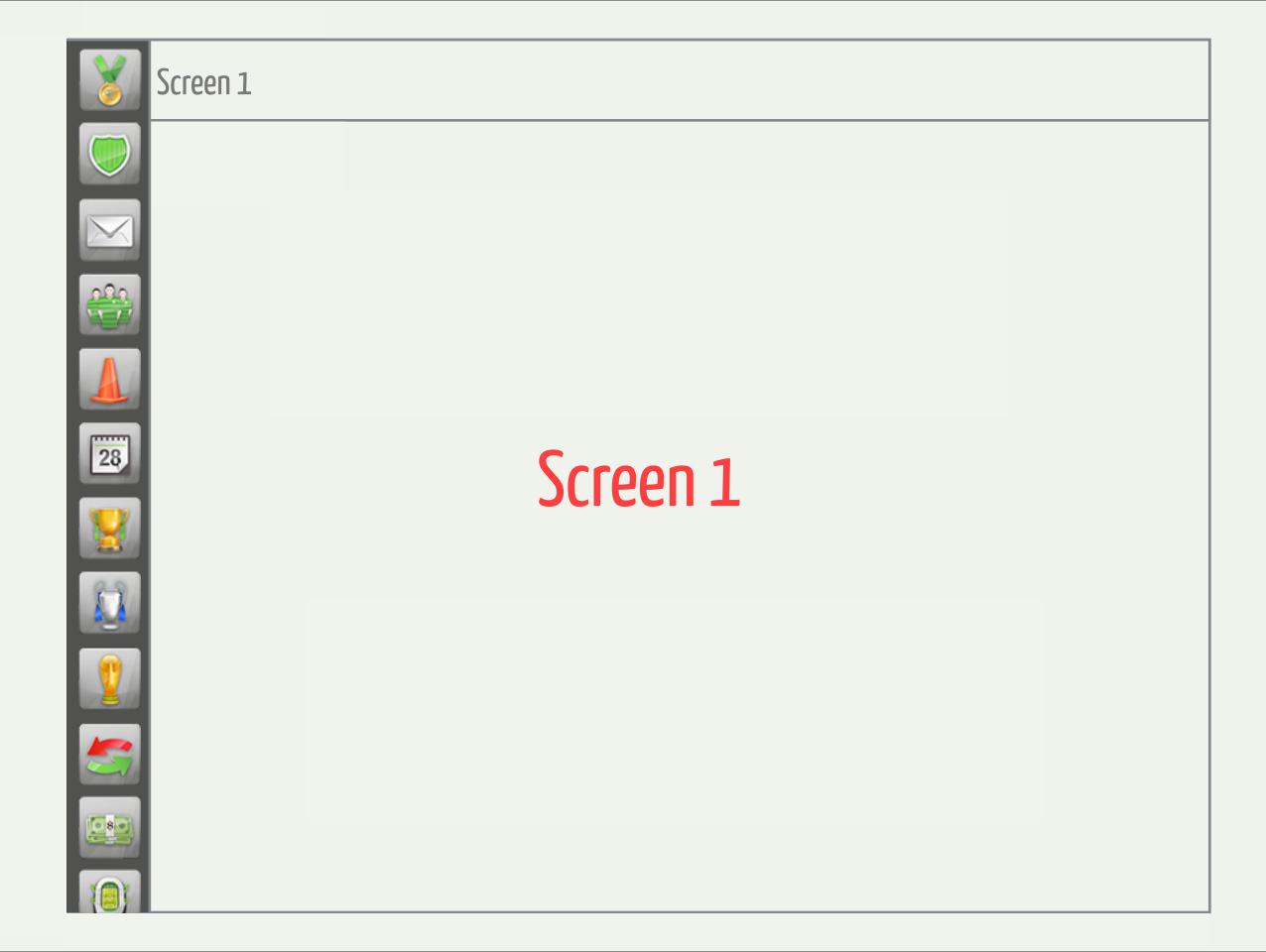


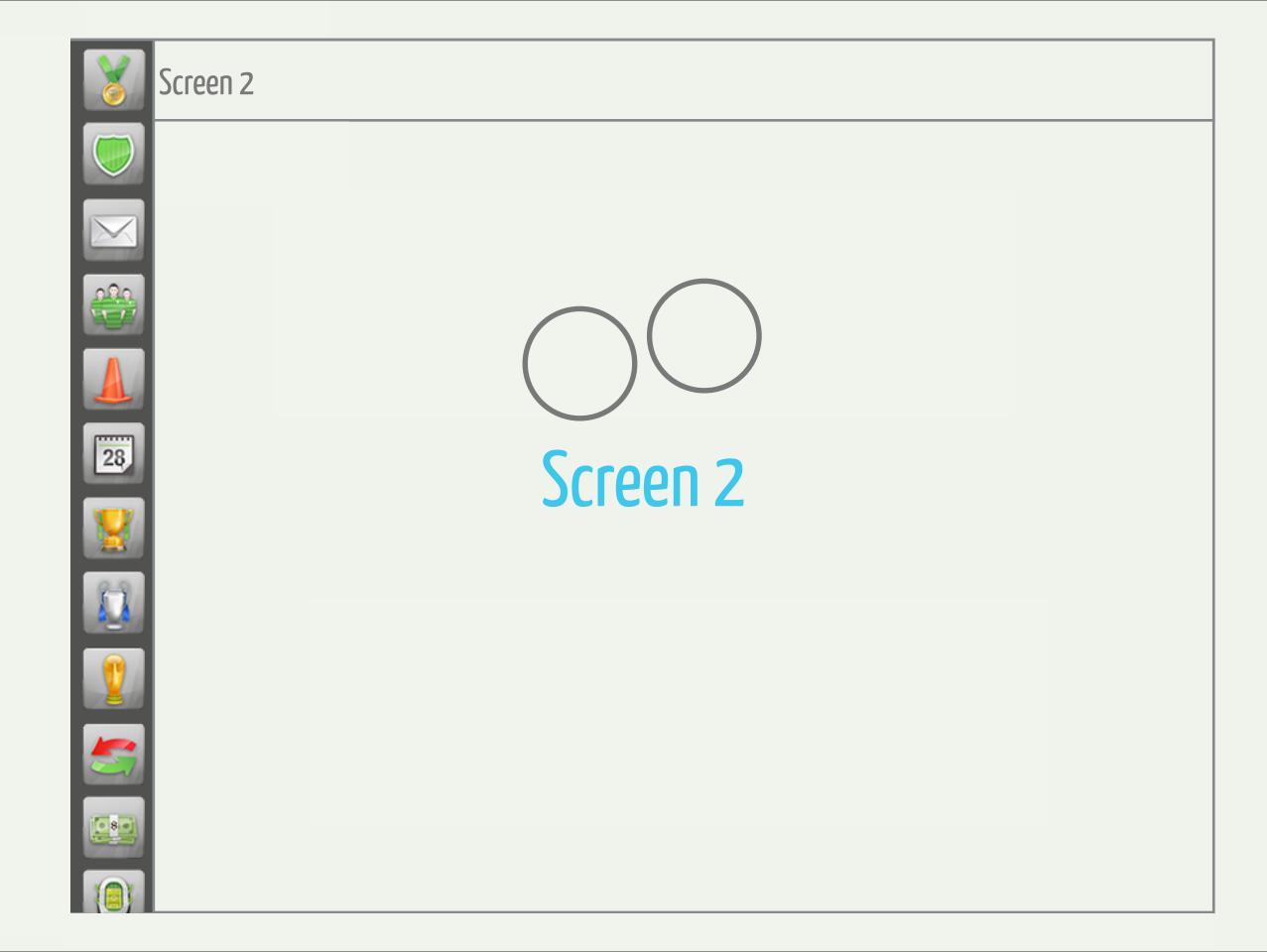






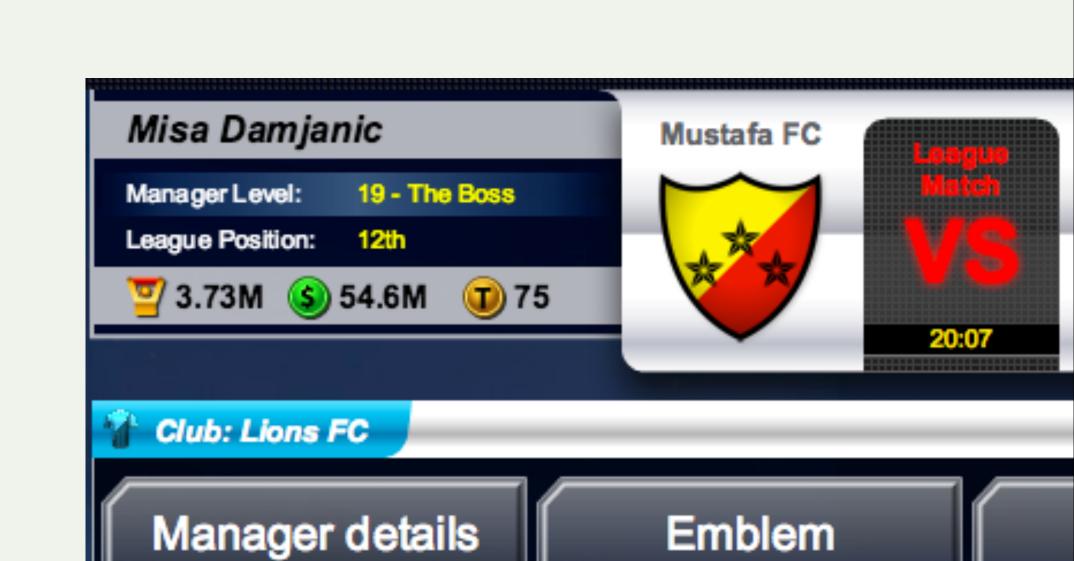






Status information







Kit

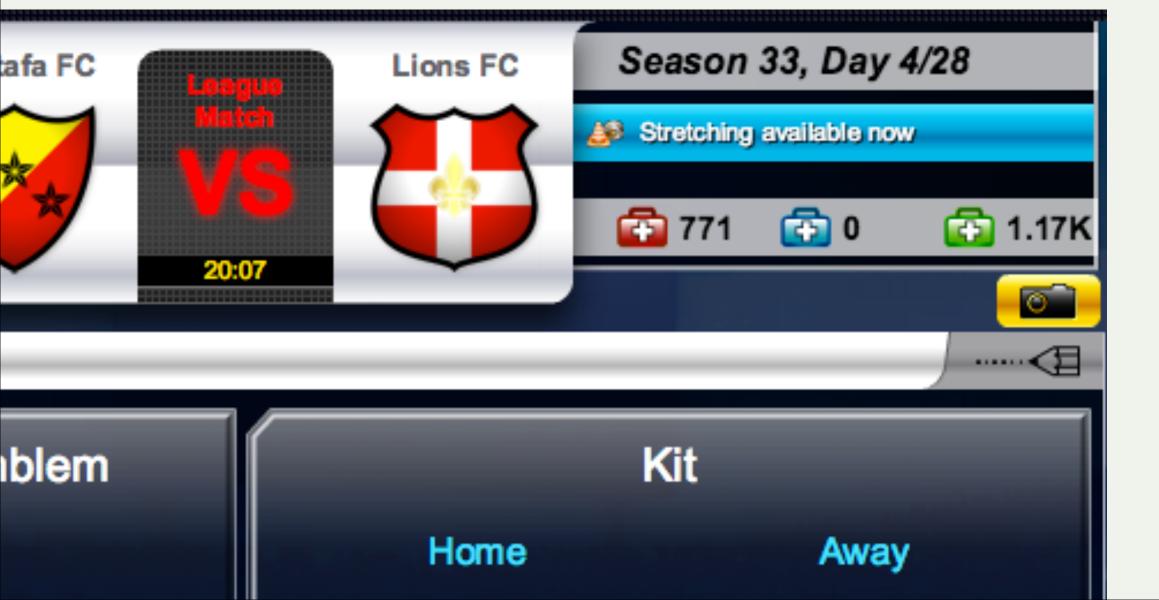
Away

Home

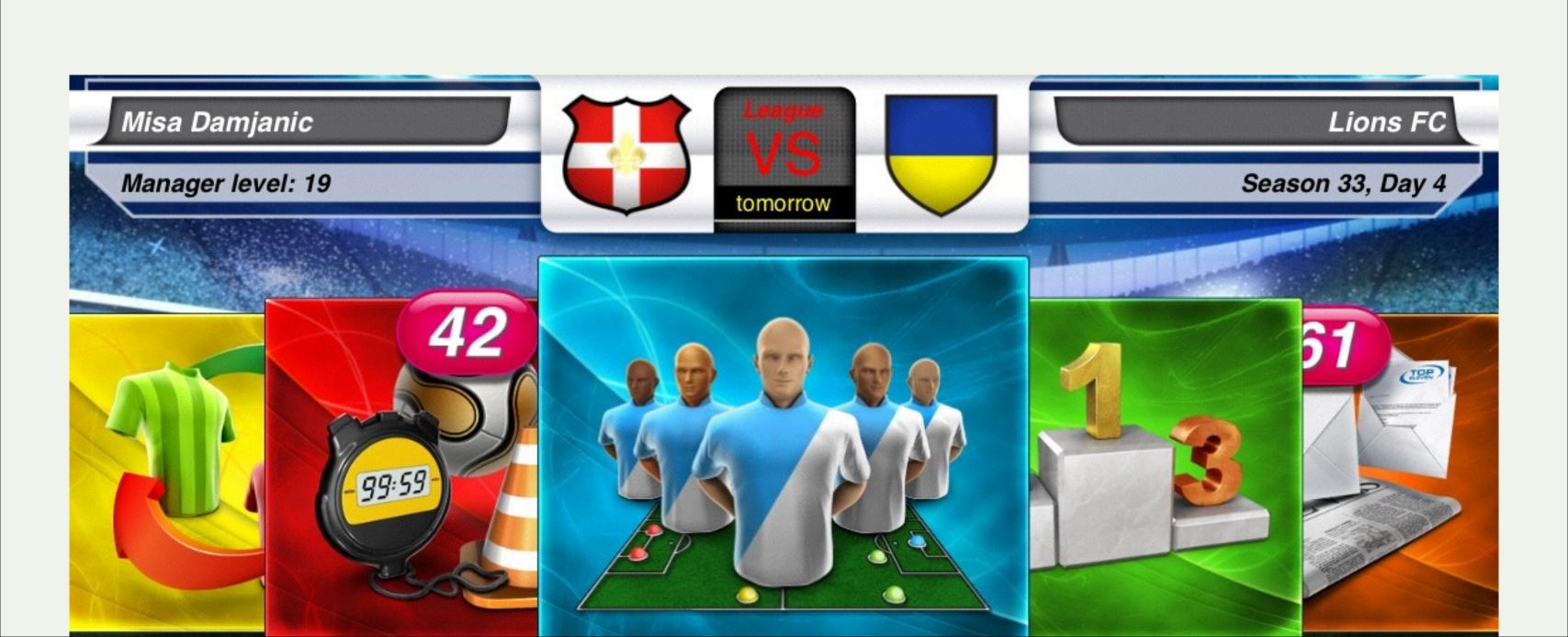
Emblem

Club: Lions FC

Manager details









WHAT DO OUR USERS ACTUALLY NEED?

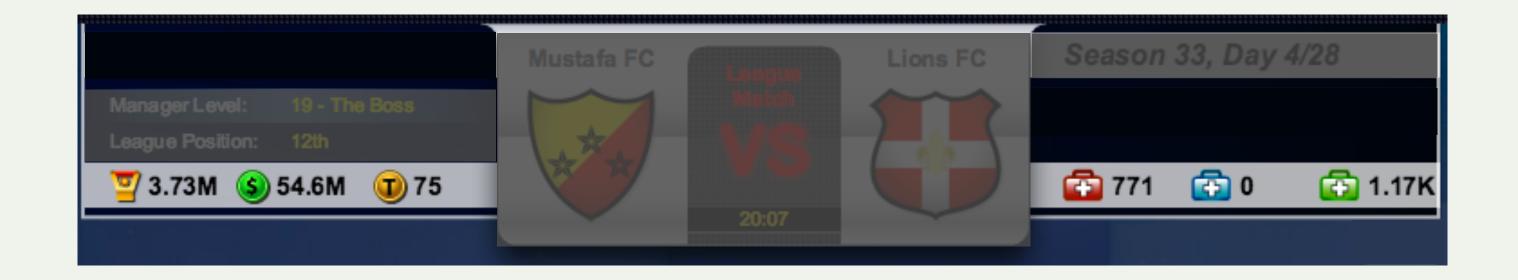














Usability Heuristics for User Interface Design

by Jakob Nielsen

LO Usability Heuristics for User Interface Design

by Jakob Nielsen

66

Visibility of system status

The system should always keep users informed about what is going on, through appropriate feedback within reasonable time.

Home screen	
	\otimes

100k+feel







SAVE

POS.	#	NAME	ROLES		STAT.	COND.	MRL.	SPEC.	QUALITY
GK	1	P. Kaya	GK			95	80	•	500000MM
DL	2	F. Faria de Silveira	DL D	ML		95	80	0	SMANN.
DC	3	M. De Schepper	DR I	DC	+	60	25		SANSAND .
DC	18	P. Malatesta	DC D	MC		87	54	•	9333r
DR	5	D. Nikic	DR I	DC		92	79		900
MC	6	B. Hulbert	MC			95	45		100000
MC	19	D. Wong Kim	MC			87	99	•	******
MC	8	R. Cox	MC			76	79	•	***
ST	9	J. Pires	ST			84	98		**
ST	17	J. Douglas	AMC			75	94	•	SANSANIA .
ST	11	D. Lunn	ST			83	73		55555B
MC	19	L. Edwards	MC						.000000.
	102		=	-	_	_	_		Taxasan .
MC	8	K. Bennett	MC D	MR				•	*STATE OF
ST	9	T. Mason	ST						***
ST	17	F. Falkenburg	AMC					•	**
ST	11	F. Miller	ST						555556 6
ST	9	T. Mason	ST						****















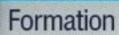














CONTRACTOR
SAVE
The Real Property lies

POS.	#	NAME	ROLE	S	STAT.	COND.	MRL.	SPEC.	QUALITY
GK	1	P. Kaya	GK			95	80	•	500000 000
DL	2	F. Faria de Silveira	DL	DML		95	80	•	\$55556
DC	3	M. De Schepper	DR	DC		60	25		500500M
DC	18	P. Malatesta	DC	DMC		87	54	•	5559r
DR	5	D. Nikic	DR	DC		92	79		1800
MC	6	B. Hulbert	MC			95	45		100000
MC	19	D. Wong Kim	MC			87	99	•	*****
MC	8	R. Cox	MC			76	79	•	***
ST	9	J. Pires	ST			84	98		**
ST	17	J. Douglas	AMC			75	94	•	******
ST	11	D. Lunn	ST			83	73		SHADE:
MC	19	L. Edwards	MC					•	sistassid:
MC		K. Bennett	MC	DMR					*######
ST		T. Mason	ST						*six
ST	17	F. Falkenburg	AMC					•	**
ST	11	F. Miller	ST						sassasia.
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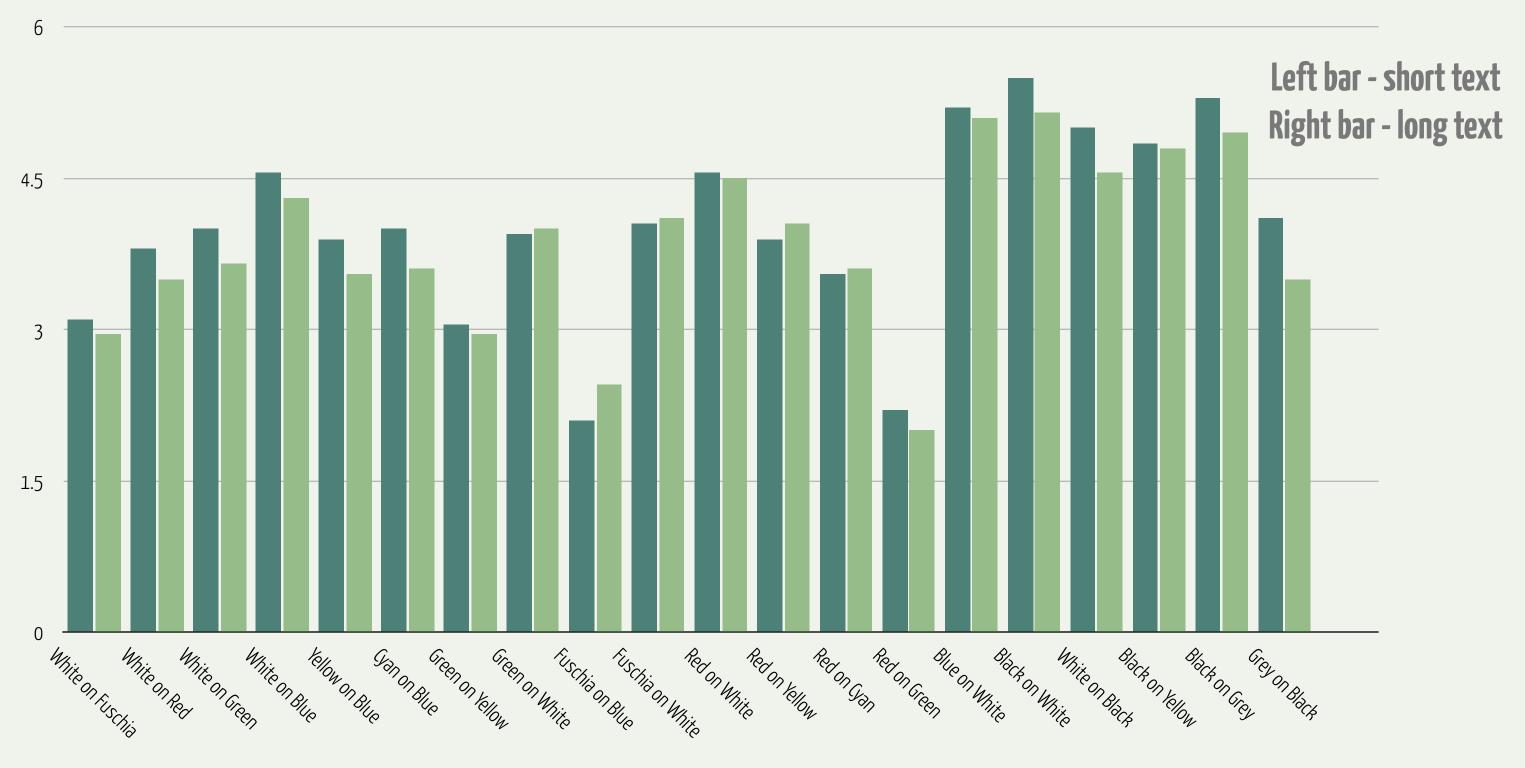




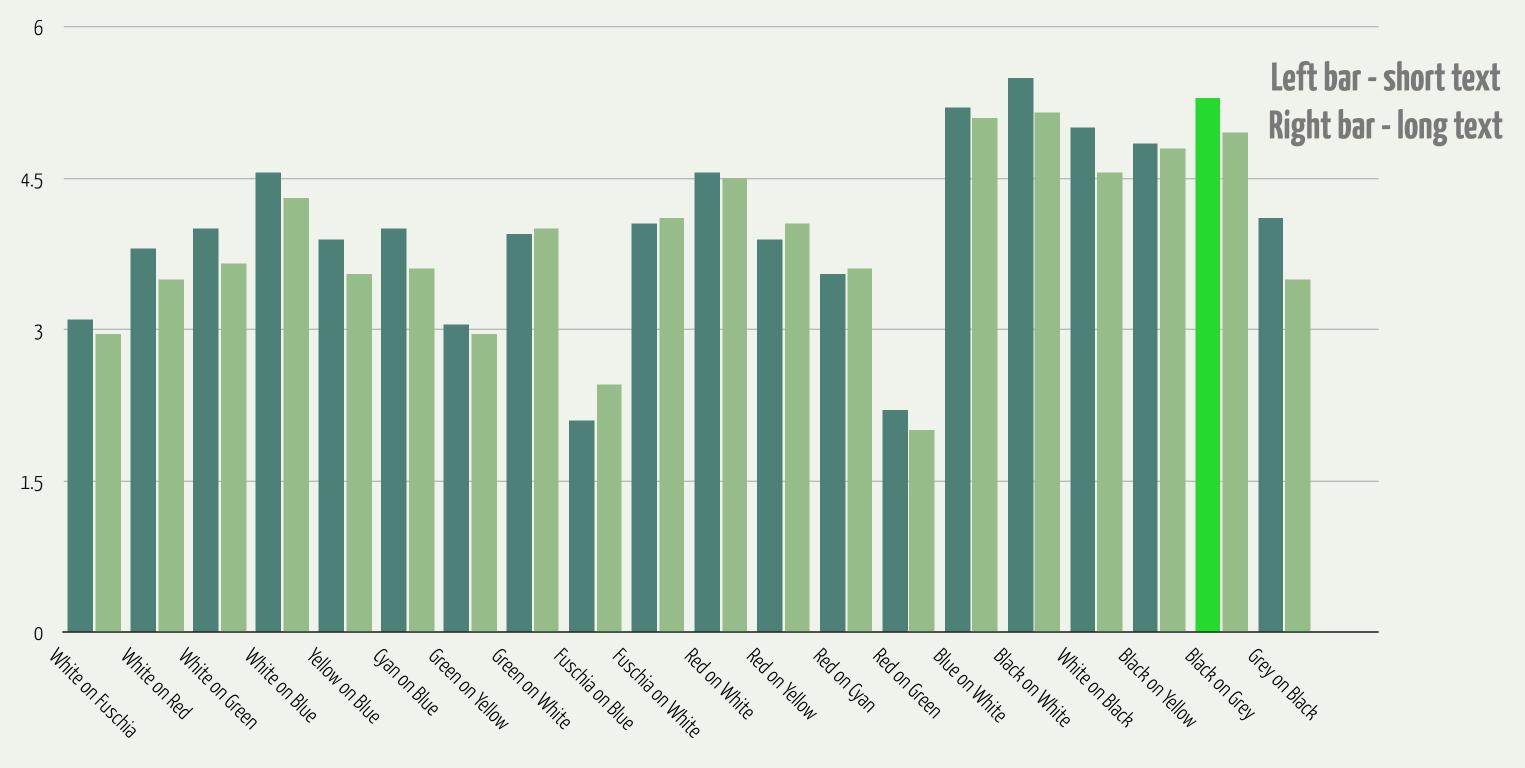


One consistent finding is that people in general tend to find short wavelength colors (blues and greens) as more pleasant than long wavelength colors (reds and yellows).

R. Hall and P. Hanna



Readability of different color combinations



Readability of different color combinations



Clutter

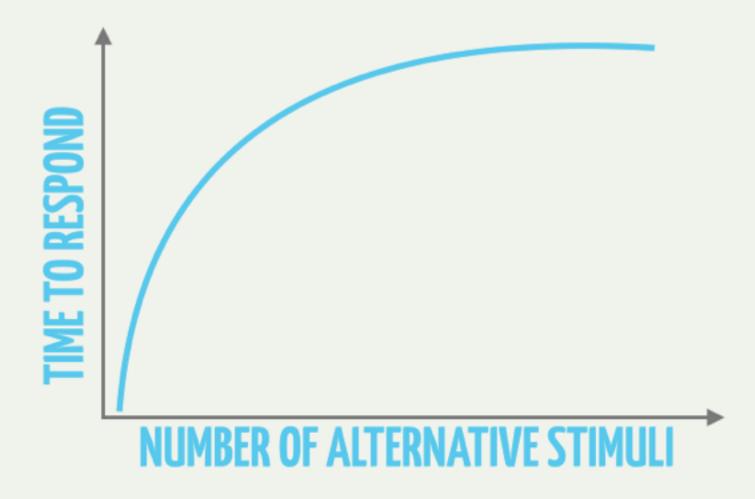
HICK'S LAW

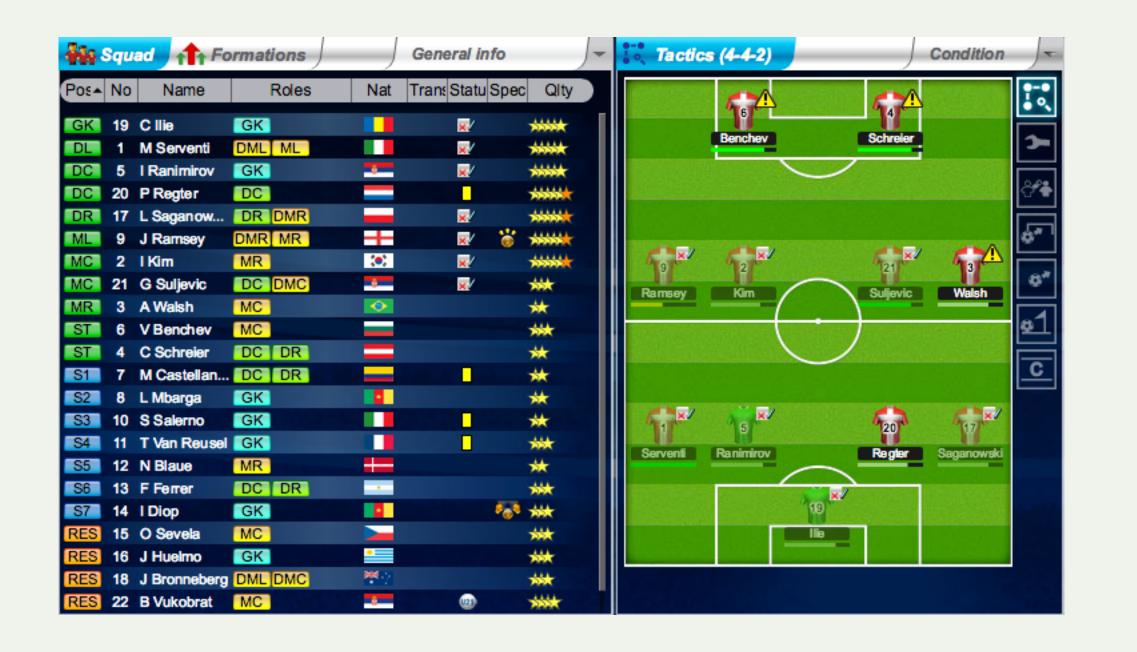
HICK'S LAW

The time it takes for a person to make a decision increases logarithmically as a result of the increase of possible choices he or she has

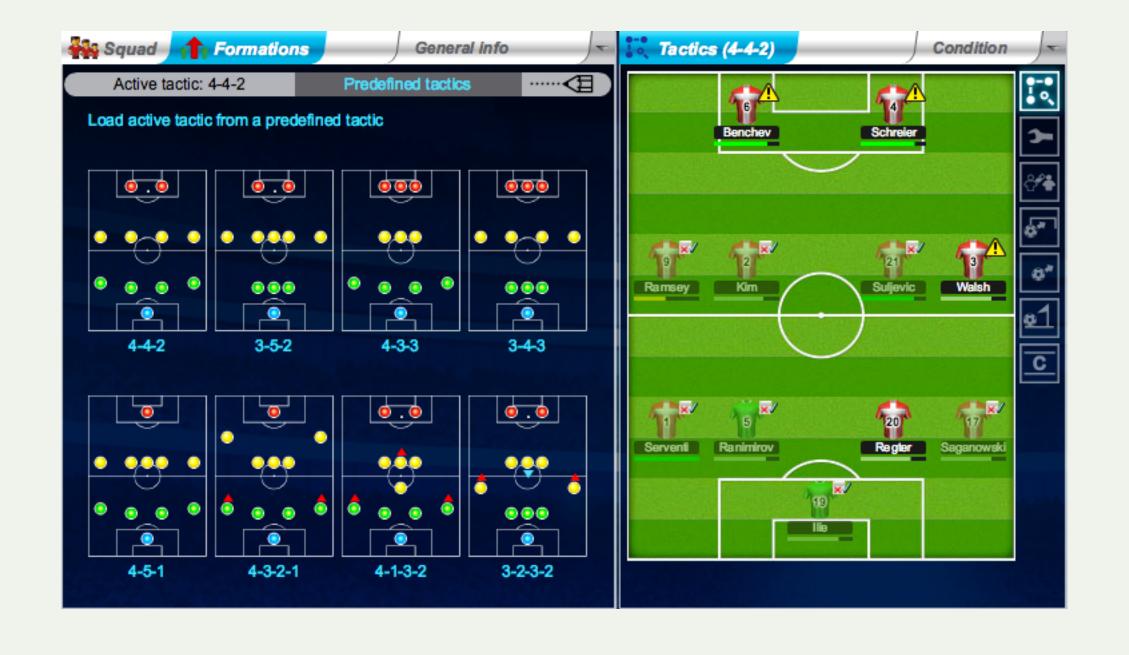
HICK'S LAW

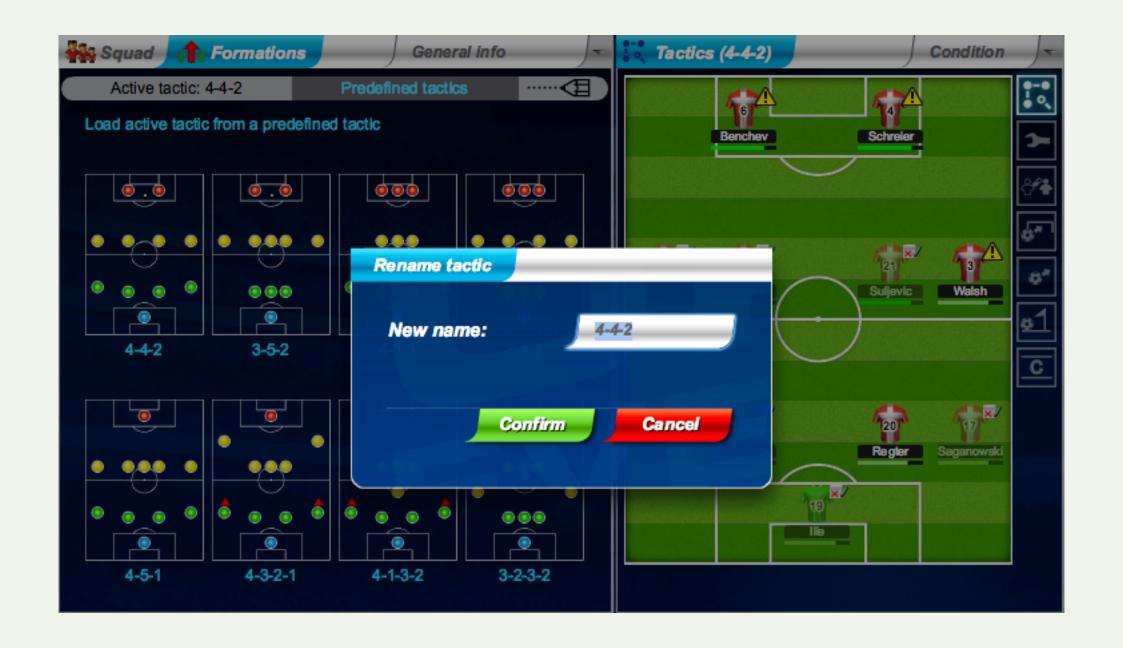
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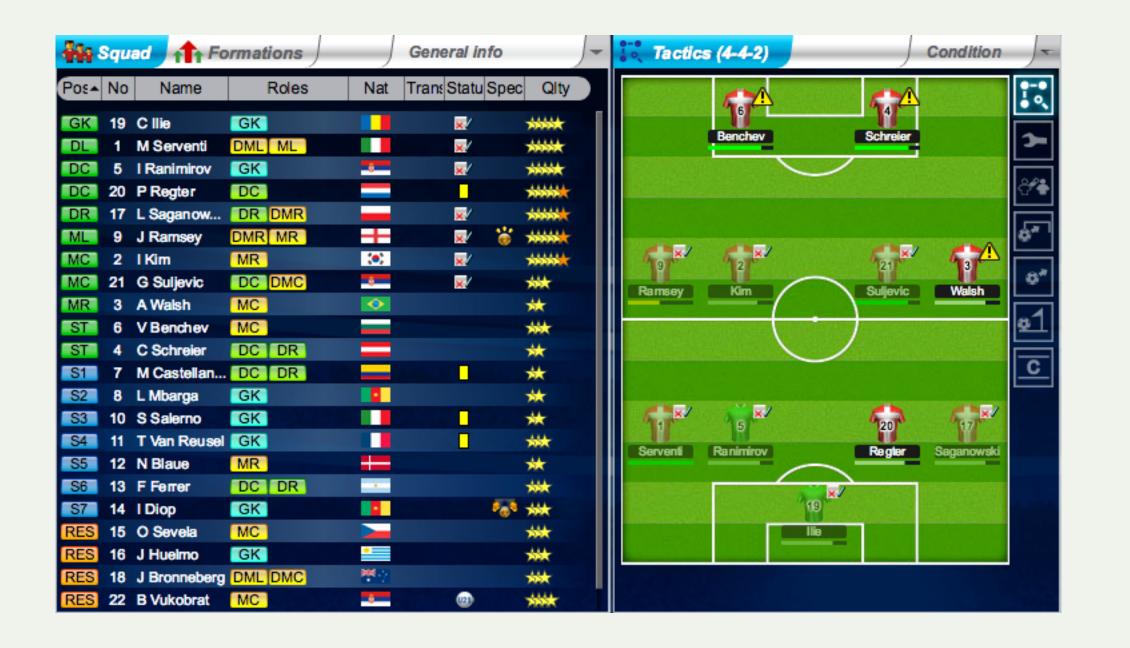


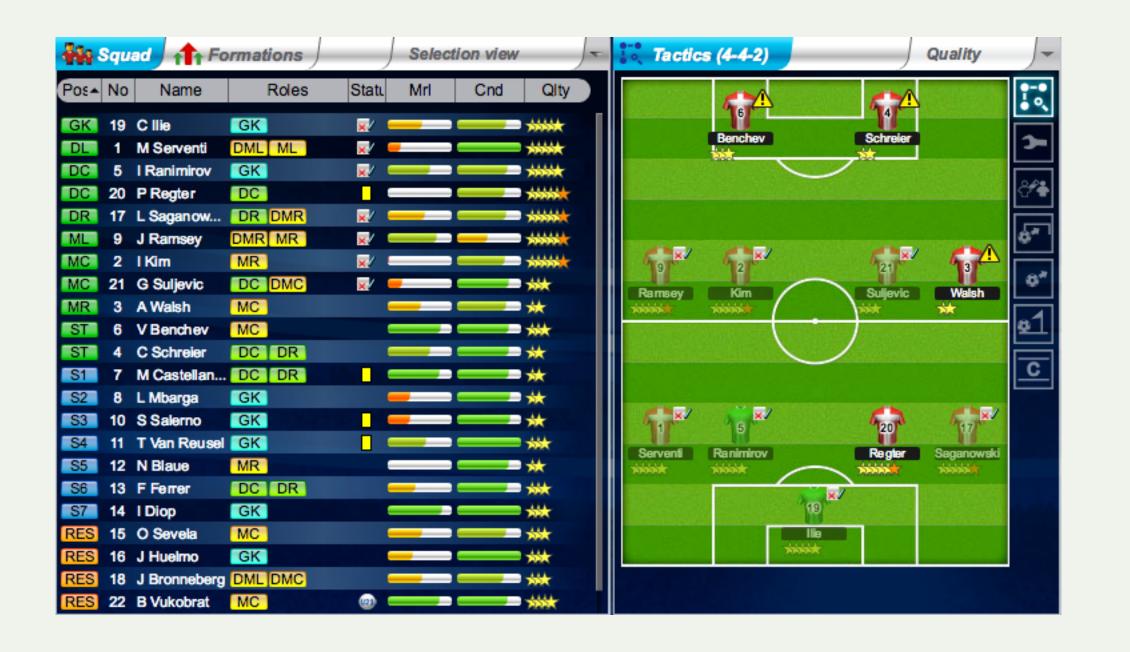


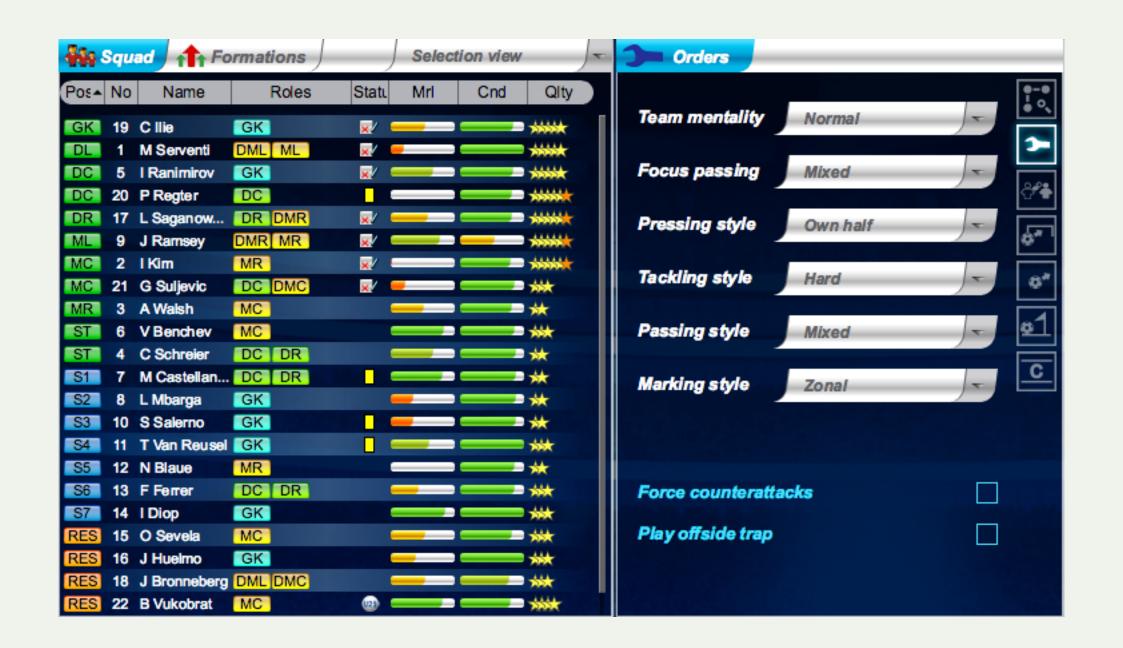










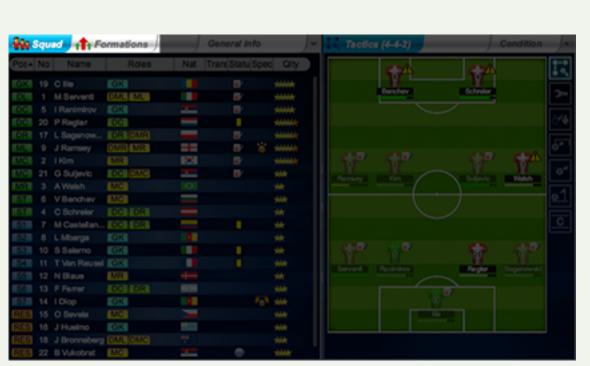




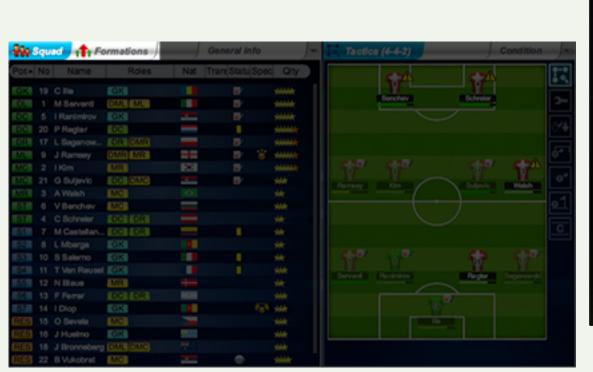




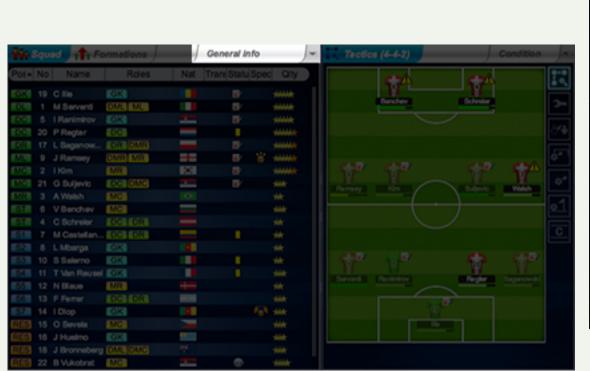




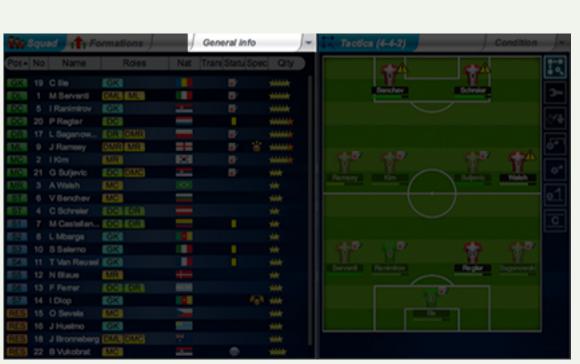




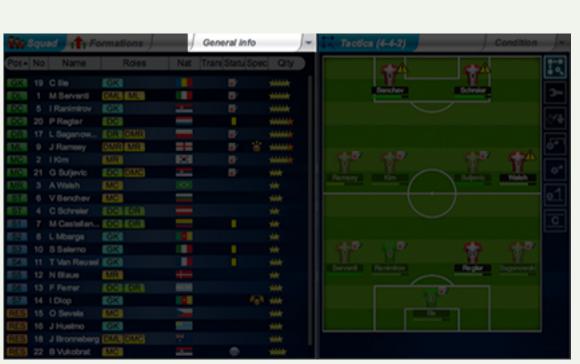




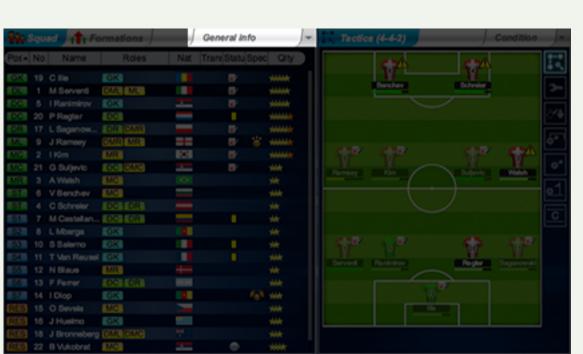




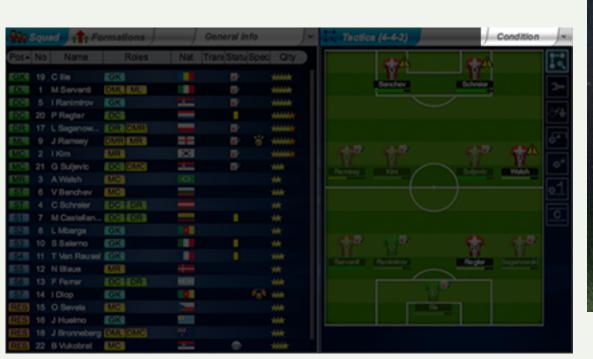




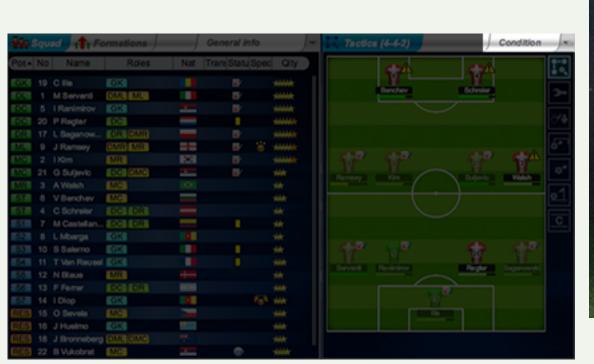




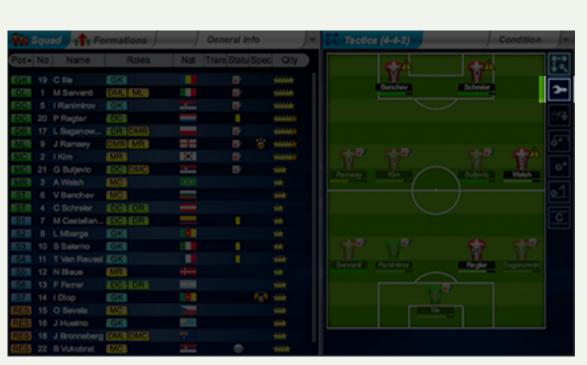




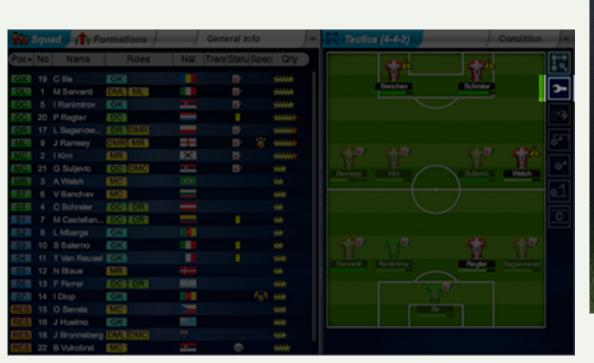




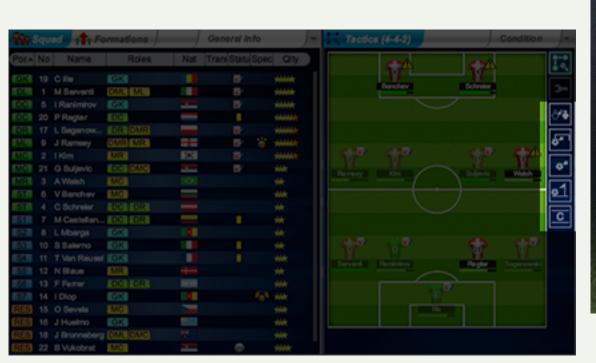




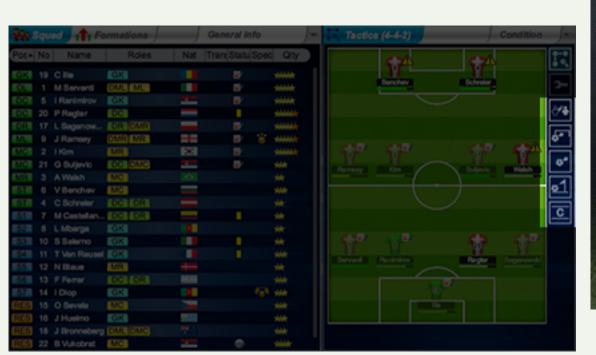




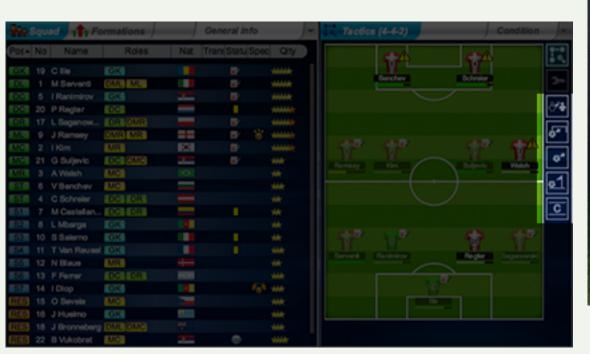












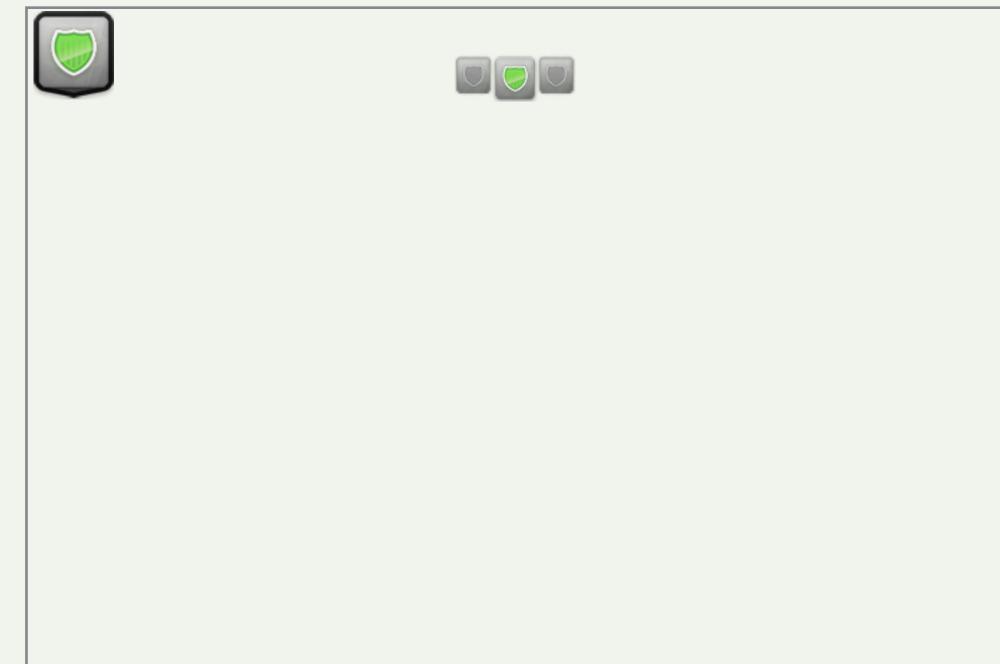


FOCUS ON THE IMPORTANT

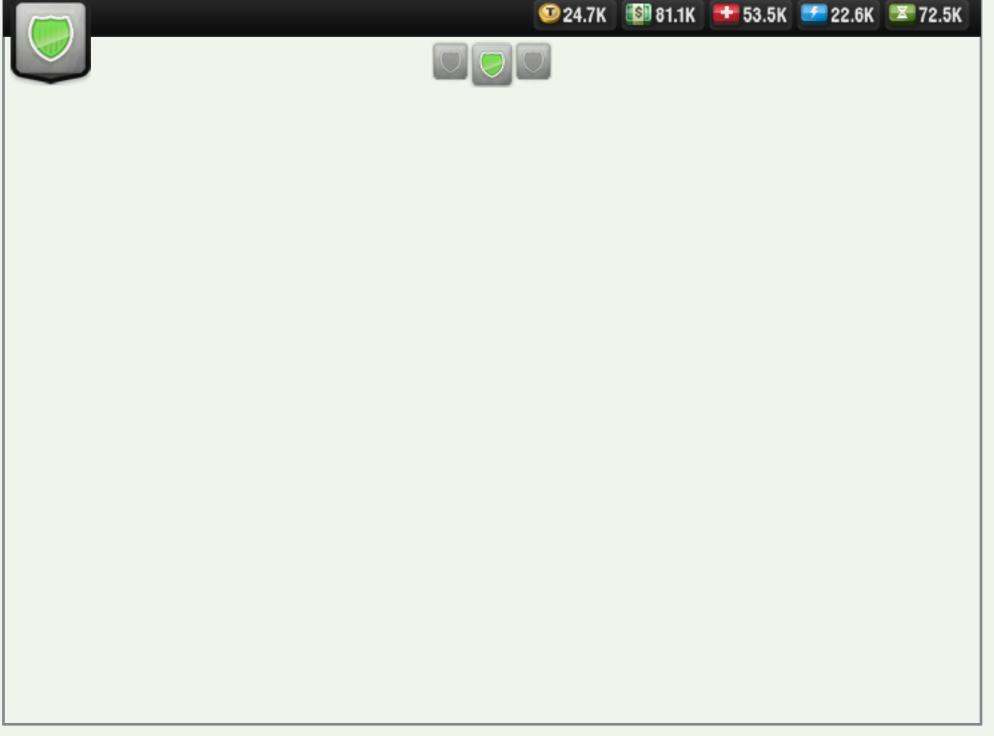
conclusion.

















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