

Kam dál?

<http://www.androiduipatterns.com>
<http://androiduiux.com/>
<http://android-developers.blogspot.cz/>
<http://www.youtube.com/playlist?list=PLWz5rj2EKkC8ZB9SzGMb8tmuZerIe-wcf>
Ulehčete si práci generátory
<http://android-ui-utils.googlecode.com/hg/asset-studio/dist/index.html>



Užitečné odkazy

<http://developer.android.com/design/index.html>
<http://androiduiux.com/>
<http://android-developers.blogspot.cz/>
<http://www.youtube.com/playlist?list=PLWz5rj2EKkC8ZB9SzGMb8tmuZerIe-wcf>

2.3 -> 4.0+

Design obrazovky

- až je hotov veškerý výzkum
- začínáme prototypovat

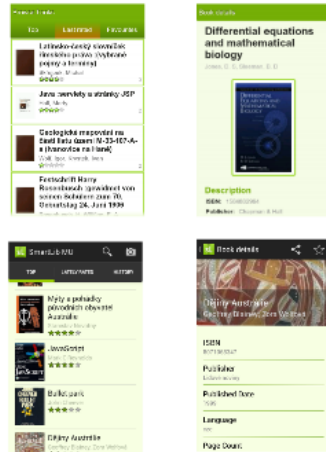


[youtube.com/watch?v=2NL_83EG0ao](http://www.youtube.com/watch?v=2NL_83EG0ao)

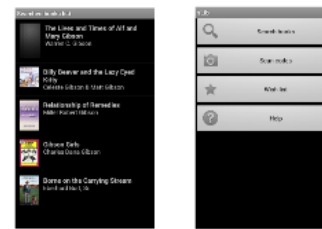
Pojďme na to

<http://developer.android.com/design/index.html>

Up vs. Back



Android < 3.0



Android 2.3



Android User Experience

- dříve ne pevně daný styl - roztržtenost
- spousta aplikací černý defaultní vzhled
- aplikace s dobrou funkcionalitou, ale vizuálně nepřitažlivé
- odpuzení zákazníků
- dnes jasné definovaný styl (<http://developer.android.com/design/index.html>)
- důraz na kopírování prvků defaultních aplikací
- pozor, ne defaultní aplikace z nadváhou (Sense, TouchWiz...)
- ne všechny nativní aplikace podle standardů (Play) - přebírají prvky z rozvahou

UIX, UI, Usability: Designujeme na mobilní zařízení

Jonáš Ševčík

Osnova

- Obecně o vývoji
 - co dělat, co nedělat
- Android
 - vývoj
 - návrh
 - responsive design
 - tipy
- iOS
 - návrh
 - design

designing the **user** experience



Co je dobré si uvědomit než začneme

- jak může uživatel aplikaci používat?
- může ovládat za chůze?
- jak drží přístroj?
- vidí na ovládací prvky?

Kam rozmístit prvky UI?



Jakou volit velikost prvků UI?



Kam rozmístit prvky UI?

Jakou



Using the **finger**
natural, but doi
visibility of en

UI?

Jakou volit velikost prvků UI?



Using the **finger pad** comes natural, but doing so covers visibility of entire target.



Using the **finger tip** shows users their target, but users have to reorient their finger.



Index finger and **thumb** overlap on to neighboring targets when they are grouped. User can accidentally trigger unintended actions.



57 Pixel Touch Target

Index finger fits snugly inside. Target edges give visual feedback. Finger pad is used instead of fingertip.



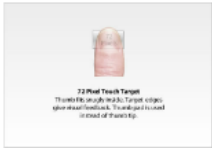
72 Pixel Touch Target

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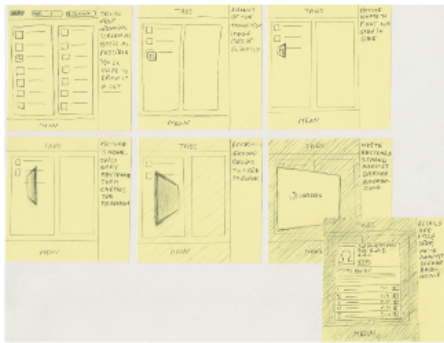
not all hand-drawn screens
visibility of outer target

Index finger and thumb interaction
to highlight regions of an object and
to avoid their use in critical or major
unintended actions.



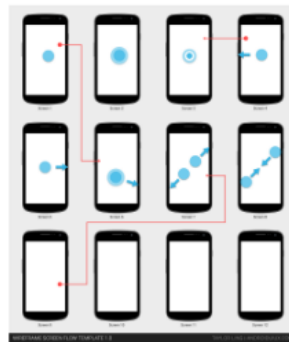
Jak navrhovat?

Náčrt



<http://uxdesign-smashingmagazine.com/2012/09/18/free-download-ux-sketching-wireframing-templates-mobile/>

Wireframe - Tok obrazovek

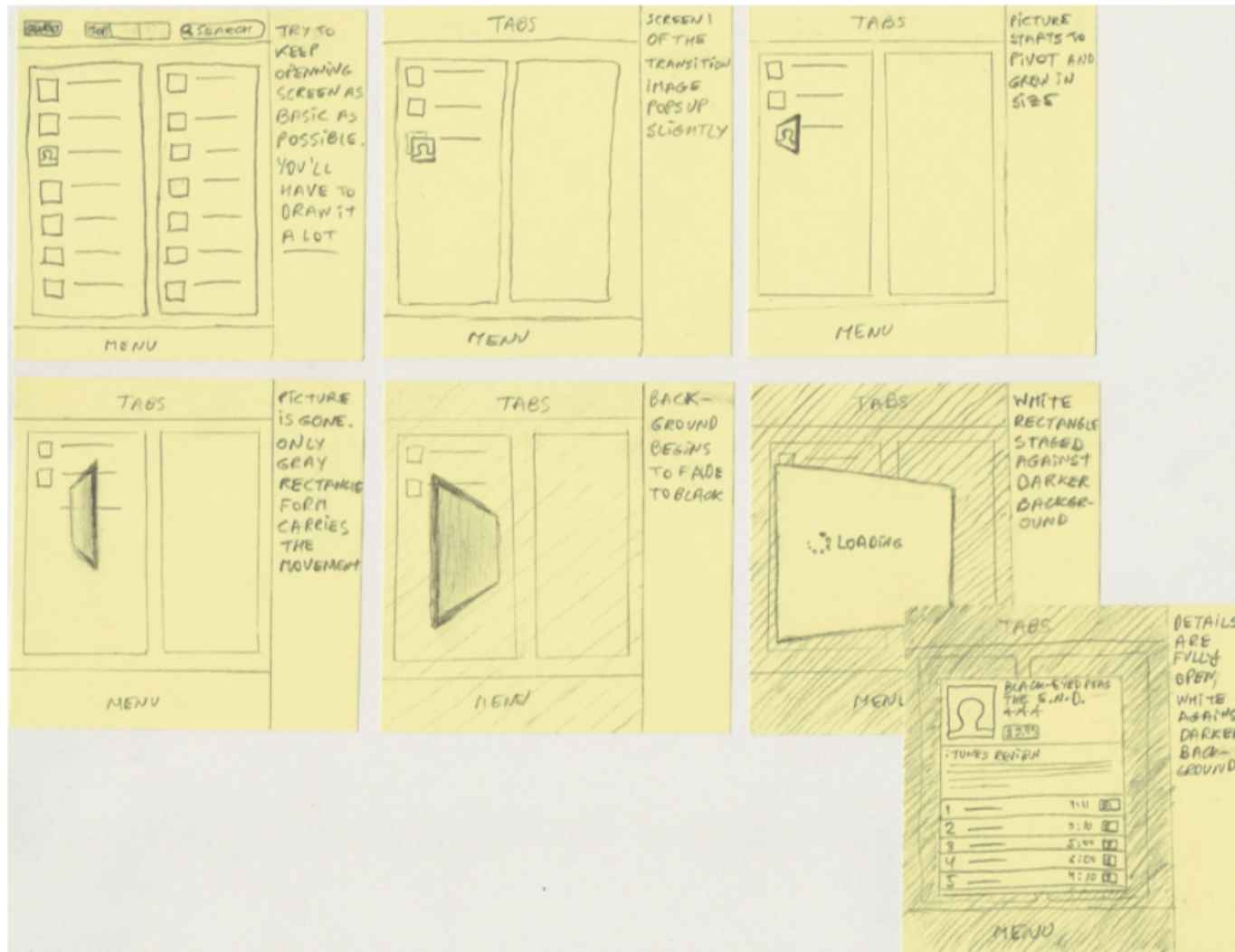


<http://androiduiux.com/2013/01/01/wireframe-screen-flow-template-free-download/>

Prototypování

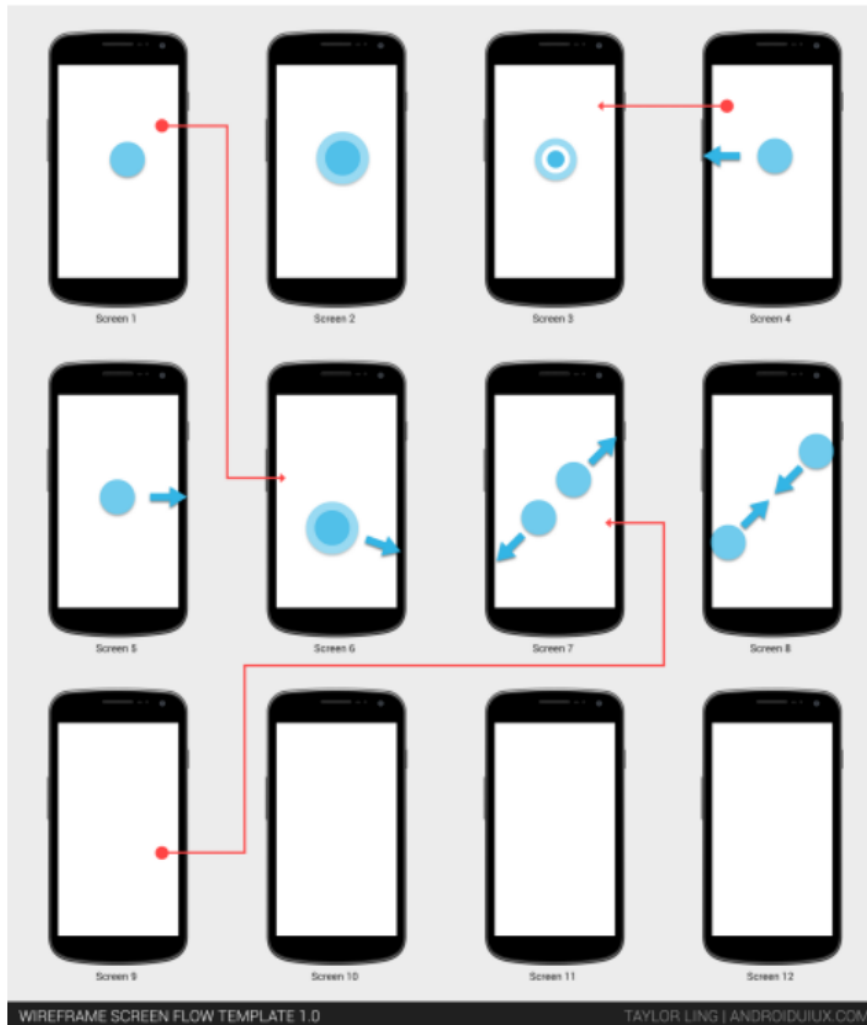


Náčrt



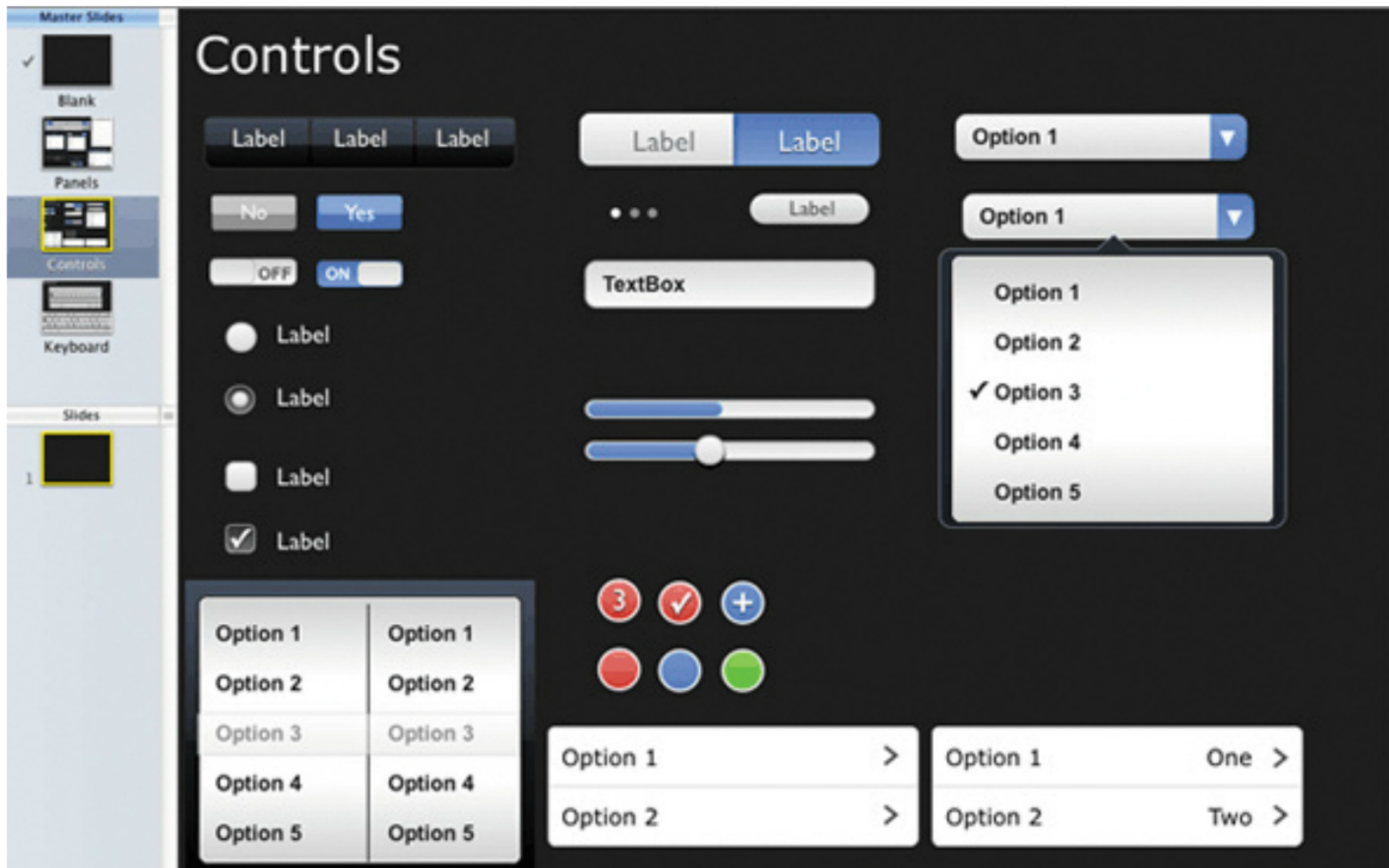
<http://uxdesign.smashingmagazine.com/2012/09/18/free-download-ux-sketching-wireframing-templates-mobile/>

Wireframe - Tok obrazovek



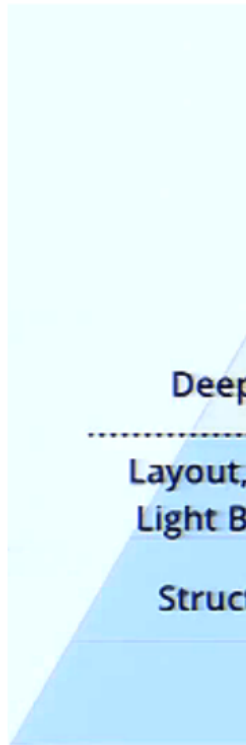
<http://androiduiux.com/2013/01/01/wireframe-screen-flow-template-free-download/>

Prototypování



Kde brát inspiraci?

- předem udělat řádný výzkum v "poli"
- nasbírat dostatek informací, než začnu vyvíjet
- zjištění potřeb uživatelů
- sledovat jak se chovají, co používají, co by se jim mohlo hodit
- vycházet z principů reálného světa
- už se osvědčily
- nebát se testovat na lidech <http://developer.android.com/design/index.html>
- získávat feedback na prototypy
- zjišťovat



Custom Transitions

Deep Branding, Custom Theming

Layout, Visual hierarchy, Iconography

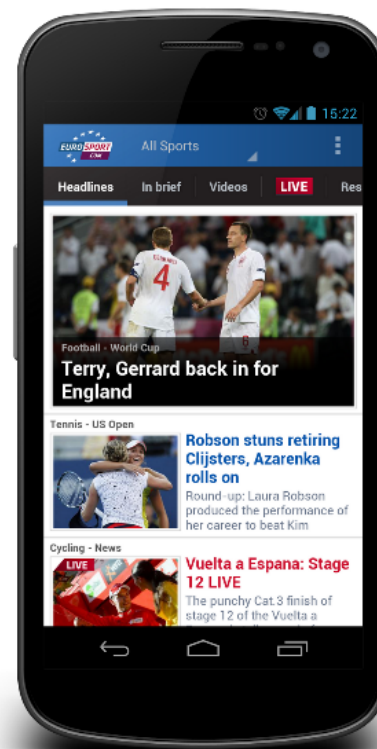
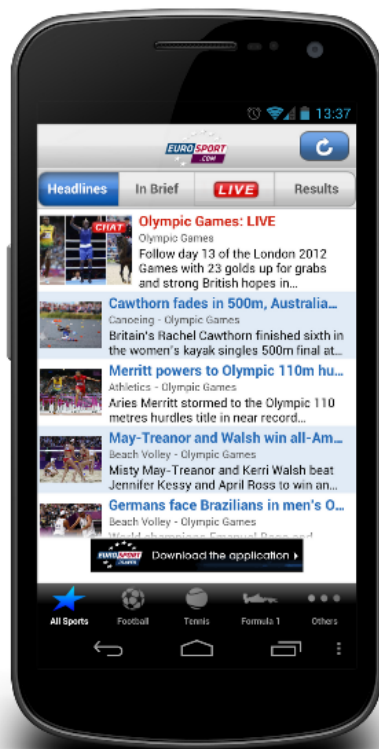
Light Branding, Device independence

Structure, Consistency, Navigation

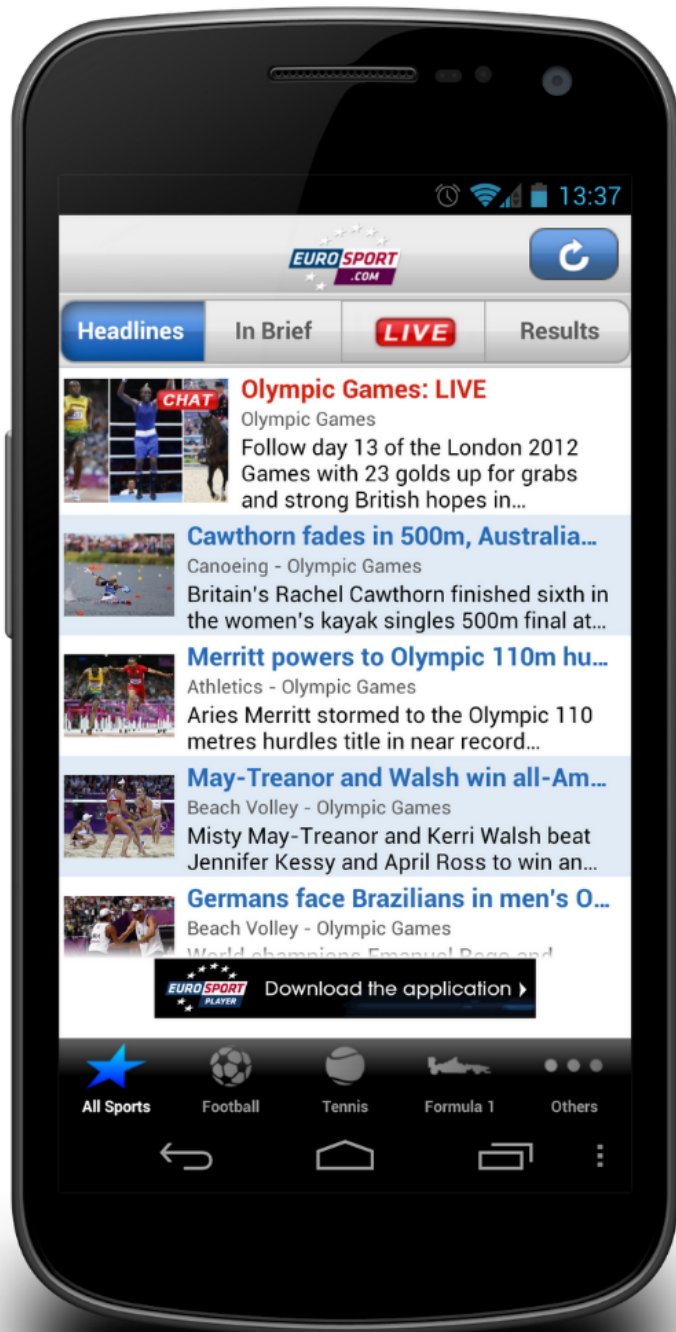
Utility, Purpose

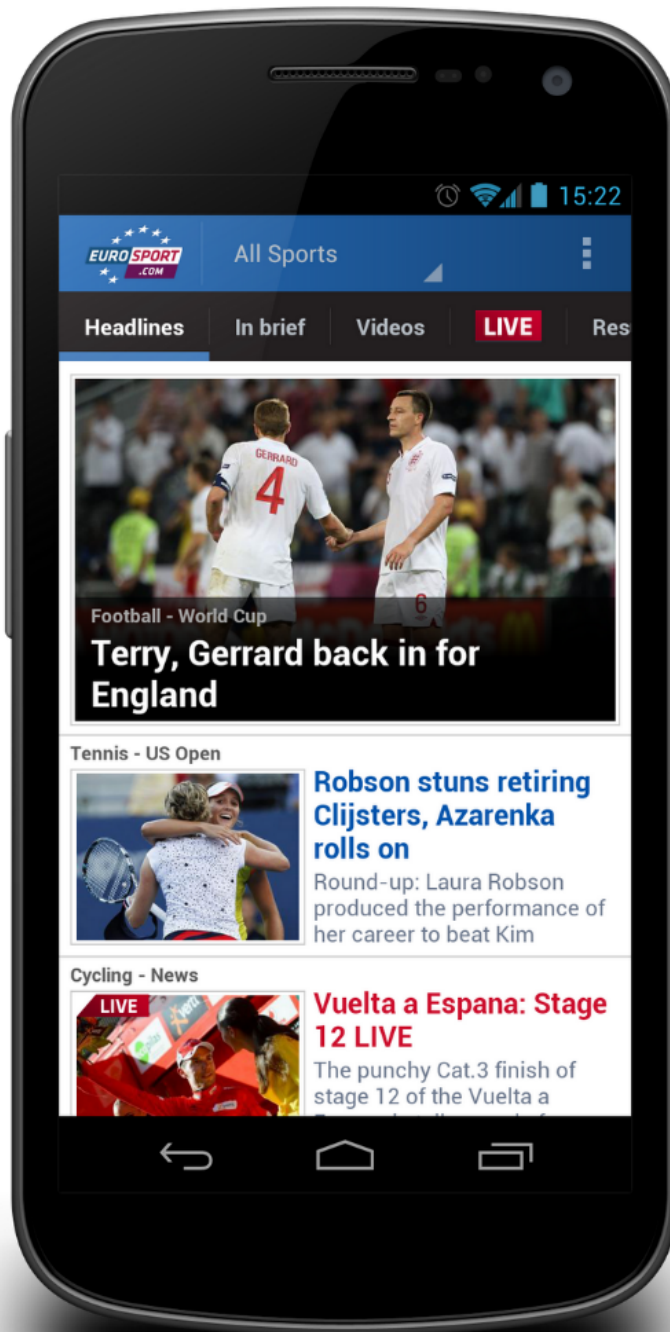
Design Guidelines

- každá platforma má vlastní
- dobré dodržovat
- uživatel ví, co čekat, hned se zorientuje
- navzájem nekombinovat prvky různých platforem!
- nechceme uživatele zmást



1100100110 02100100 010010 0110010





15:22



All Sports

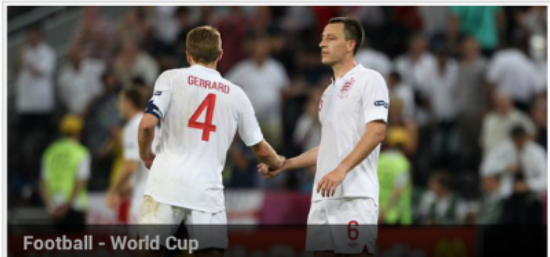
Headlines

In brief

Videos

LIVE

Res



Football - World Cup

Terry, Gerrard back in for England

Tennis - US Open



Robson stuns retiring Clijsters, Azarenka rolls on

Round-up: Laura Robson produced the performance of her career to beat Kim

Cycling - News

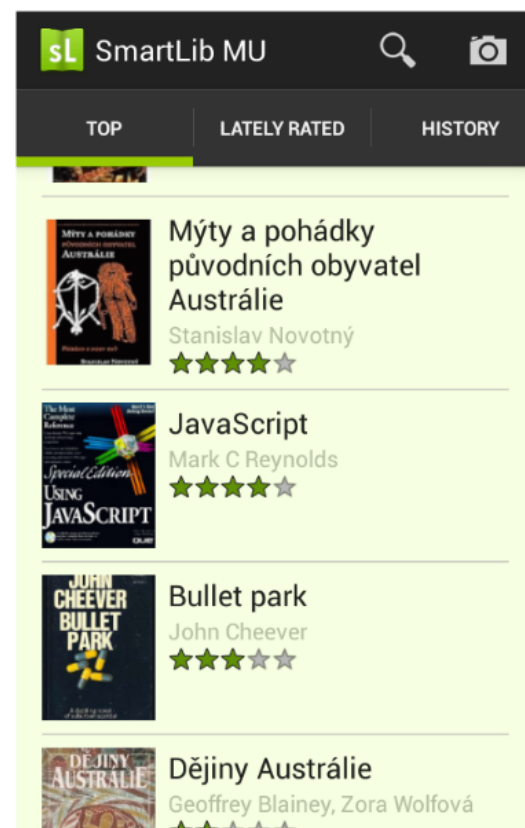


Vuelta a Espana: Stage 12 LIVE

The punchy Cat.3 finish of stage 12 of the Vuelta a



Rozdíly platforem



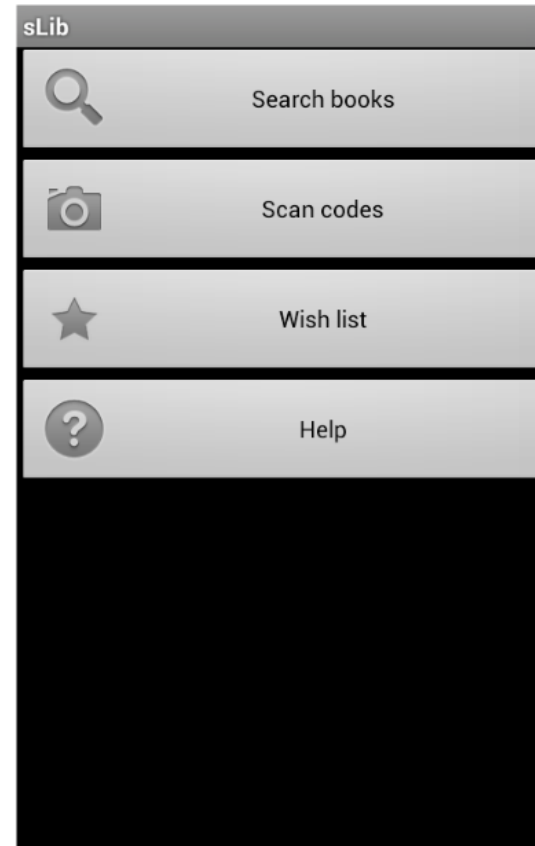
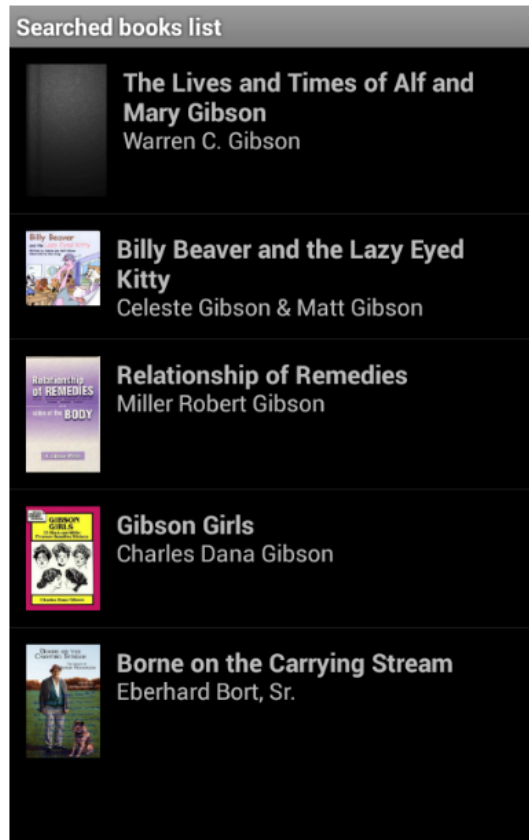
Užitečné odkazy

- <http://developer.android.com/design/index.html>
- <http://go.microsoft.com/?linkid=9713252>
- <https://developer.apple.com/library/ios/#documentation/UserExperience/Conceptual/MobileHIG/DesigningNativeApp/DesigningNativeApp.html>

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 - přebírat prvky s rozvahou

Android < 3.0



Android 2.3

sLib



Search books



Scan codes



Wish list



Help

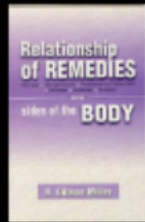
Searched books list



The Lives and Times of Alf and Mary Gibson
Warren C. Gibson



Billy Beaver and the Lazy Eyed Kitty
Celeste Gibson & Matt Gibson



Relationship of Remedies
Miller Robert Gibson



Gibson Girls
Charles Dana Gibson

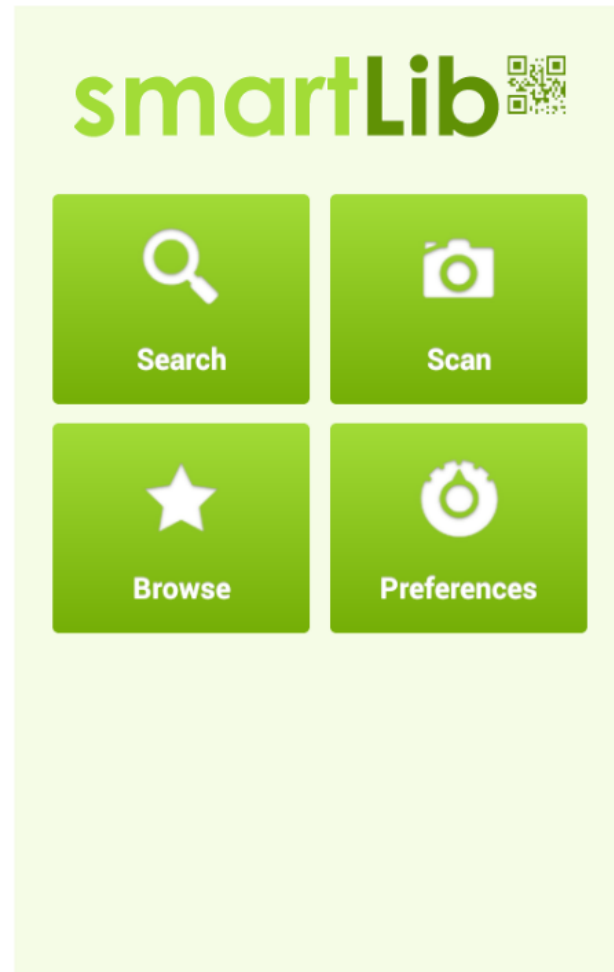
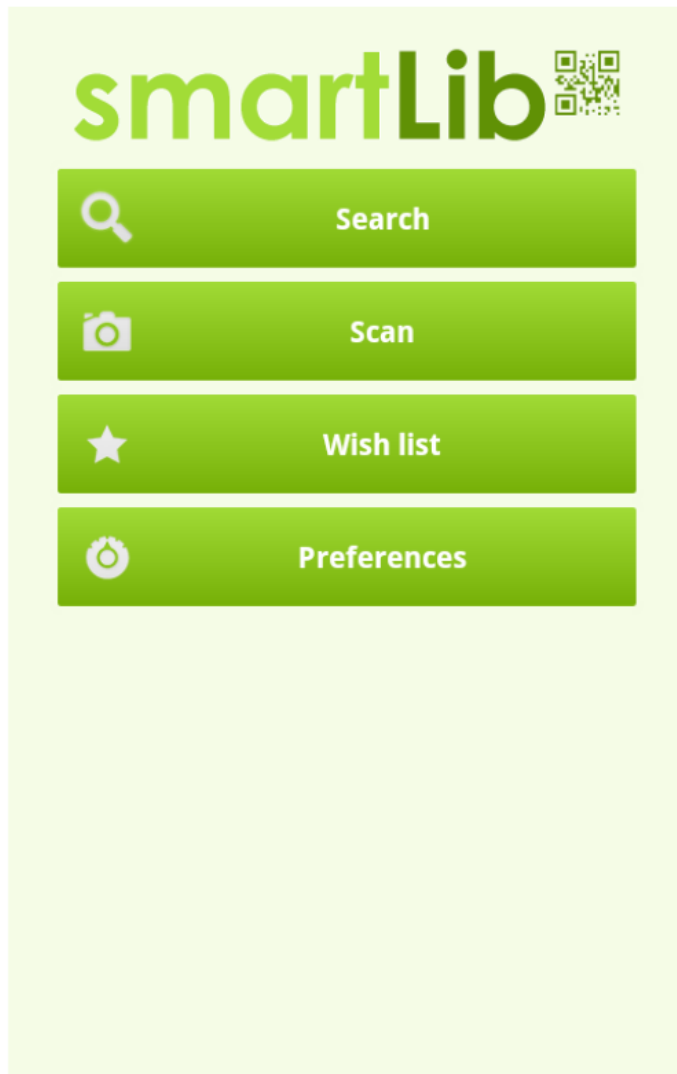


Borne on the Carrying Stream
Eberhard Bort, Sr.

sLib



Android 2.3



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Wish list



Preferences



smartLib



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




Preferences

2.3 -> 4.0+

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Latinsko-český slovníček římského práva : (vybrané pojmy a termíny)
 Skřejpek, Michal
 ★★★★★ 3
- 
Java :servlety a stránky JSP
 Hall, Marty
 ★★★★★ 2
- 
Geologické mapování na části listu území M-33-107-A-a (Ivanovice na Hané)
 Wolf, Igor, Krystek, Ivan
 ★★★★★ 2
- 
Festschrift Harry Rosenbusch :gewidmet von seinen Schülern zum 70. Geburtstag 24. Juni 1906
 Rosenbusch, H. Wölfling, F. A.






Book details

Differential equations and mathematical biology
 Jones, D. S, Sleeman, B. D







Description
 ISBN: 1584882964
 Publisher: Chapman & Hall

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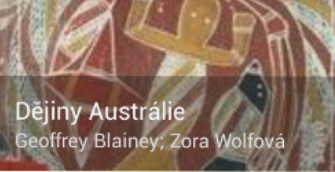
-  **The Lives and Times of Mary Gibson**
Warren C. Gibson
-  **Billy Beaver and the Lazy Kitty**
Celeste Gibson & Matt Gibson
-  **Relationship of Remedies**
Miller Robert Gibson
-  **Gibson Girls**
Charles Dana Gibson
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Eberhard Bort, Sr.

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Mýty a pohádky původních obyvatel Austrálie
 Stanislav Novotný
 ★★★★★
- 
JavaScript
 Mark C Reynolds
 ★★★★★
- 
Bullet park
 John Cheever
 ★★★★★
- 
Dějiny Austrálie
 Geoffrey Blainey, Zora Wolfová
 ★★★★★

sl Book details



Dějiny Austrálie
 Geoffrey Blainey; Zora Wolfová

ISBN
8071063347




Publisher
Lidové noviny

Published Date
1999

Language
cze

Page Count

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Java :servlety a stránky JSP

Hall, Marty



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Rosenbusch, H. Wülfig, F. A.

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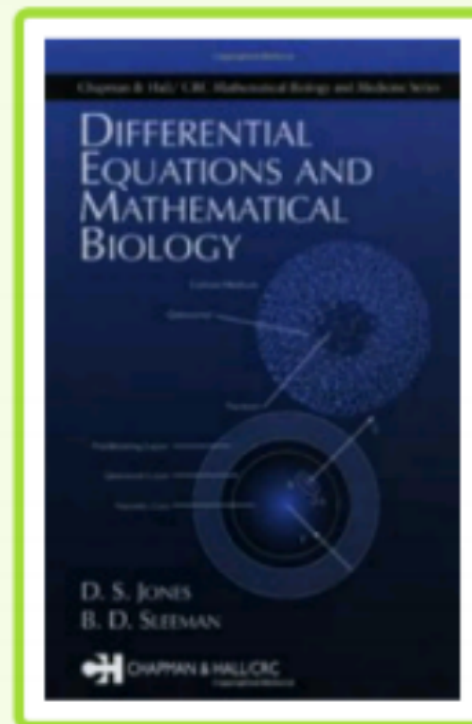
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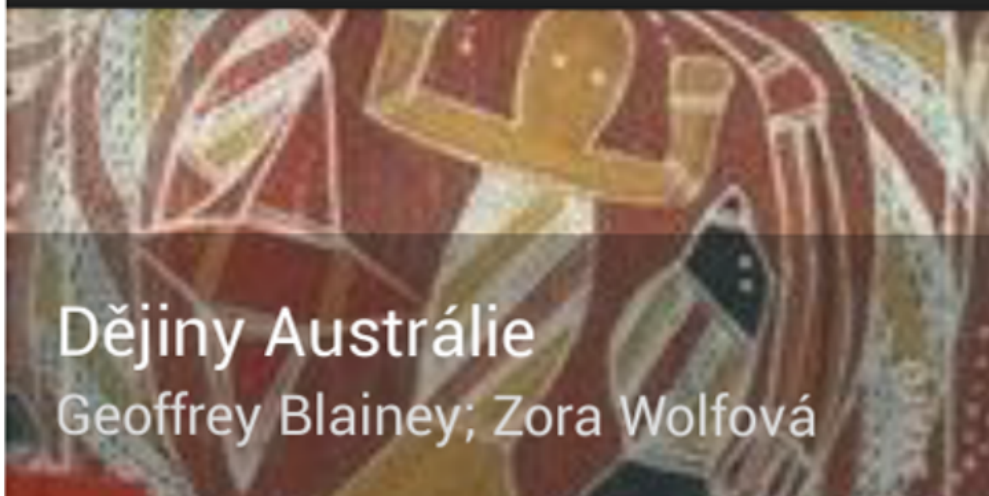
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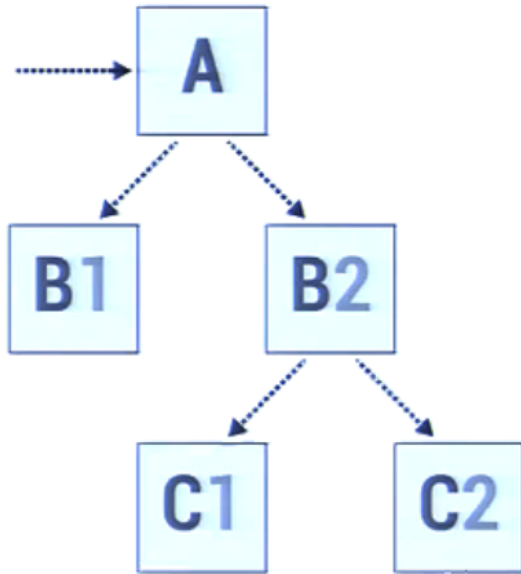
vá

Pojďme na to

<http://developer.android.com/design/index.html>

Up vs. Back

[youtube.com/watch?v=XwGHJJYBs0Q&playnext=1&list=PL54FA004D676C3EE9&feature=results_main](https://www.youtube.com/watch?v=XwGHJJYBs0Q&playnext=1&list=PL54FA004D676C3EE9&feature=results_main)

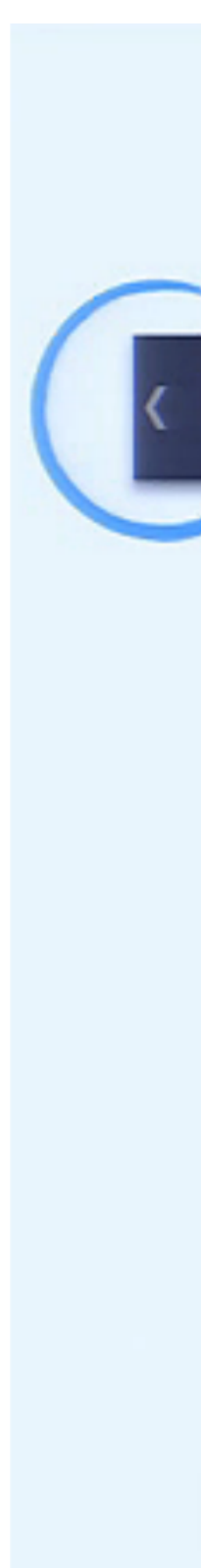


- nové ovládací prvky <http://www.androiduipatterns.com/2012/11/modern-android-ui-patterns.html>

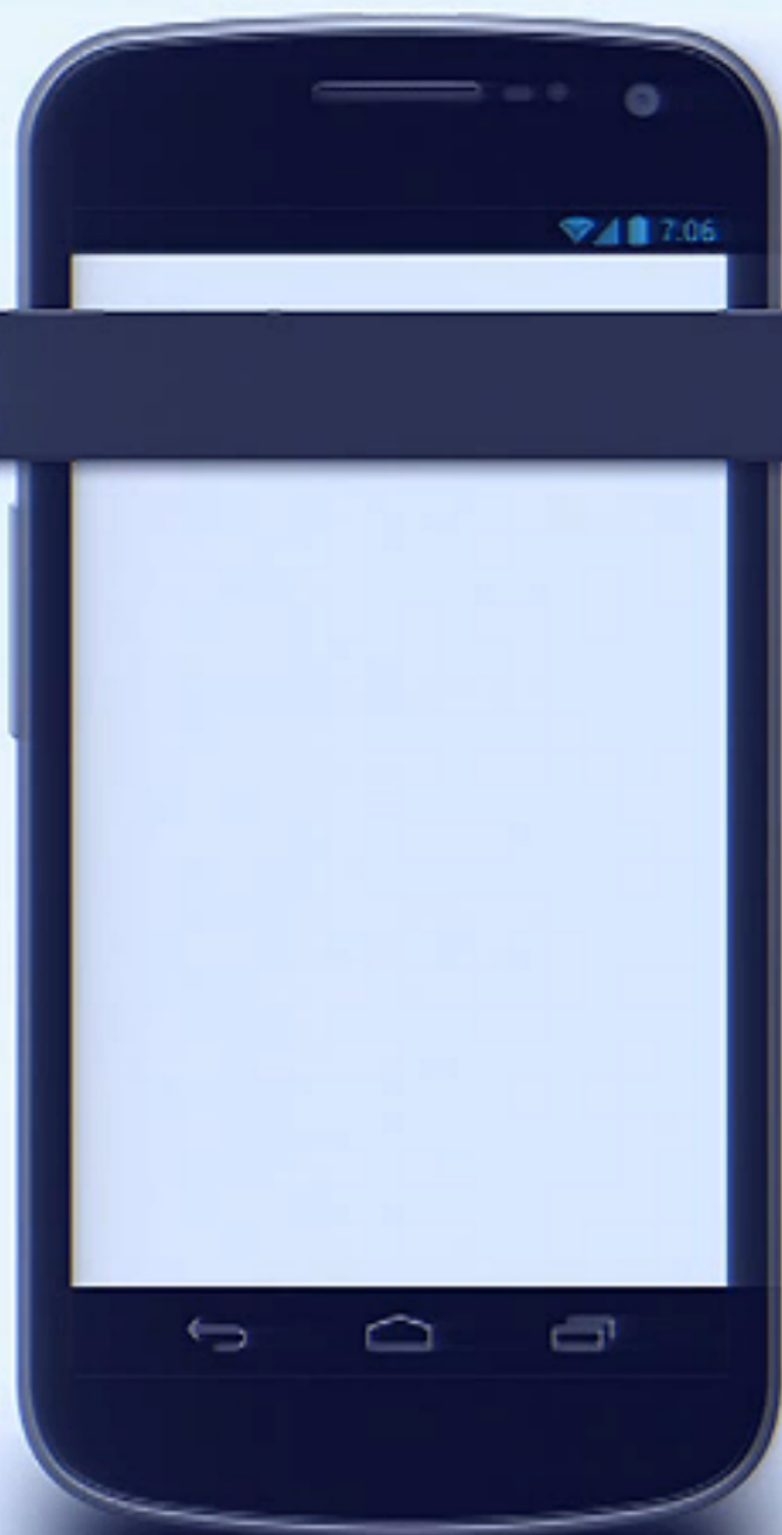
Design obrazovky

- až je hotov veškerý výzkum
- začínáme prototypovat





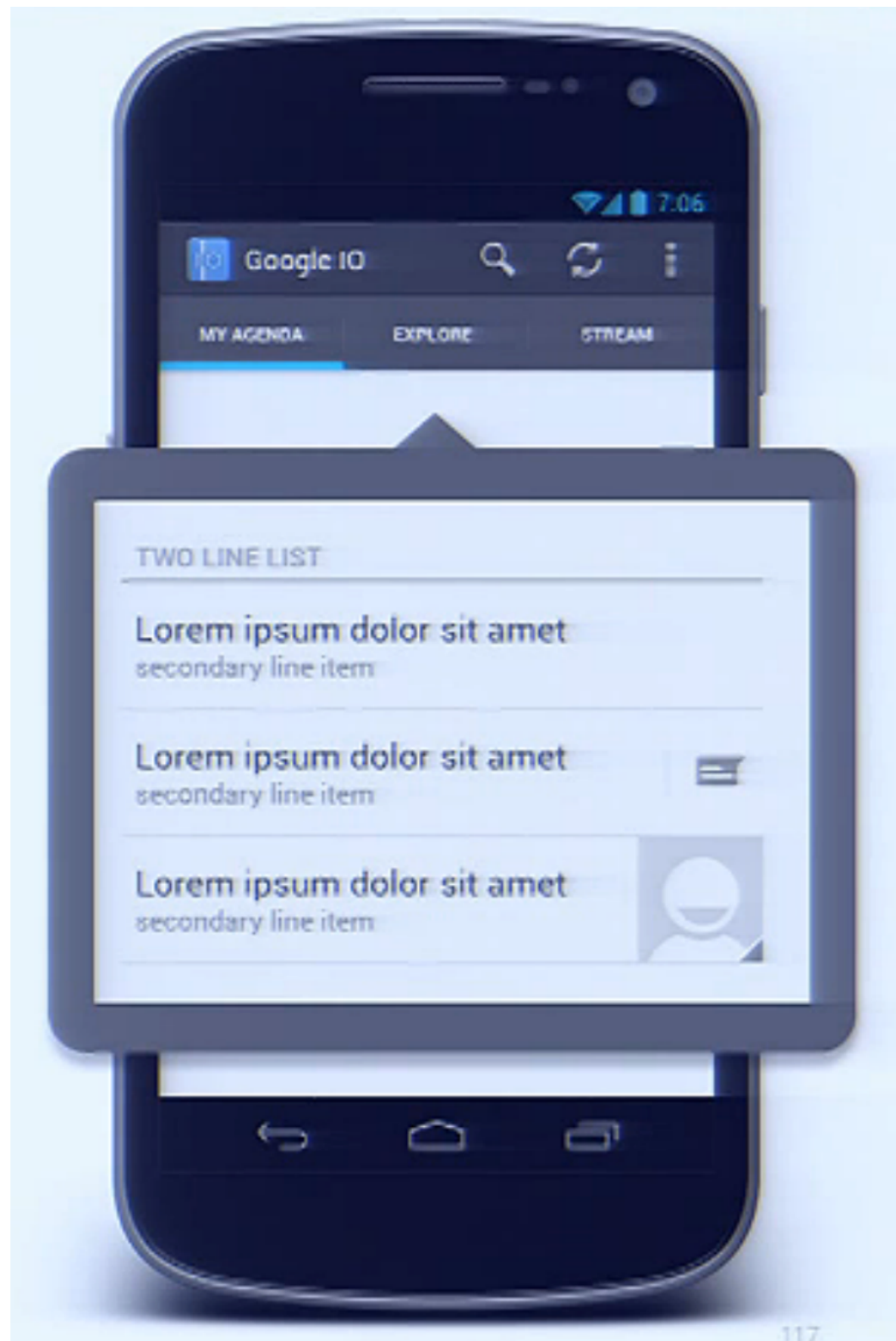
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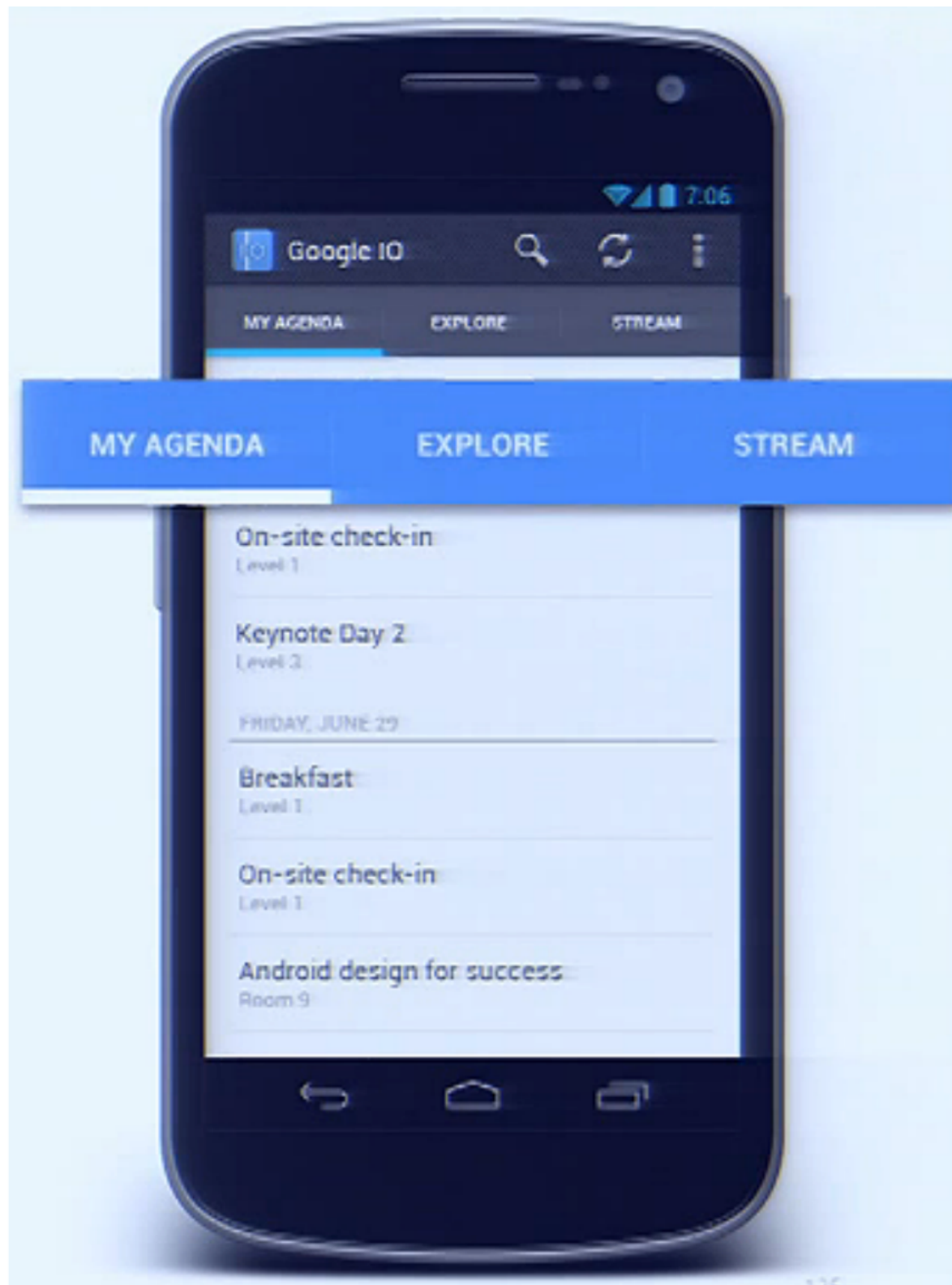
Custom Transitions

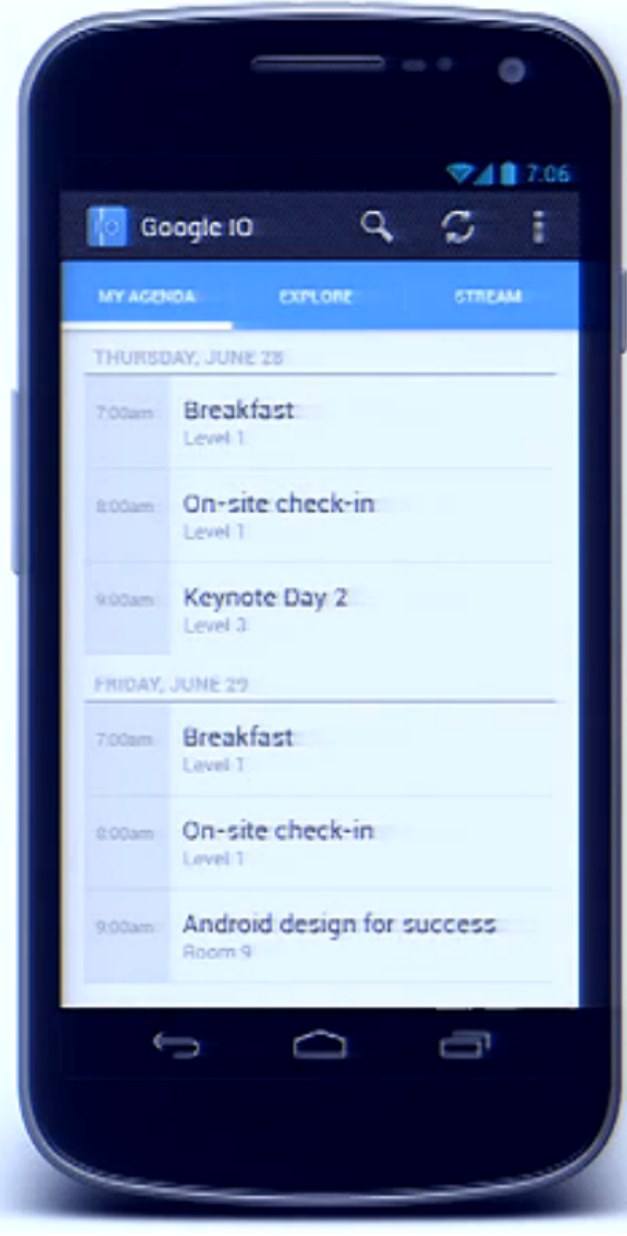
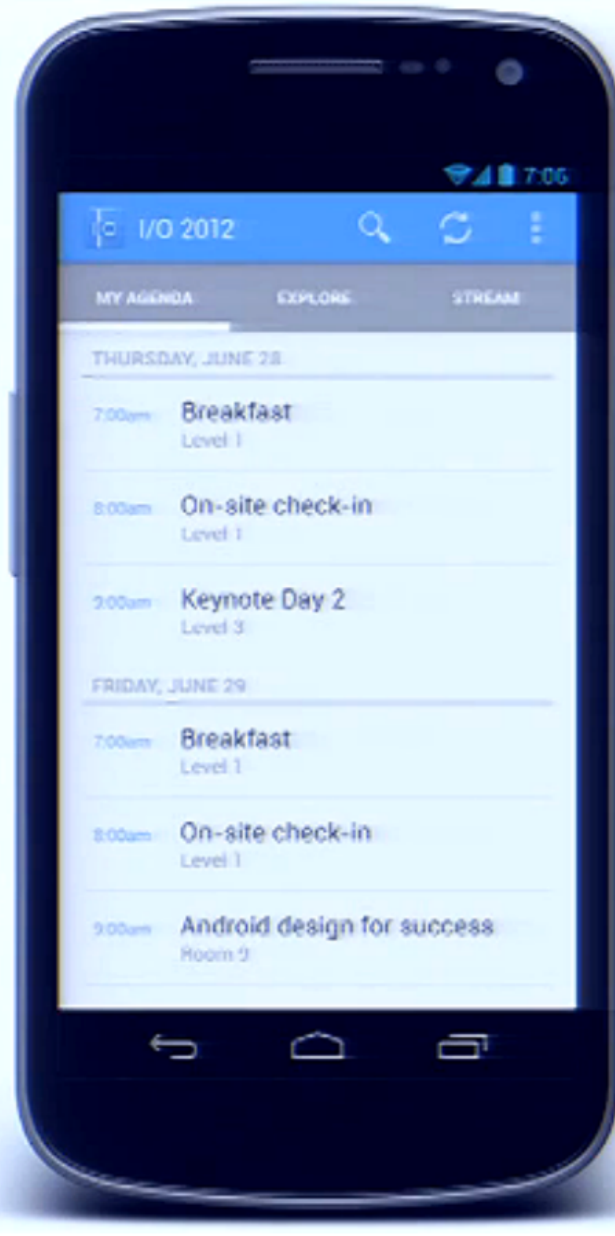
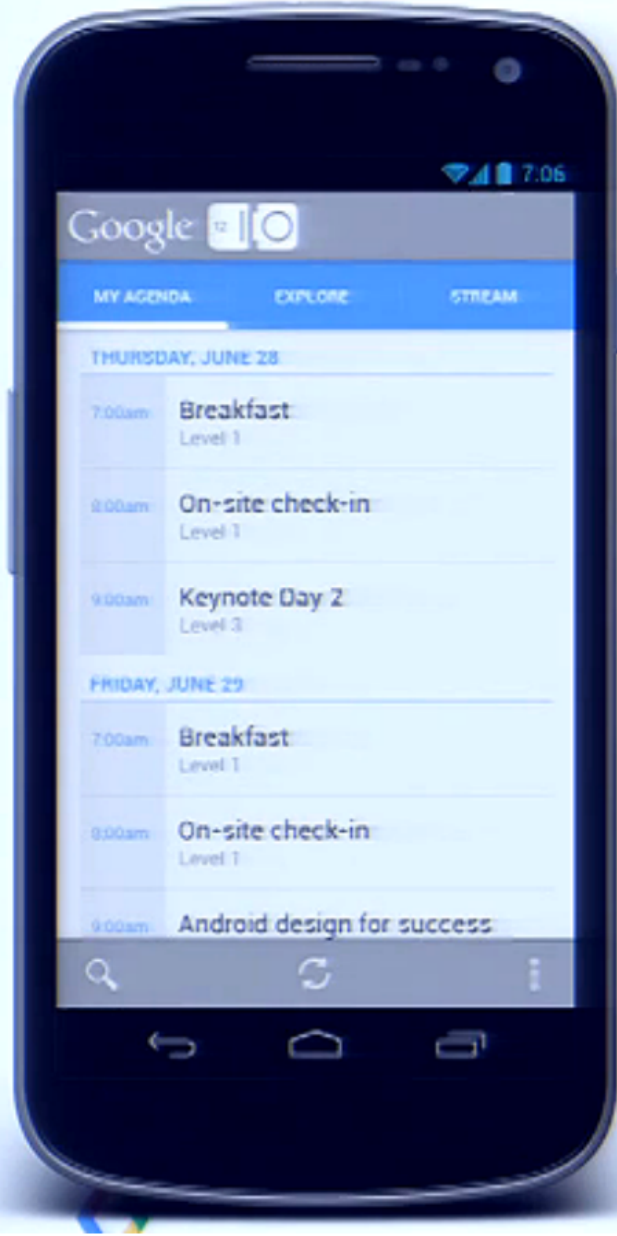
Deep Branding, Custom Theming

Layout, Visual hierarchy, Iconography
Light Branding, Device independence

Structure, Consistency, Navigation

Utility, Purpose





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<http://androiduiux.com/>

<http://android-developers.blogspot.cz/>

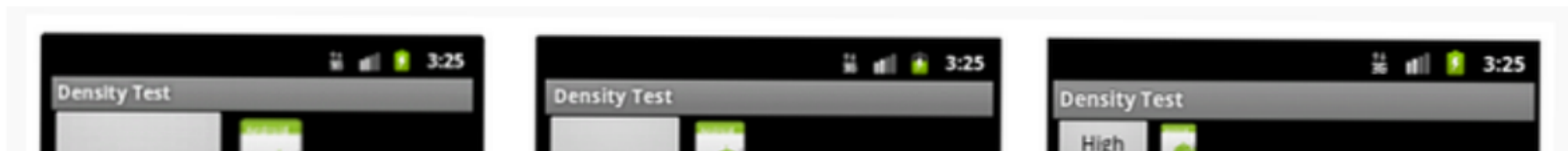
<http://www.youtube.com/playlist?list=PLWz5rJ2EKKc8j2B95zGMb8muZvrIy-wcF>

Ulehčete si práci generátory

<http://android-ui-utils.googlecode.com/hg/asset-studio/dist/index.html>

Responsivní design

- velká škála zařízení, různé rozměry displejů, různé hustoty pixelů na palec
 - => nepoužívat px, ale **dip** (density independent pixel)
 - u fontů **sp** (scale-independent pixels)
 - poskytovat obrázky pro každé dpi
 - `drawable/{ldpi|mdpi|hdpi|xhdpi}`



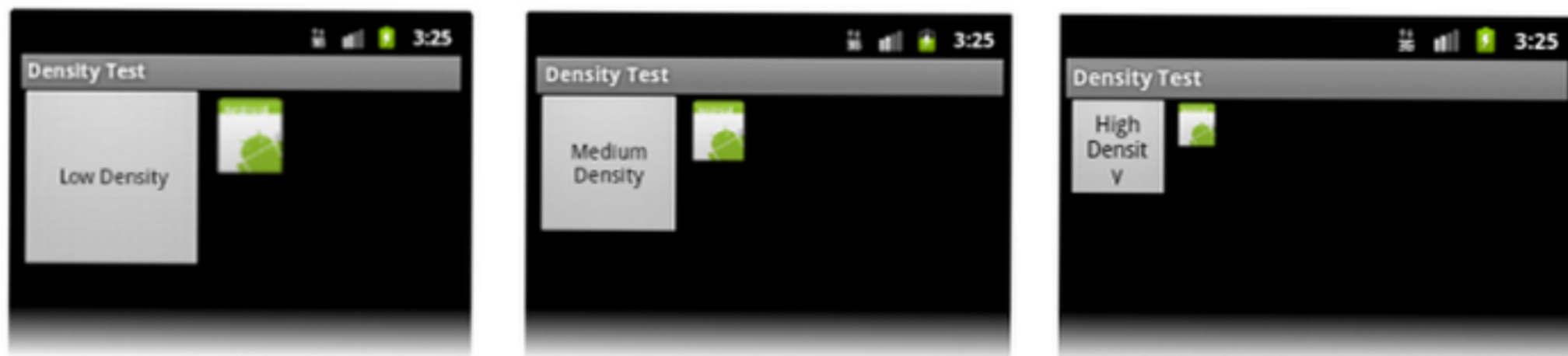


Figure 2. Example application without support for different densities, as shown on low, medium, and high density screens.

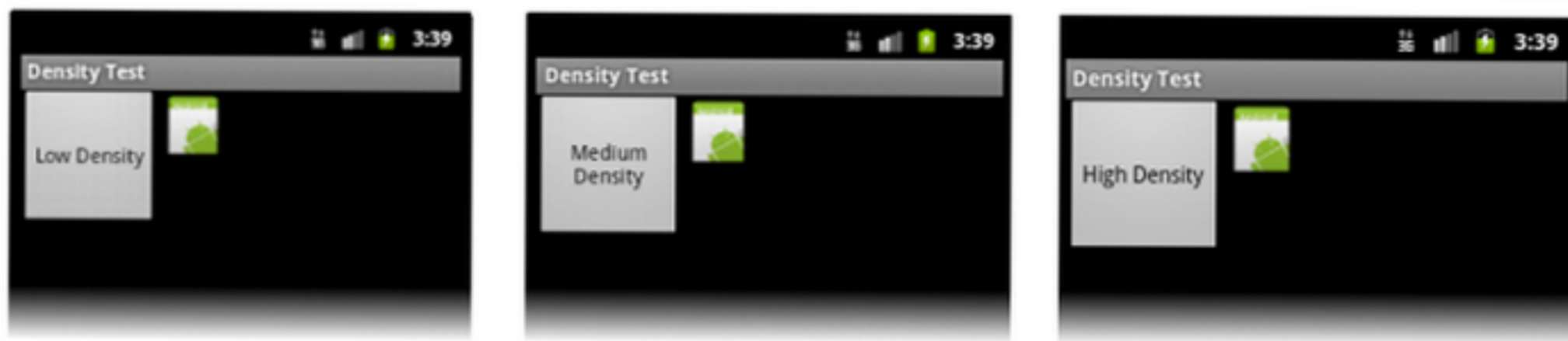
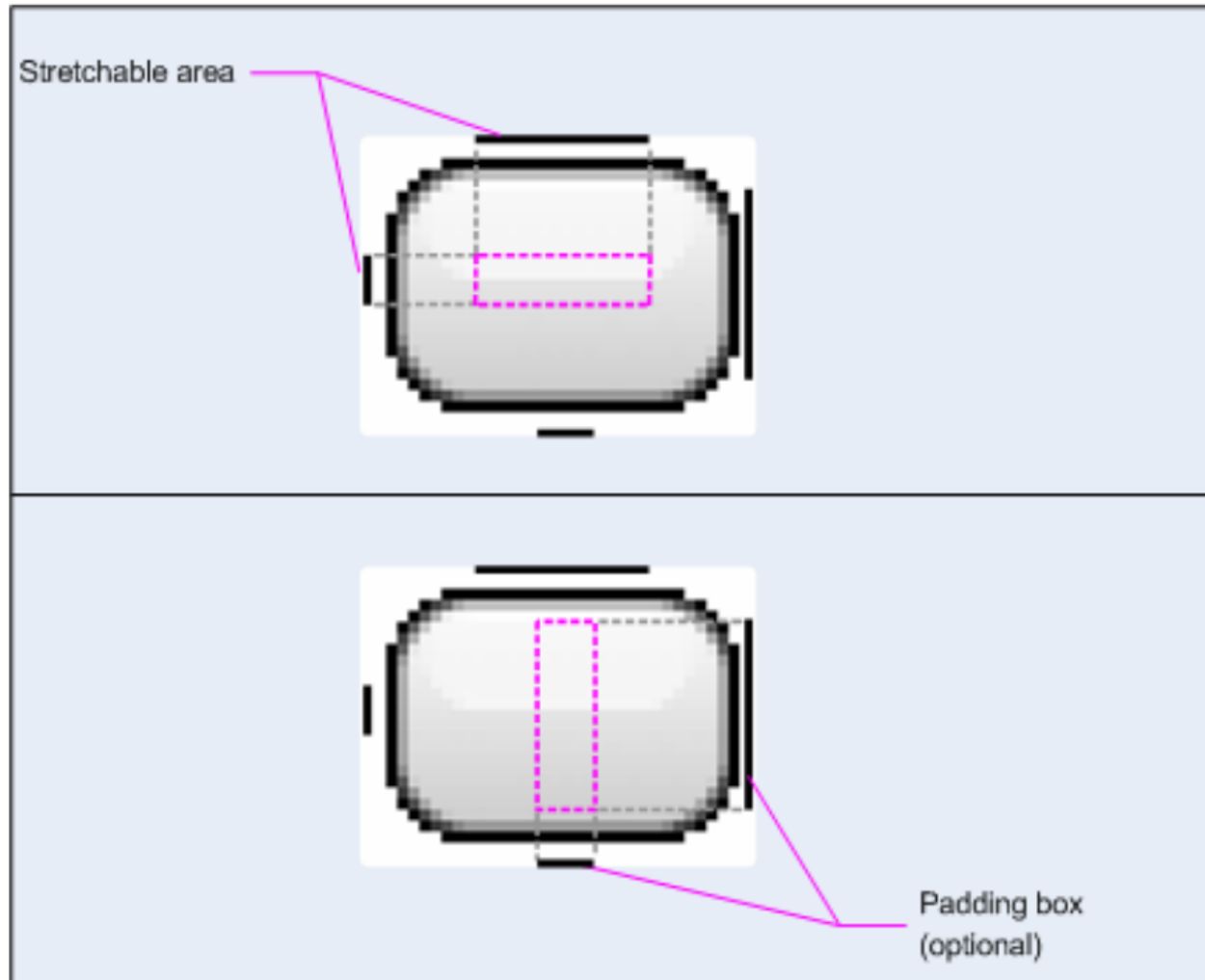


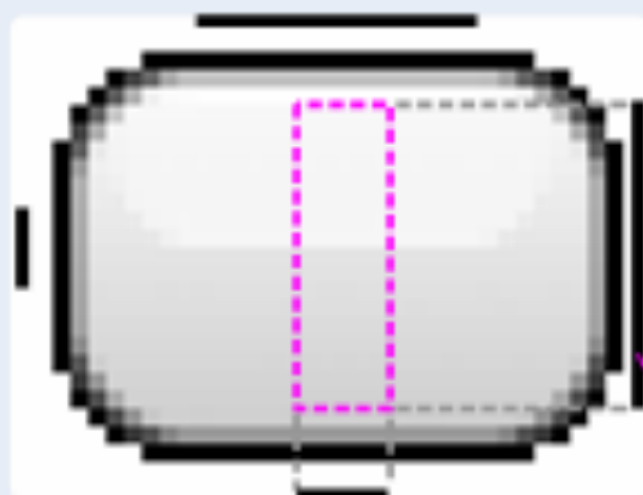
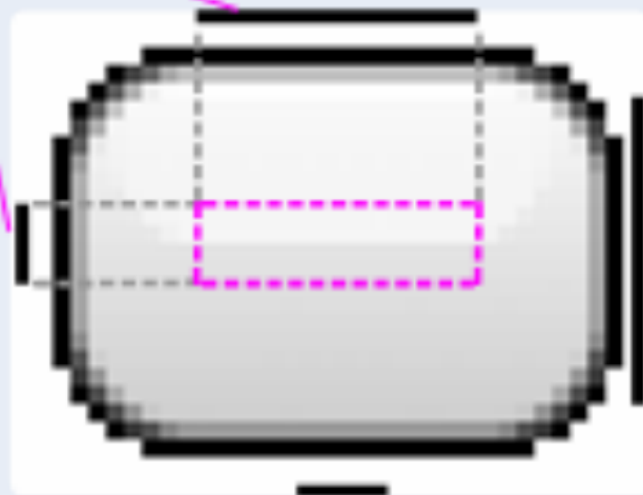
Figure 3. Example application with good support for different densities (it's density independent), as shown on low, medium, and high density screens.

Nine-patch

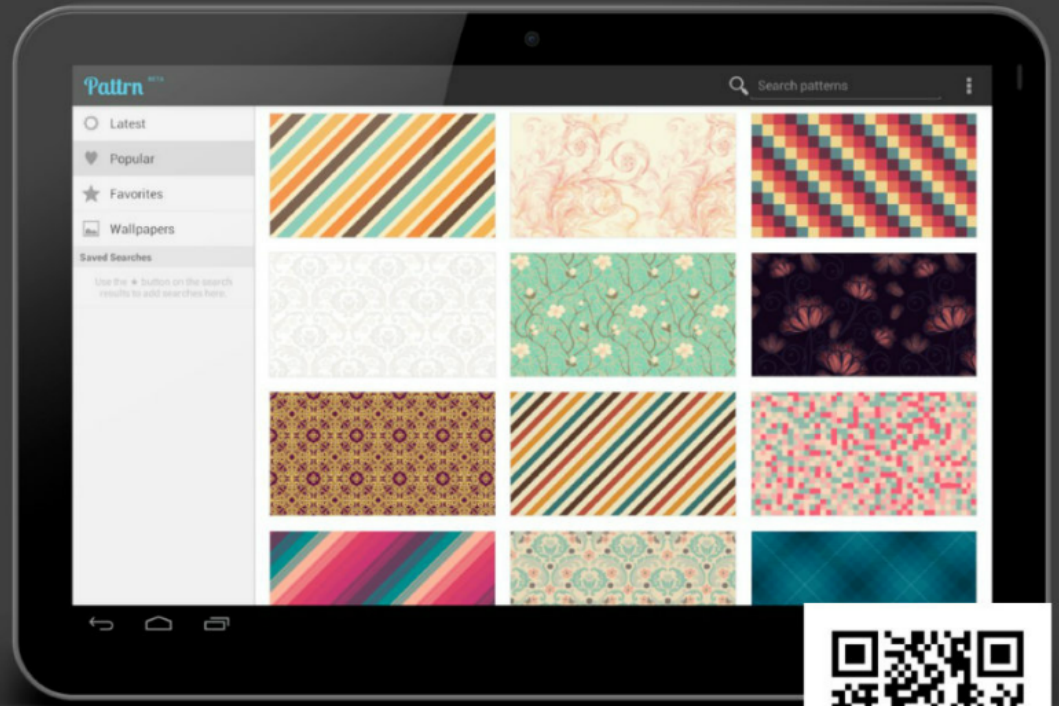
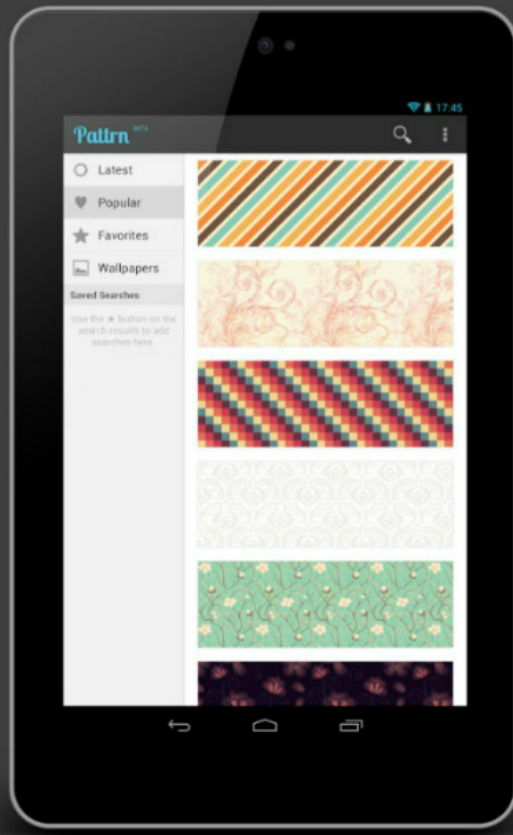
*.9.png



Stretchable area



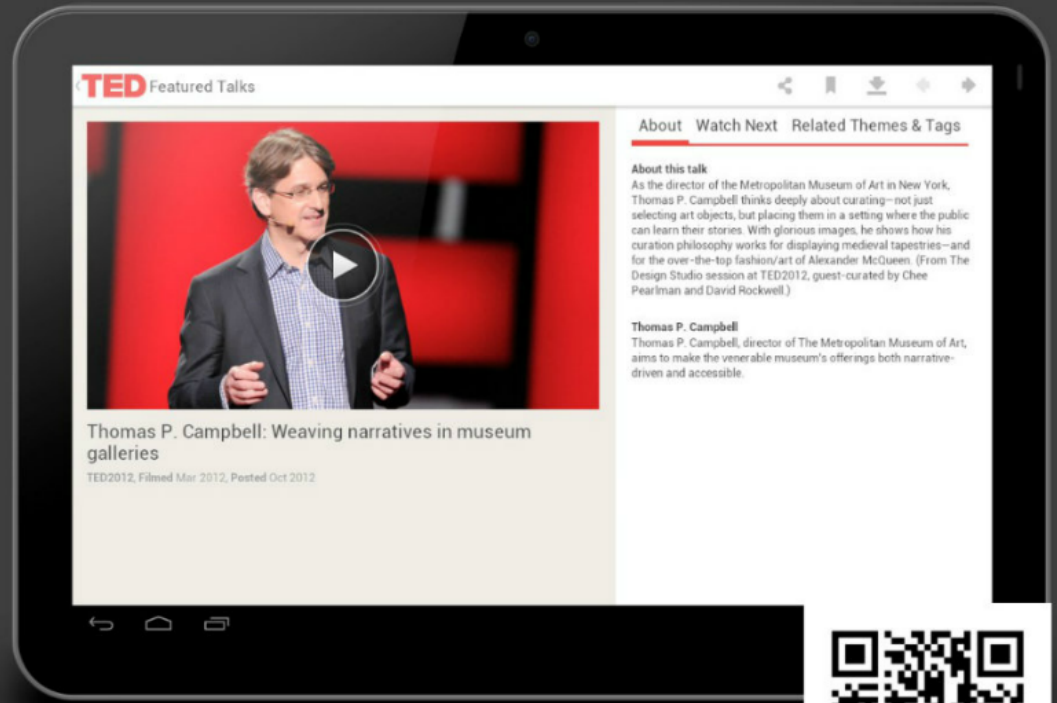
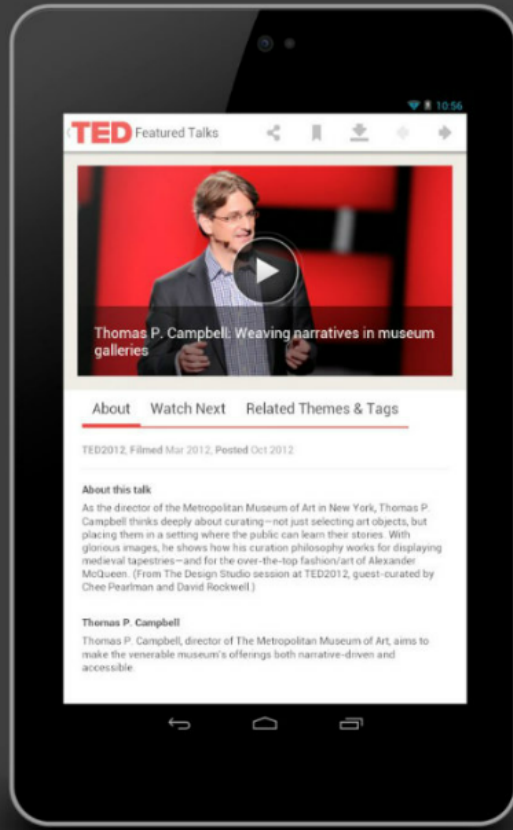
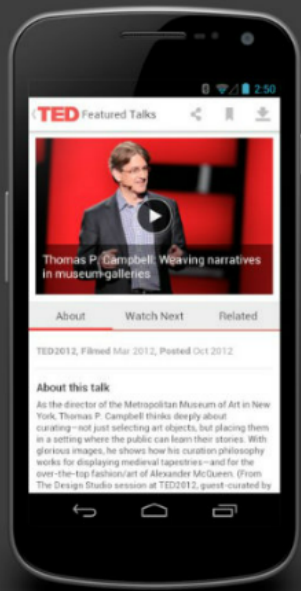
Padding box
(optional)



RESPONSIVE DESIGN

Patrn

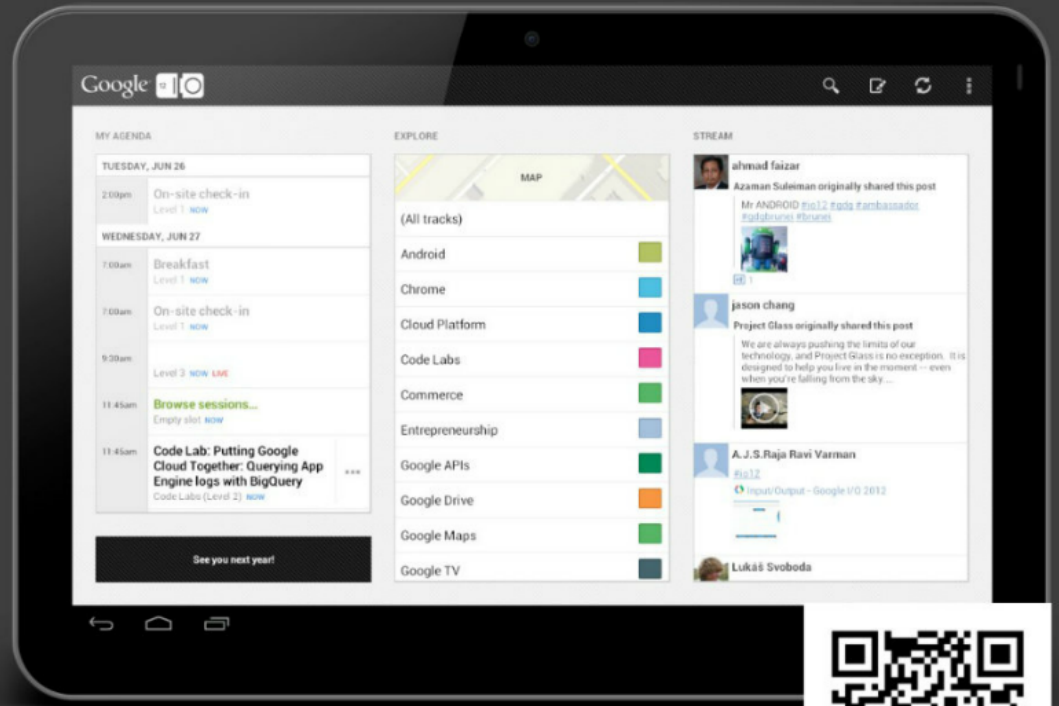
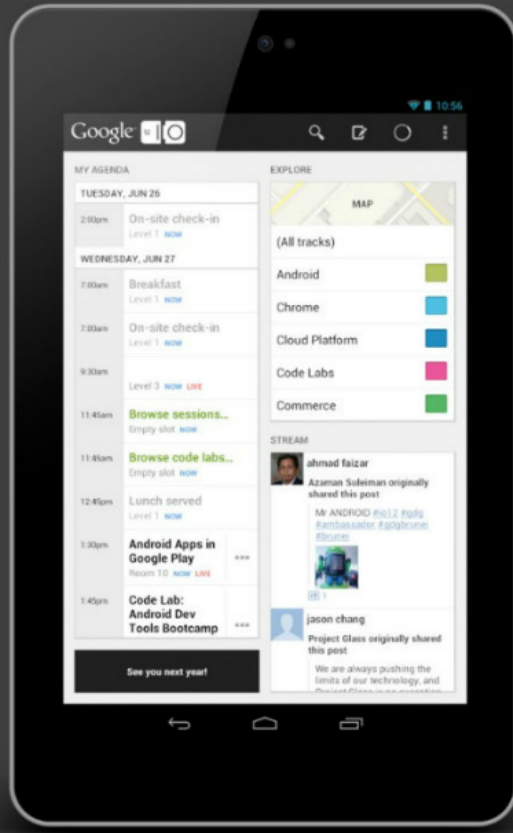
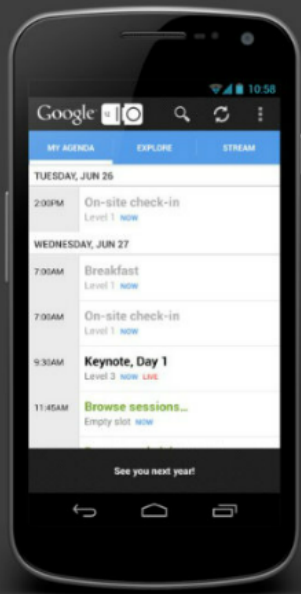




RESPONSIVE DESIGN

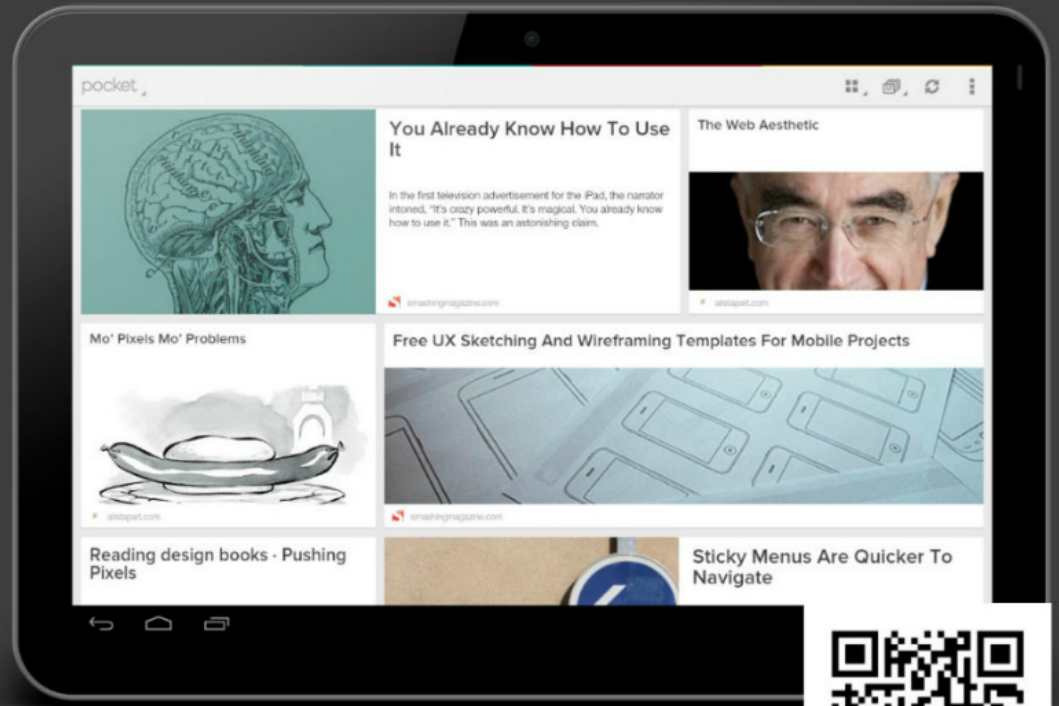
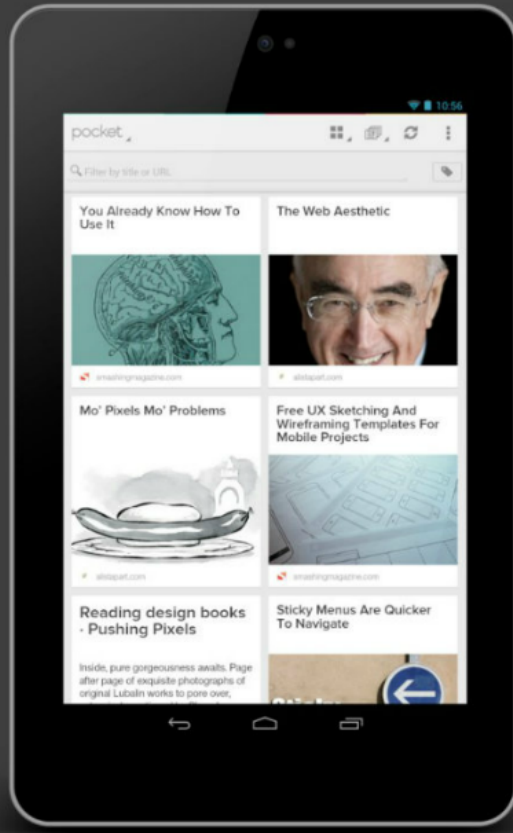
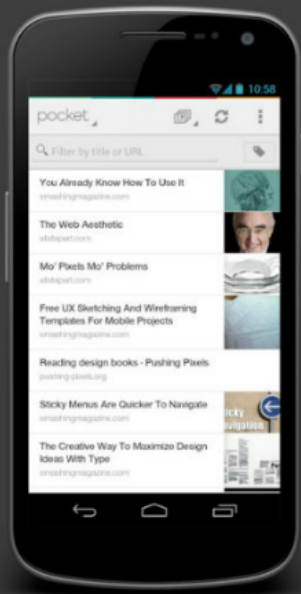
TED





RESPONSIVE DESIGN
Google I/O 2012





RESPONSIVE DESIGN

Pocket



2 tipy na závěr

- neblokovat UI, práce na pozadí (background services)
- používat analytics
 - na co se kliká?
 - používají to lidi vůbec? atd.