



Worksheet 3

Designing the User Interface (UI)

Activity: You will design drafts of the Quiz User Interface.

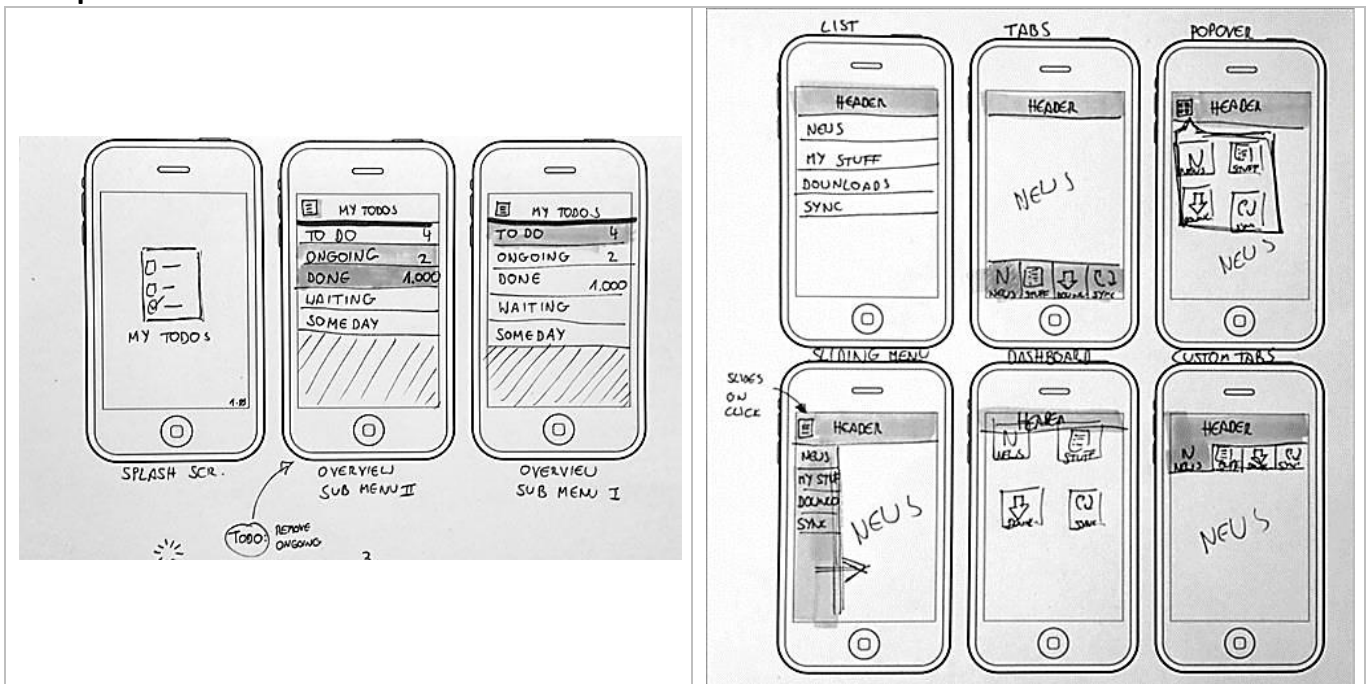
Time: 30 Minutes

The User Interface (UI) is about

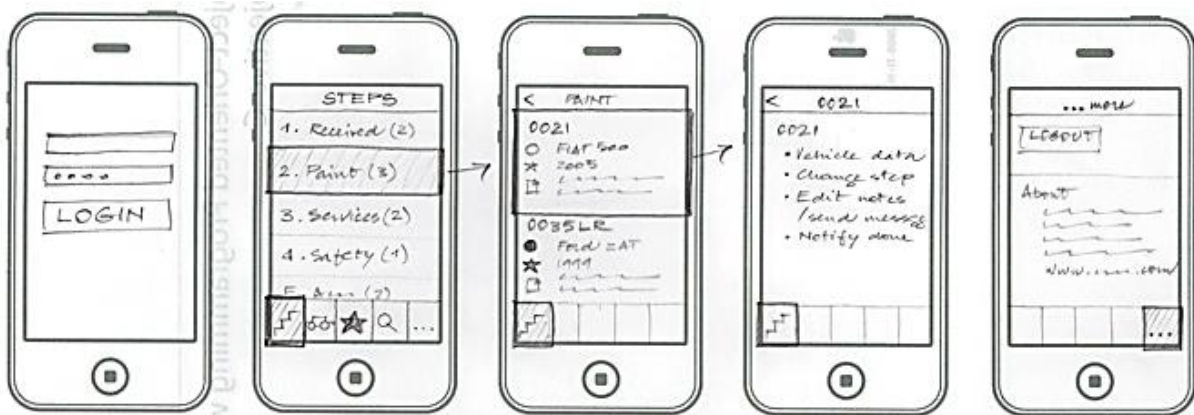
- How the app looks – graphic design, typography (fonts), and color
- How people tell the app what they want to do
- How the app gives information back to the user through the screen, speakers, or *haptic* feedback (buzzing the phone’s little motor)

(Source: Book “Hello App Inventor!” Beer P., Simmons C., Publications Manning Shelter Island)

Examples



(Source: <https://www.smashingmagazine.com/2013/06/sketching-for-better-mobile-experiences/>)



(Source: <http://lrcommunicationdesign.com/RapidRecon-web-application-design-example.html>)



*Follow your facilitator and complete the tasks below (put a mark if completed).
Don't hesitate to ask if there is something you are not sure of.*

TASK	DONE?
<p>Assigning Groups</p> <ul style="list-style-type: none"> • You will be assigned in intercultural-mixed groups. • Think of a <u>name</u> for your team. • Choose <u>who</u> will present your work. 	
<p>User Interface of the app</p> <ul style="list-style-type: none"> • How should the <u>first screen</u> of the Quiz app look like? • What functions should it have? • Brainstorm your ideas inspired from other smartphone applications. • Make drafts on the template provided. Ask for more copies if you need. 	
<p>Present your results</p> <ul style="list-style-type: none"> • Present your ideas to the other group members. • Explain your thoughts. 	

