



04



# Web Design and Development for Multimedia

7192301

# Week 5

## User Interface (UI) Design

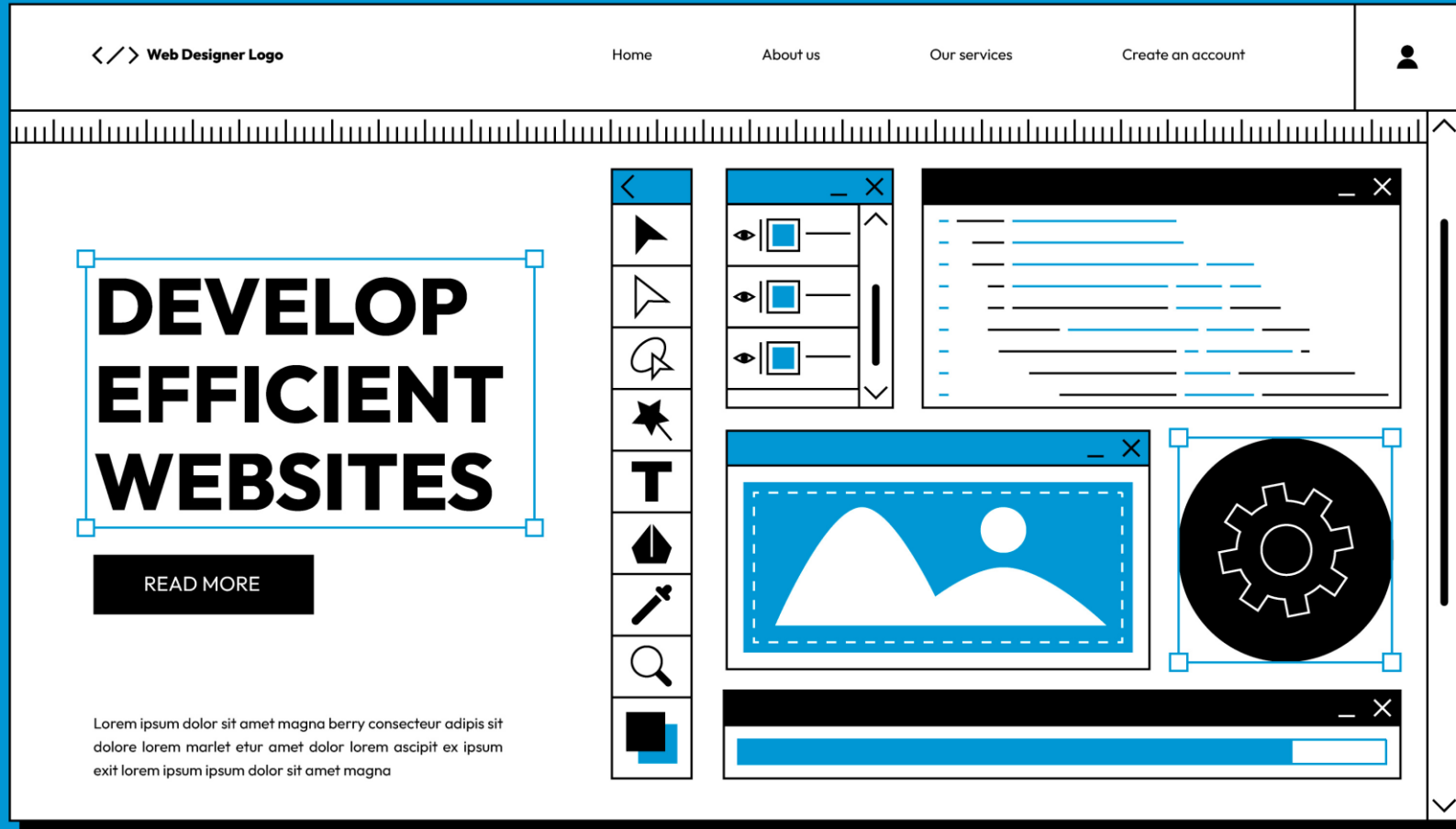
04

# Topic

- What is UI design?
- UI consistency, simplicity, and feedback
- Tools for UI prototyping (Figma, Adobe XD)

04

# What is UI design?



Visual Design

Interaction Design

Information Architecture

Components

# What is UI design?

## Principles of good UI design

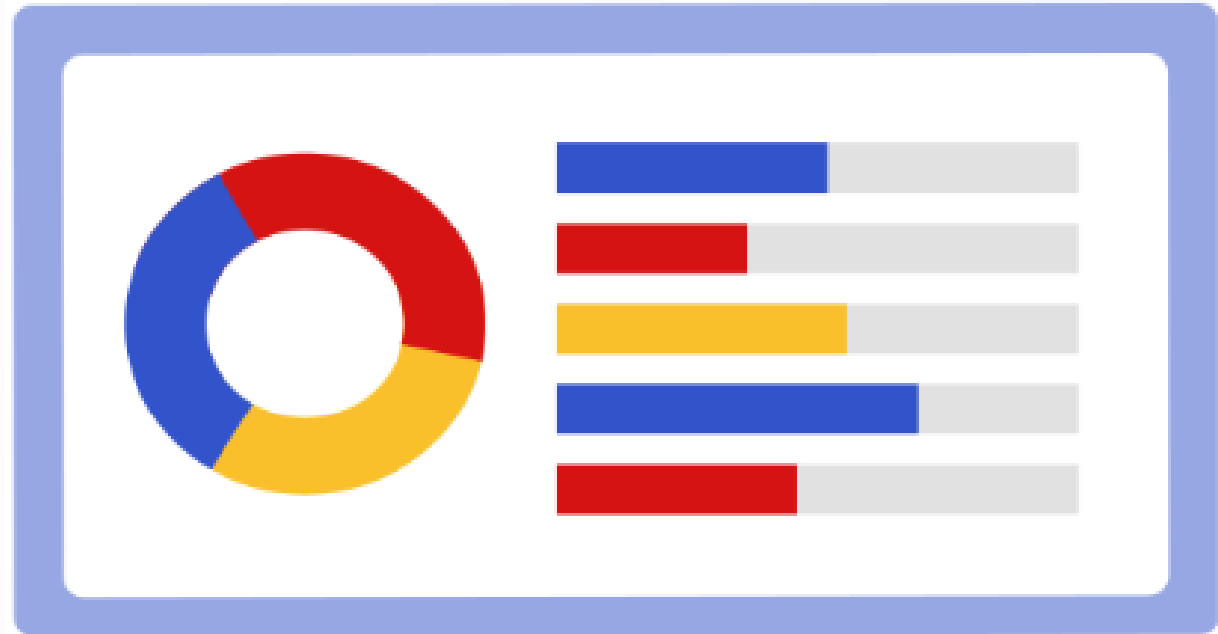
User-Centered Design

Consistency

Simplicity

Feedback

Accessibility



# UI consistency, simplicity, and feedback



Use consistent elements

Standardize layouts

Maintain functional consistency

# UI consistency, simplicity, and feedback

## Simplicity

- Minimize cognitive load

- Design with a minimalist approach

- Prioritize user goals

- Use meaningful defaults



# UI consistency, simplicity, and feedback

## Best Practice

Conduct user testing

Offer contextual help

Design for different states



Figma



04

Collaboration

Accessibility

Features

Best

Tools for UI prototyping



# Tools for UI prototyping



Adobe XD

Integration

Prototyping

Offline Access

Best for Designers



## Activity

Create a low-fidelity UI prototype for a web page



04