

Year 9 iDEA Worker Knowledge Organiser



USER INTERFACE (UI) DESIGN LETS US TALK TO TECHNOLOGY

From tablets, mobile phones and games consoles, to vending machines and televisions, User Interfaces (UIs) are used to enable us to interact with machines and technology. In this badge you'll learn some of the basic concepts and uses of User Interface (UI) design.



The basic psychological principles of a website can have a significant impact on the first impression users form.

The initial decisions made when visiting a website are based on emotion and the subconscious. Users will make a judgement about your website before they read a word of text.



In this badge you can try out being a digital image specialist working with a client, a Creative Director and a photographer.



From online shopping, to gaming and social media, User Experience (UX) design is about making technology easier and more intuitive for people to use. It helps take a user on a journey and helps them effectively do what they need to do with the application they are using.



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Lesson Topics

User Interfaces

Design Psychology

Image Specialist

User Experience

Digital Research

Advanced Search Operator	Explained	Example
-	Exclude certain words or websites from your search.	VR -games or VR -site:http://www.gamespot.com/
""	Search for pages that include this exact phrase, in this exact order	"VR games 2015"
site	Only search for pages on a specific site (can also be used with image search)	VR horror site:http://www.gamespot.com
OR	Find pages that may use different words for the same thing	VR Games OR Videogames
cache	Google 'visits' sites to save a copy of them, called a 'cache'. Type cache: to see what the site looked like when Google last checked. If you want to go further back, try the Wayback Machine at http://archive.org/web/	cache:http://www.gamespot.com

When researching, the most important factor is reliability. The closer you get to being sure that a piece of research is 100% true, the better. To do this there are a few questions you should ask yourself:

How recent is the page? Any reliable source should have the date that it was last updated somewhere.

Does the page give its sources? If an article claims that 100 VR games are released every year, where's the proof? The page should link to evidence of any facts or quotes.

How reliable is the author? If you can't trust the author, you can't trust the content. Is the author an expert in what they're talking about?

Is this a **primary source** (first-hand, like a tweet with a picture of a car crash that the user saw) or a **secondary source** (second-hand, like a news article about the crash)?

If it's a primary source - is the person credible? Do they have evidence?

If it's a secondary source - is it thoroughly researched? Is the source primary, or is it an article about an article?

Is it an advert? More and more content on websites such as newspapers or magazines can be sponsored by big brands. This doesn't mean the content is worthless, but take it with a big pinch of salt.

Design —a plan or drawing produced to show the look and function or workings of a building, website, magazine, app or other object before it is made.	GUI's —guided user interface, a way of interacting with a computer using perhaps a mouse?	Marketing —the action or business of promoting and selling products or services, including market research and advertising.	Composition —The way an image is arranged to give meaning is called composition, it helps guide the viewer's eye to particular areas of the image.	Hue —colour or shade	Moodboards - help us work out the look and “feel” of a design of brand. They help with User Experience (UX) as they establish the kind of emotional relationship a user will have with your product.	Verbatim —Choose Verbatim to search for results that specifically include your search terms
Image—a representation of an item, person or place in an art form such as a photo or a logo	UI—User Interface	Layout —the way in which text or pictures are set out on a page	selective focusing - helps channel the eye towards the focal point.	Saturation —the intensity of a colour	Surfing —the activity of moving from page to page or site to site on the World Wide Web	Embedded —in built inside a computer system
Creativity —the use of imagination or original ideas to create something; inventiveness.	UX—User Experience	Consistency —the quality of always behaving or performing in a similar way , can mean using the same font, colours and layout on a magazine page or on a website	Framing — where the camera was when the picture was shot,	Sepia —a reddish-brown colour can instantly suggest that they are old.	Data —facts and statistics collected together for reference or analysis.	
Problem solving —the process of finding solutions to difficult or complex issues.	Affordance—is designing an element in a way that makes it intuitive for a user, so that they understand from its design what the functionality is. For example, a tick box or a drop down menu in an online survey	Typography —Typography is the art and technique of arranging type to make written language legible, readable, and appealing when displayed. ... The term typography is also applied to the style, arrangement, and appearance of the letters, numbers, and symbols created by the process.	Zoom (camera) —By zooming out, the camera places the viewer further away from the subject and the figure takes up much less of the frame, creating a sense of isolation	User Journey / User flow — It helps clearly map out how we want a user to use our product. (e.g. browse / select size / add to cart / enter delivery details / submit payment	Organisation —group of people with a particular purpose, such as a business or government department.	
Input device —are needed to communicate with computers. Whether using a controller, a touch screen or even voice controlled.	Web Design— Web design refers to the design of websites that are displayed on the internet. It usually refers to the user experience aspects of website development rather than software development.	Perceive —to become aware of / watch / identify	Contrast —high contrast equals more colours from each end of the spectrum, low contrast means fewer	Wireframes — are used to identify the key functionality of a website or app.	Advanced Search Operator - basically a word or a character you can put in Google that changes the rules of the search.	