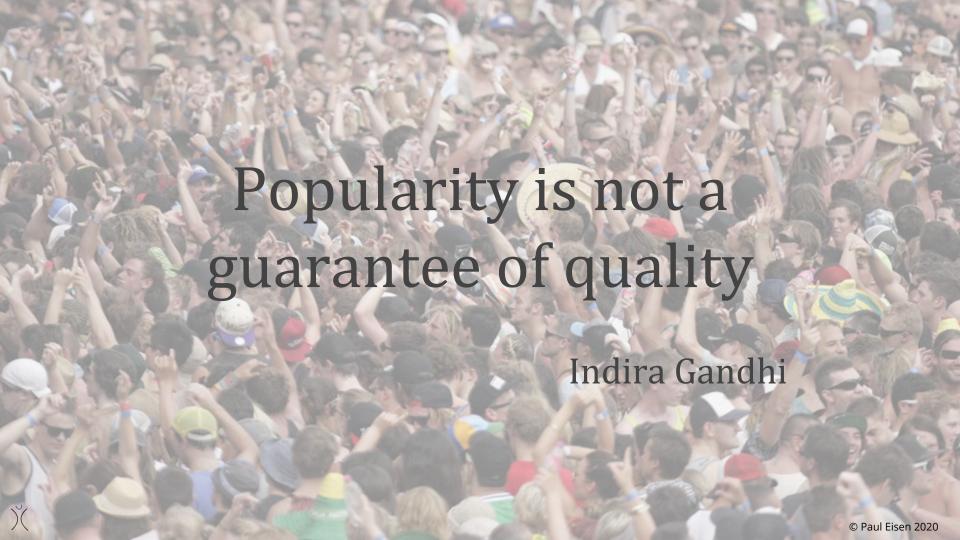


Footings and Fixtures

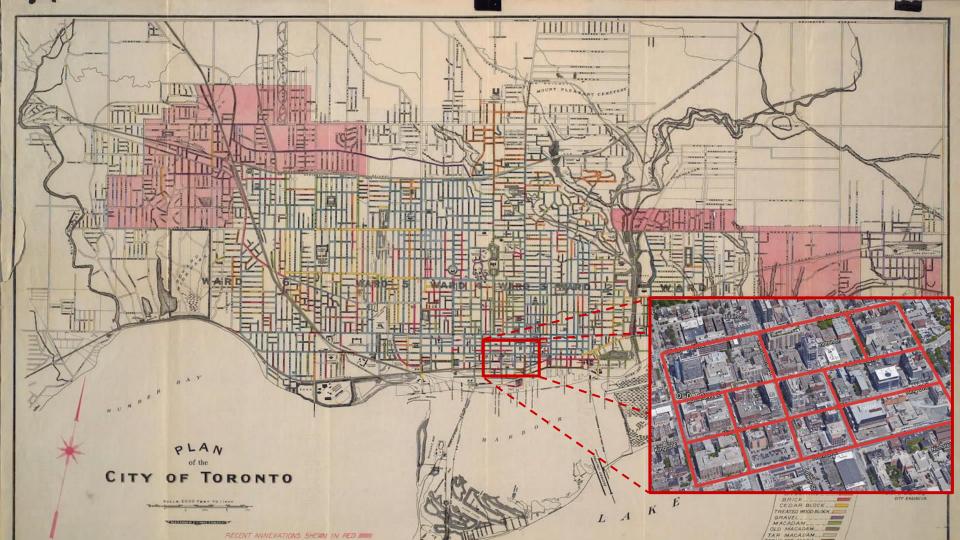
Foundations of Design

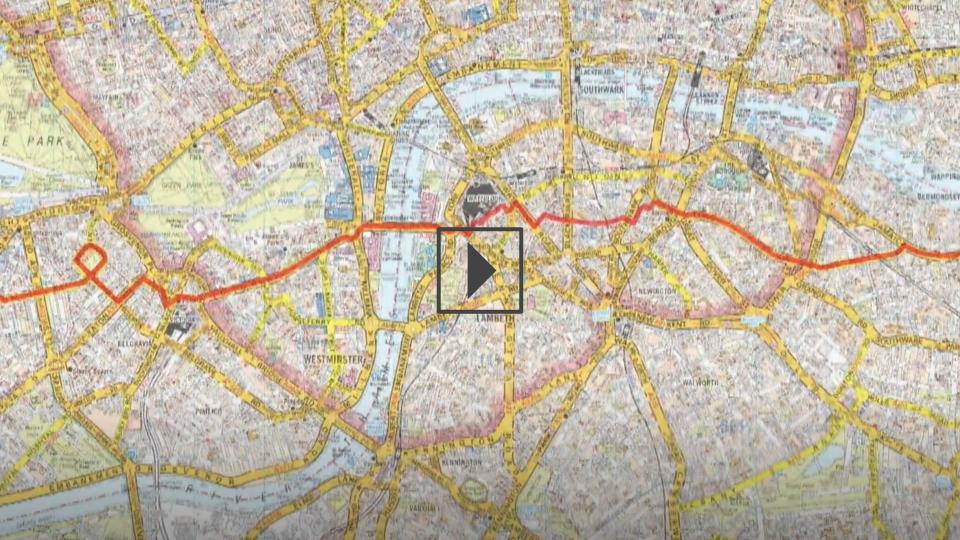




# GA \Rightarrow AP







# **Design Thinking Process – High Level**

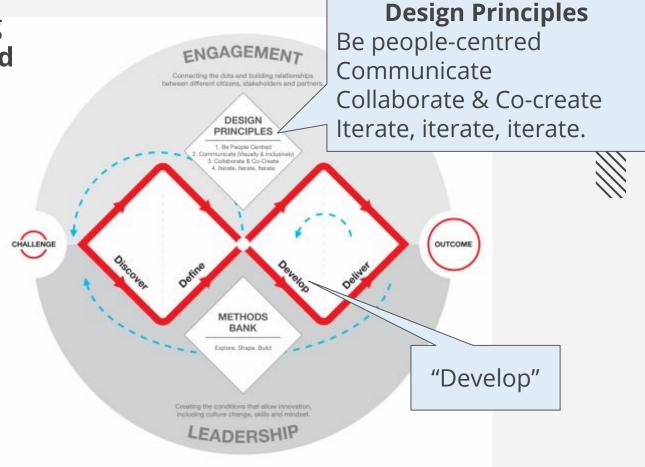
Challenge Problem Solution Outcome
Space Space



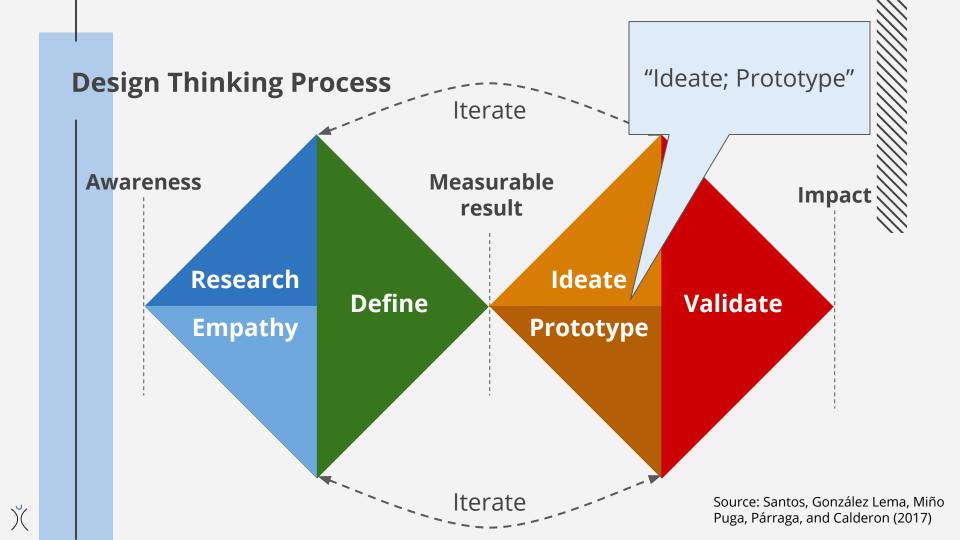
Create the **solution** right



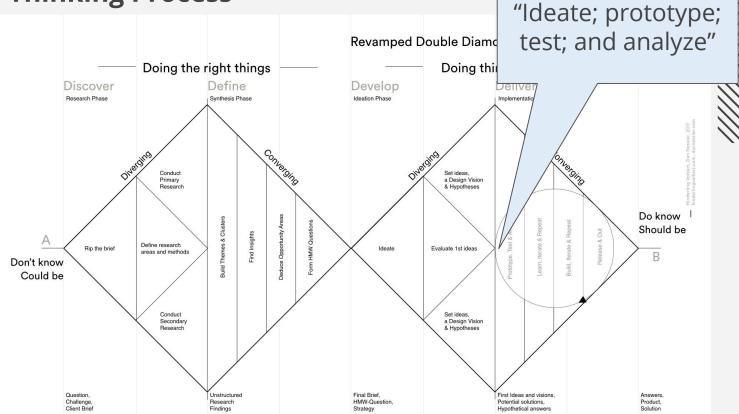
**Design Thinking Double-Diamond** 



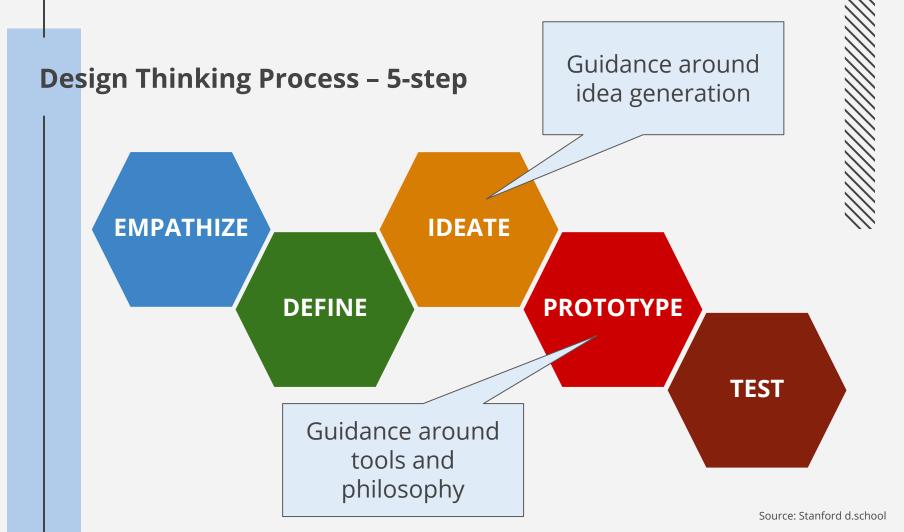




# **Design Thinking Process**









# Build and Craft Intentionally

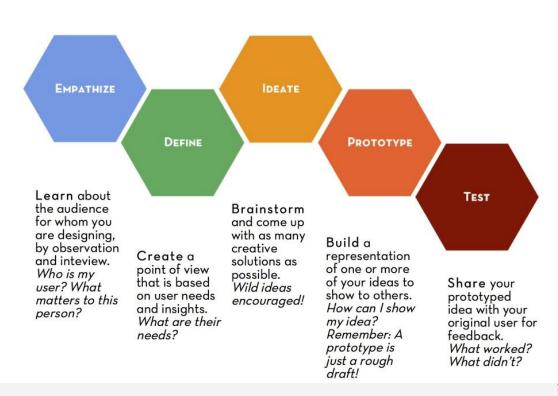
This ability is about thoughtful construction: showing work at the most appropriate level of resolution for the audience and feedback desired.

There are many sub-disciplines of design, each with their own set of tools and techniques. This ability requires a sensitivity to the tools needed to create meaningful work in your domain. UX designers have a specific set of tools to create human-centered digital interfaces. Architects have an arsenal of particular techniques to bring new structures into the world.

Every discipline – immunology, macroeconomics, K12 education, whatever it may be – has its own building methods, and in every case, the details matter.

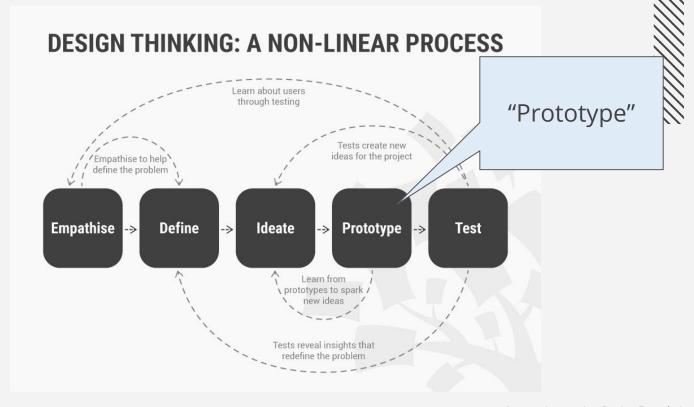
## Design Thinking Process – 5-step

# We are all DESIGNERS!





## Design Thinking Process – 5-step non-linear





# **Design Thinking Process - Cyclical**

Prototype: Build real, tactile representations for a range of your ideas



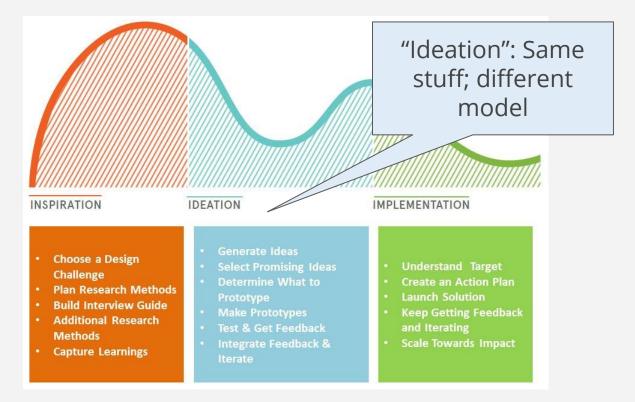
EXPLORE



range of crazy,

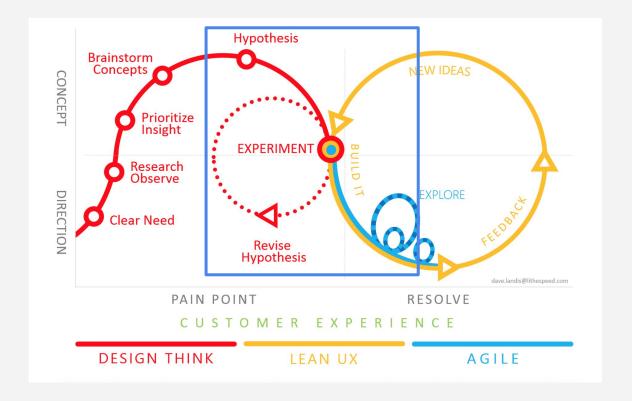
creative ideas

# **Design Thinking Process - Roller Coaster**

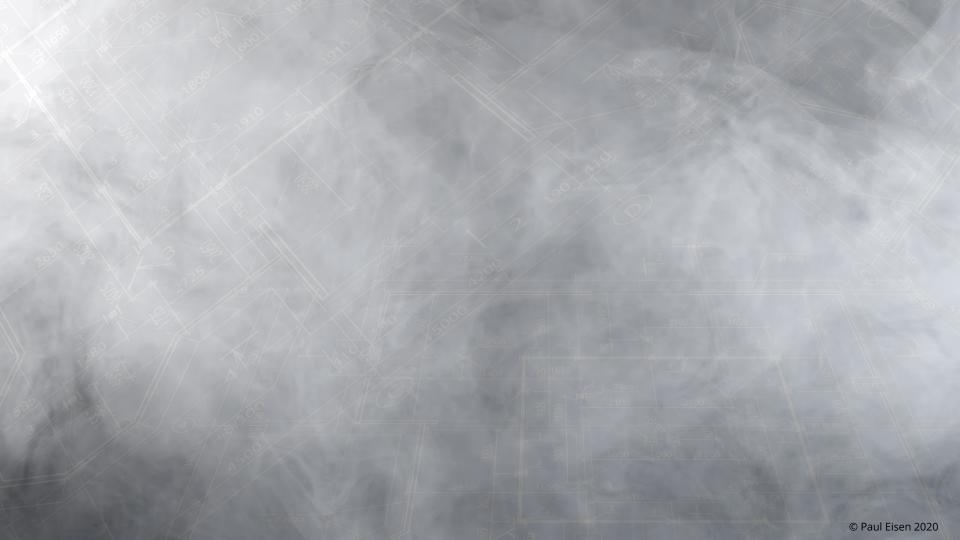




## Design Thinking Process – Lean UX

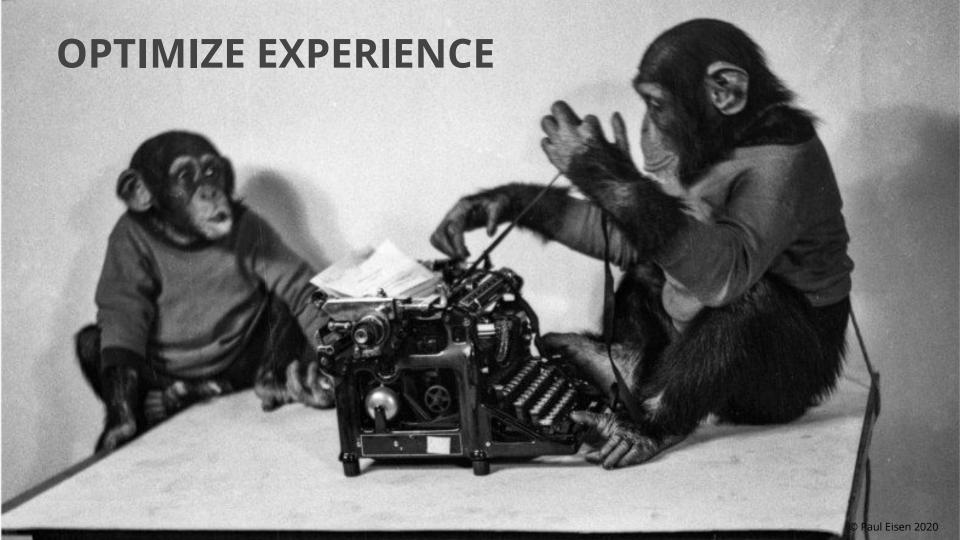
















## Purpose of High-Level Design - Summary

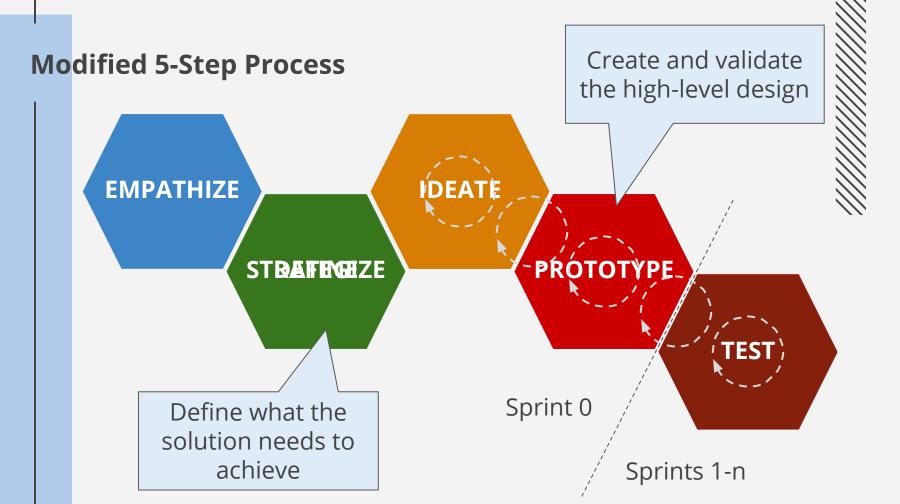
#### Goal

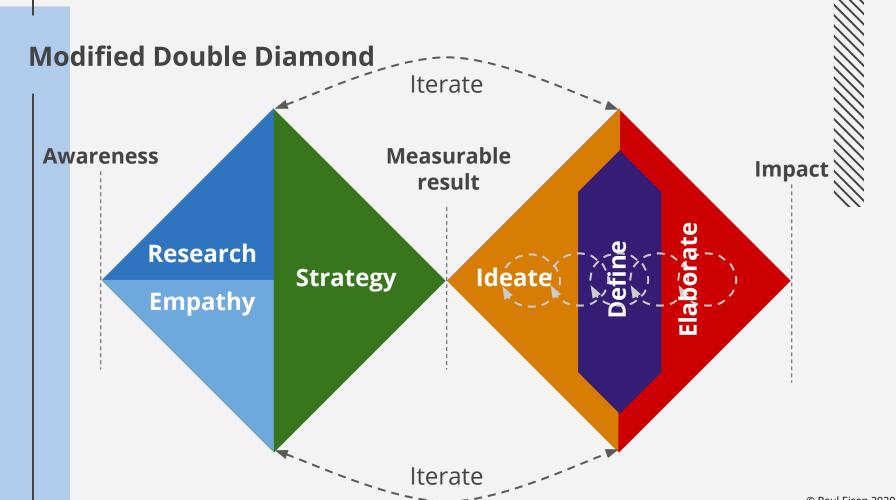
Minimize impact of change on all stakeholders

## **Objectives**

- Maximize the scalability over multiple releases
- Efficiently optimize the user experience
- Enable the efficient application of a design system models, principles, guidelines, and patterns
- Gain early buy-in









## **5 ELEMENTS OF AN EXPERIENCE DESIGN FRAMEWORK**



High-Level IA







Global components

Interaction model



Primary Layouts





## 1. INTERACTION MODEL

#### **Addresses**

- What is the nature of the solution? What interaction style does it drive?
- What theme or metaphor does it use?
- What brand promise does it convey.
- How does it feel?





## **INTERACTION MODEL EXAMPLES**



Counts

Counts



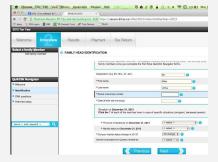


App

Application

Portal/Portlets

Utility



Interview



Paper doc

Browsing shelves



Faceted search



## 2. HIGH LEVEL IA



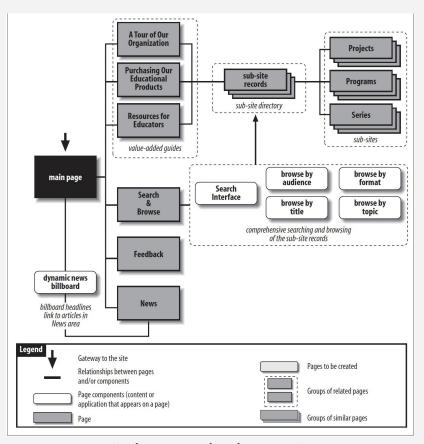
#### **Addresses**

- High-level structure:
  - Primary organizing concepts
  - Top-level structure of content and functionality (usually 2-3 layers)
- Supporting navigation mechanisms



## **HIGH-LEVEL IA EXAMPLES**





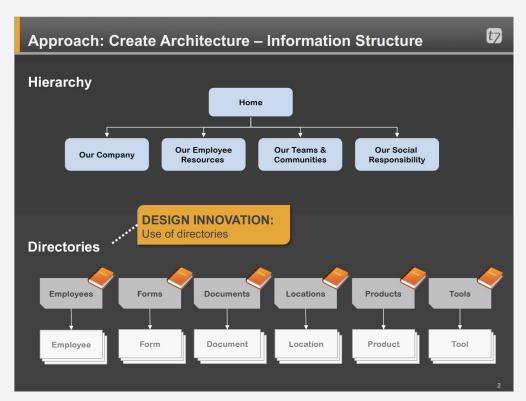
High-Level Blueprint





## **HIGH-LEVEL IA EXAMPLES**



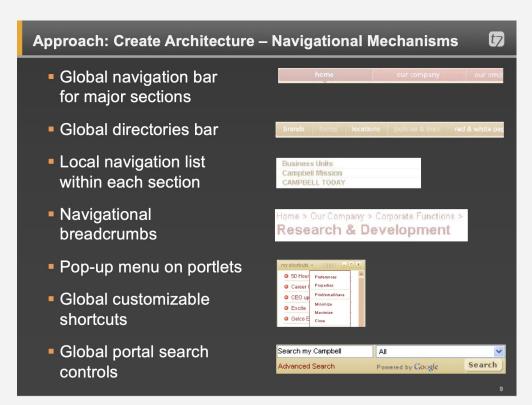


High-Level Blueprint



## **HIGH-LEVEL IA EXAMPLES**





Navigation Mechanisms



## 3. GLOBAL COMPONENTS

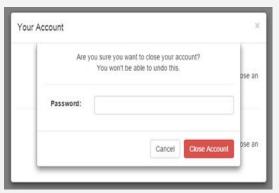
#### **Addresses**

- Header and footer
- Menu bars and ribbons
- Utilities
- Search capability
- Window management





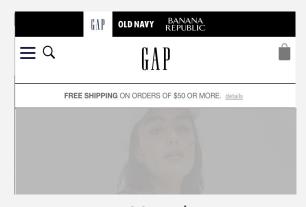
## **GLOBAL COMPONENTS EXAMPLES**



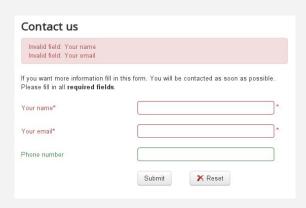
Window management



Site-wide filter



Header



Messaging architecture



## 4. KEY DESIGN PATTERNS

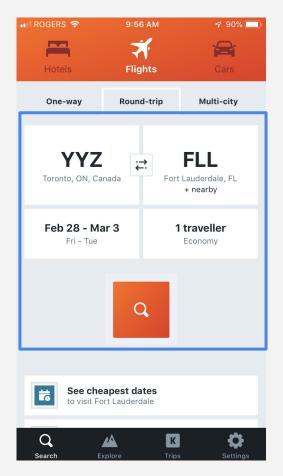
#### Addresses

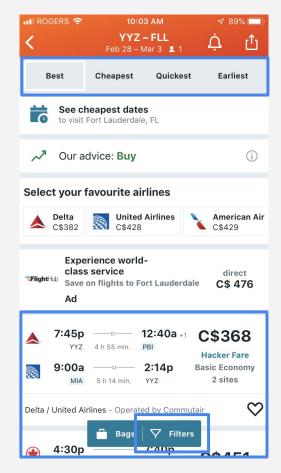
 The components and interactions that make your solution unique and effective. These form the core of your interactive concept.





## **KEY DESIGN PATTERNS EXAMPLES**







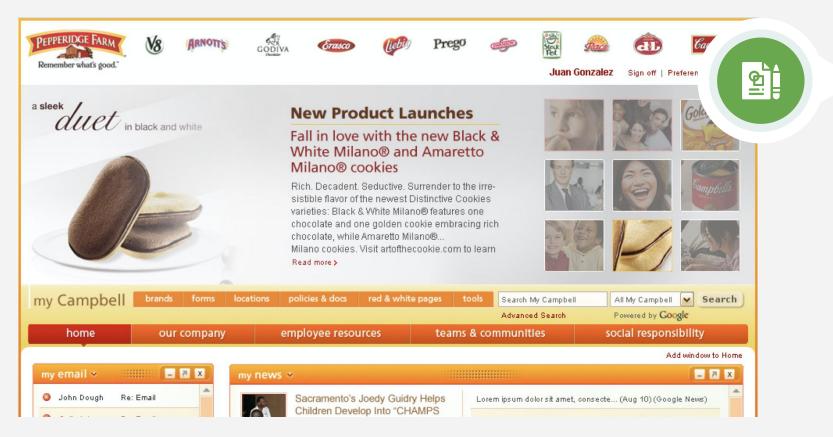


#### **KEY DESIGN PATTERNS EXAMPLES**





## **KEY DESIGN PATTERNS EXAMPLES**





## **5. PRIMARY LAYOUTS**

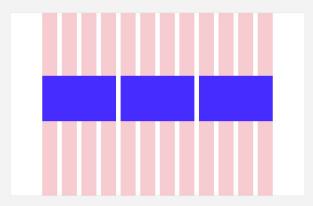
#### Addresses

- Form factors
- The layouts of your primary pages, templates, and views
- Responsive behaviours, such as number and positions of breakpoints, and fluid behaviour within each viewport





## **PRIMARY LAYOUTS EXAMPLES**

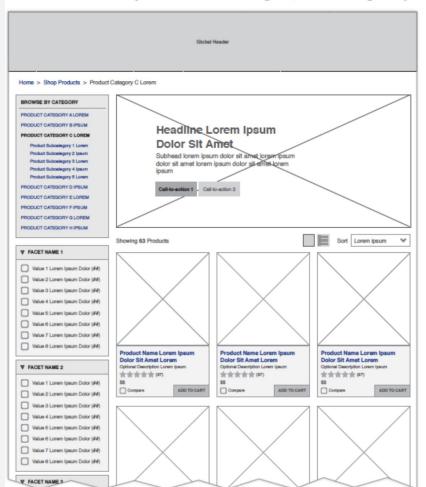


[Logo]	Header	
2		Search Box
Navigation Menu		Calendar
	<u>Content</u> <u>Area</u>	Ad.
		1 100
	Copyright Notice	

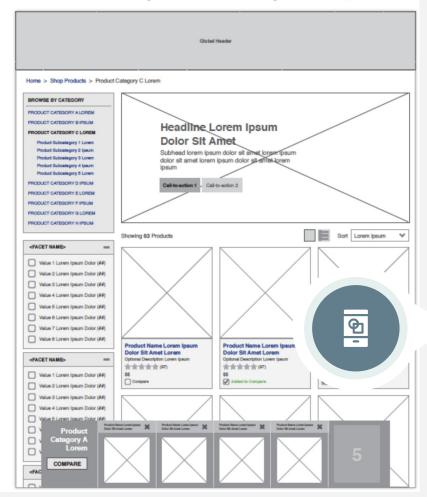




#### WF.1.3 Desktop Product Category Landing (top)



## WF.1.10 Desktop Product Compare Tray





## **5 ELEMENTS OF AN EXPERIENCE DESIGN FRAMEWORK**



High-Level IA







Global components

Interaction model



Primary Layouts











# THANK YOU







