Buttons

Why buttons important? They are the functional aspect of GUI.

- Attractive
- Recognizable
- Useful



Buttons

- push buttons
- selection fields
- menu buttons
- navigation scrolls
- radio buttons
- text input boxes
- tabs
- dropdown lists
- checkboxes
- navigational text buttons
- switch buttons
- sliders, etc.



Interactive examples of different button types:

Button Control: Examples

<u>Using menus, buttons, bars, and boxes</u>

SatImage: The controls



Types of Buttons

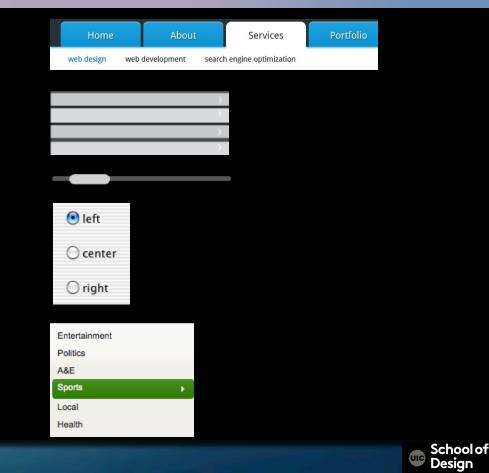
Category Tab

Options Table/Cell

Scroll Bar

Radio Button

Dropdown Menu



Types of Buttons

Checkbox Button

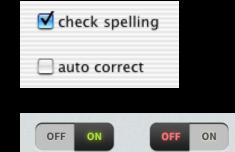
Switch & Toggle Button

Text Button

Navigational Icon

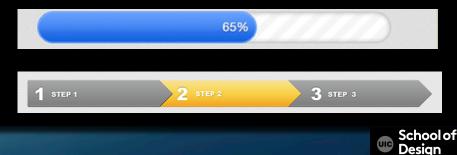
Loading Bar

Bread Crumbs









Button States

Idle state – before interactivity



Active state –

touch state function incomplete



Completed state – function is in progress





iOS 6 & 7 buttons

Content credit : iOS7 by Matt Gemmell Jun 12th, 2013 http://mattgemmell.com/ 2013/06/12/ios-7/



Buttons

The mobile application UI design world is no different than the world of automobiles when it comes to shapes. Curves are usually more pleasing to view than sharp edges. Mobile devices, electronics, even furniture are now often produced with curved edges because they are not only safer but because they are simply more appealing and more comfortable to handle in most cases.

This doesn't mean you shouldn't use sharp edges in UI design at all. It really depends on how you want to focus attention and to present your application.



'Web 2.0' http://en.wikipedia.org/wiki/Web_2.0

Websites that use technology beyond the static pages of earlier web sites. Web 2.0 does not refer to an update to any technical specification, but rather to cumulative changes in the way web pages are made and used.

- social networking sites
- blogs
- wikis
- video sharing sites
- hosted services



Web 2.0 logos UI designs Websites mobile applications

Modern icons, glossy gradients, shines, shadows, embossed text, reflections, 3D and pseudo 3D elements, etc.



Apple has been known for 'less is more' design style.

- clean
- simple
- subtle
- balanced

lighting effects blending shadows gradients two-tones neutral colors



Apple: The UI helps users understand and interact with the content, but never competes with it.

-Advantage of the whole screen -Subtle Bezels, gradients, and drop shadows -Translucent elements

<u>Guidelines GUI</u>

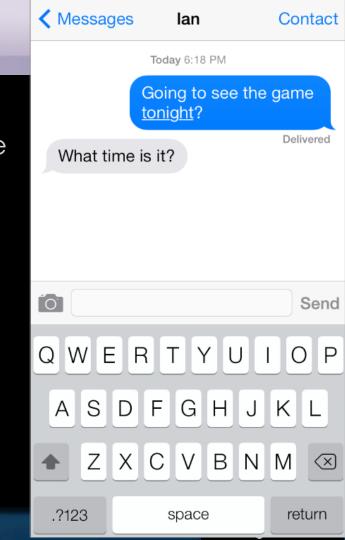
Cupertino Mostly Sunny

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Now	5PM	6PM	7PM	8PM	8:19PM			
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Clarity

Text is legible at every size, icons are precise and lucid, adornments are subtle and appropriate, and a sharpened focus on functionality motivates the design.

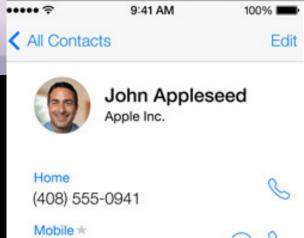
- Plenty of negative space
- A key color
- Ensure legibility by using the self adjusting system fonts.



Depth

Visual layers and realistic motion impart Vitality and heighten users' delight and understanding.

- Focus on the content / the UI plays a supporting role.
- Embraces borderless buttons.
- Colors instead of borders.



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(408) 555-0942SFaceTimeSFaceTimeSICloud
johnappleseed@icloud.comS

Work

1 Infinite Loop Cupertino, California United States



Light

- Brightness
- Openness
- Lighter color palette
- Breathable whitespace



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School of Design

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