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How do I create my own UI?

Our Friends · Friday, June 11th, 2021

When you want to create an interface, it is important to understand the process that led to the final product. There are 4 stages. They allow you to get an interface based on an idea that takes shape and becomes functional. To give newbies some links and tips to help them if they want to create an interface, material has been specially designed. The graphical aspect is important, but we shouldn't forget about the development, as well as the links and marketing that will come later.

Concept: getting started

A concept is a document provided by a client to an advertising agency, which defines the goals and objectives of communication. Hence, it will be necessary to define the concept of your interface design. This first step is the most important! This will define your entire project. With the help of brainstorming, you will need to accurately determine the values that you want to convey to yourself, the functionality of the interface, etc. In companies with work experience and a number of successful projects, experts will advise how best to bring the idea to life, as well as:

- Develop a work plan with deadlines;
- Clearly fix the designated goals, improve them;
- Will help to complement the idea and prepare a really useful product.

One of these companies is https://fireart.studio/hire-professional-ui-developers/, specialized in the development of professional applications for various spheres of activity.

Web Marketing Training

As for the goal, you will have to ask yourself various questions: what will my interface bring to my goal, on what medium will it be visible, in which case it will be used and in what context? So, you have to study your internet user. If you can't do it yourself, contact the professionals for help https://fireart.studio/hire-ux-developers/.

Based on this reflection, the terms of reference are drawn up: it is to provide creatives with the key elements that will guide their creative work. Even if their "playground" is to be surrounded by conceptual constraints, it is still necessary to have an open mind. Do not focus on one idea, but develop several, do not immediately reject an idea that a priori seems inadequate to you: there is no bad idea. Think outside the box … This process is called an idea:

- Generation,

- Development,
- And testing ideas.

After defining the concept, we conduct a comparative analysis to find out the current trends regarding this project. It is a matter of analyzing what already exists by thinking through the positive and negative aspects for each element. To do this, we must implement a monitoring document that must include direct competitors recognized as leaders and companies.

This trend research will help us implement our project.

Ease of use

Before getting started with the design, it's important to first define the user's path. To do this, we must first of all ask ourselves what the ultimate goal of the user will be. Based on this goal, you should think about your needs in order to achieve it:

- Does he need to enter personal data?
- Connect to Facebook?
- Choose a product?

This step is important because it will save the user time: get what they want in a minimum of time. We will start by creating a tree structure that will list all the pages that will be available and will list them in a specific order without specifying the content of each page. This journey can be formalized in the form of various "screen images". They must follow each other in a consistent manner and detail the various elements present at each stage.

Architecture

After defining the user path, it will be necessary to detail each interface and make it ergonomic. A website is ergonomic when it is useful and convenient. In other words, it responds to a need and helps maintain the user's interest in the product. Thus, the right website design takes care of its users: it is UX (user experience). Therefore, it will be necessary to create a framework for the architecture, considering the location of each element of each interface. Four tips for good ergonomics:

Hot spots should be clearly visible:

- Avoid small buttons. Think of the visually impaired or people in a hurry and wondering where to click,
- Consider areas that are more or less accessible to the mouse cursor.
- Avoid unnecessary information: create categories,
- Don't litter your interface with pop-ups as they will annoy the user.

Finally, we can move on to the stage of creating the user interface (UI). We will be able to use pre-made wireframes. Before you start creating the user interface, it is best to first create your own UI kit, which will contain all the graphical elements required for the interface. For example, buttons, form, fields, menus, etc.

These elements will be graphically consistent with each other as they will be consistent with the graphic design. It is important that all kit items are accessible. In other words, they must have the

ability to propose the actions that they are allowed to take. For example, a clickable button should assume it can be clicked. With this UI kit and your templates, you will have no problem building your UI.

Photo by Tirza van Dijk on Unsplash

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