

Design Guides for the Web

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Introduction

- user's attention is finite we don't read pages, we scan
 - eye tracking research shows that we scan in an F pattern
 - implications: first lines of text on a page receive more attention as do first few words
- web pages must be self-evident/ self-explanatory (we don't wish to think about what we do, we 'muddle' through pages)
 - how many of us actually read instructions on how to use something, instead we 'problem solve'
- make obvious whatever is 'clickable' is clickable
- conventions such as metaphors are extremely useful in design, for example a trash icon denotes a bin, a shopping cart denotes items you wish to purchase



Introduction

- in general 88% of user's arrive at websites from search engines & links with just 12% from URLs
 - hence, user's may not be coming directly to your homepage but a page on your site so it is important that this page lets them know if they are on track or not to receive the information they want
 - hierarchy of content consider how you are going to deliver your content similar to a
 Table of Contents
- staying standard implies better cross-browser compatibility, especially across mobile devices (W3C)
 - design & use elements in a similar manner to that of major established websites –
 become creative with your content however
- in terms of design the general rule is get it right in black & white first

4 Basic Design Principles

- Proximity
- Alignment
- Consistency
- Contrast



Proximity

■ group related items together (the human eye perceives connections between visual elements that are close to each other)

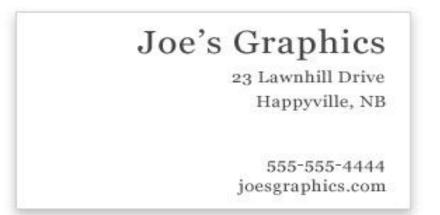


■ proximity is so powerful it may override similarity of colour, shape & other factors that might differentiate a group of objects

Proximity

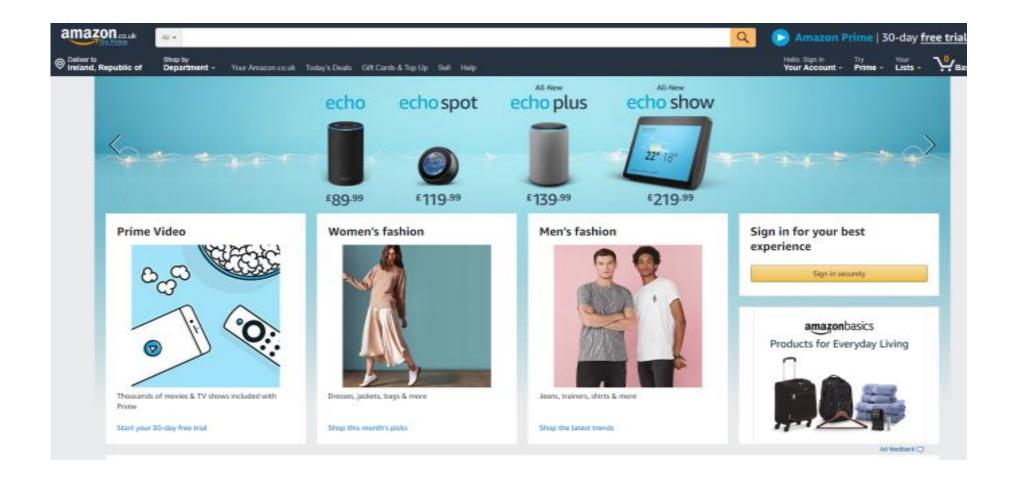
■ the first step to properly implementing the law of proximity is not to fear white space



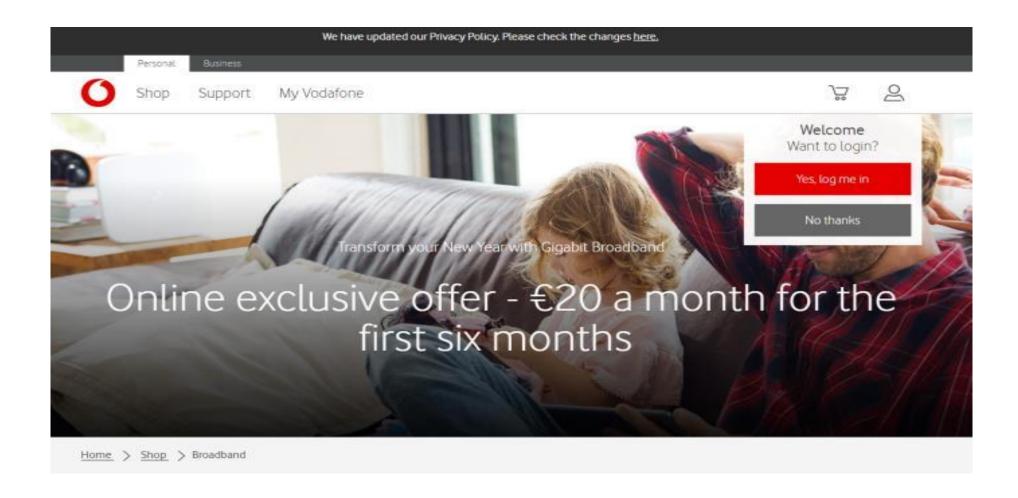


■ white space guides the user's eyes in the intended direction

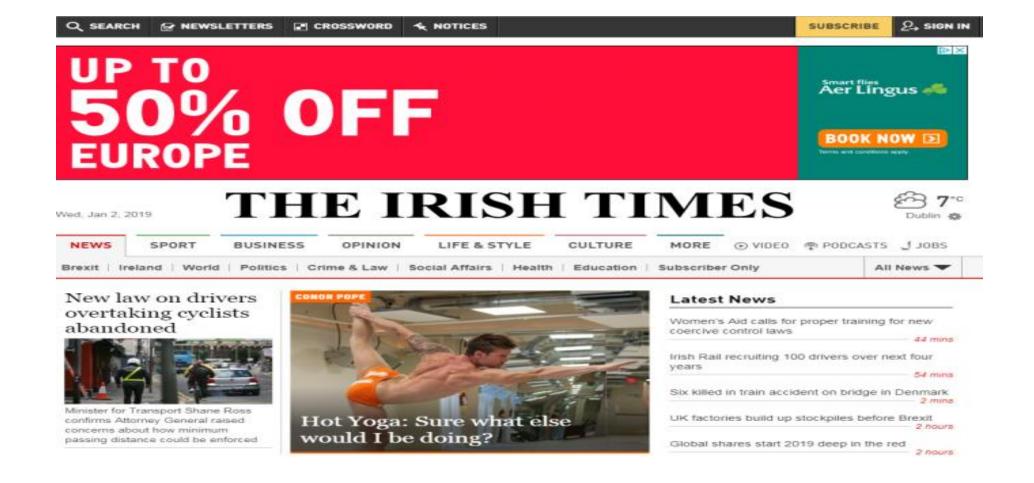
Proximity



Proximity



Proximity





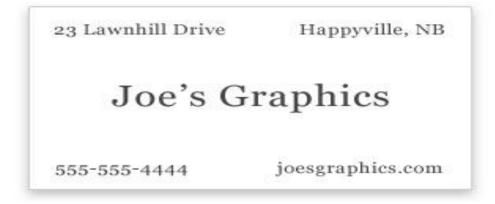
Summary of Proximity

- items in close proximity to each other become one visual unit
- the basic premise of proximity is to organise if information is organised it is more likely to be read & remembered
- elements which are related logically are also related visually
- in essence proximity encourages us to create a clear visual hierarchy for instance the more important headings are (<h1>) the larger, bolder, distinctive colour, set off by more white space or nearer the top of the page it is
- avoid too many separate elements on a webpage

Alignment

- refers to placing text and elements on your page so that they line up to create order which in turn improves the readability of your design
- alignment is largely invisible yet you would certainly notice it if pages are poorly aligned
- the principle of alignment forces you to be conscious

Alignment

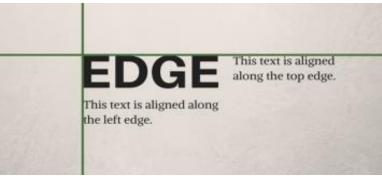




- the elements on the left appear not to have any connection
- in your mind's eye get into the habit of drawing lines between elements to determine where connections are lacking

Types of Alignment

- horizontal: implies left and right margins are equal
- vertical: elements are lined up with top & bottom margins
- center: elements aligned along a center axis
- edge: occurs when text & elements are aligned up with each other's top, bottom & side edges



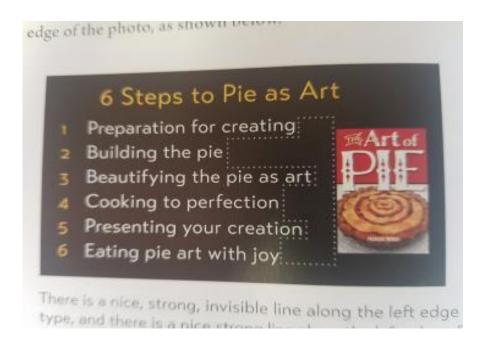
Types of Alignment

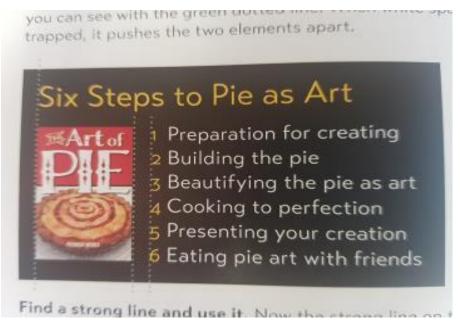
■ visual/optical: elements may be properly aligned based on measurements but appears misaligned because of specific elements. This is particularly common with rounded elements & fonts

This text is properly aligned according to the precise measurements of this design.

Clistical Clistical This text is visually aligned to accommodate the swooping curves of the "V".

Alignment Example





Alignment Tips

- centered alignment can be very safe. However, it can create a flat, ordinary & sometimes a dull look & feel context is everything
- left alignment is most common because that is how we read
- visual alignment is more important than precise alignment, so if something looks off don't be afraid to abandon the notion of a grid
- when placing items on a page ensure each item has some visual alignment with another item on the page

Alignment Tips

- never center headings over flush left body text or elements
- be consistent choose one & stick to it (apart from your Homepage or Landing page)
- our eyes like to see order plus it helps communicate the information, hence when you place items on the page make sure each one has some visual alignment with another item on the page
 - if lines of text are across from each other horizontally, align their baseline
 - if there are several blocks of text, align their left or right margins
 - if there are graphic elements, align their edges with other edges on the page



Alignment











Consistency

- keep a consistent style throughout your website in terms of typeface (font family in CSS), colour, spatial relationships
 - for example, when using the html element <h1> maintain the same size, font, weight, colour, padding or any other attributes of the element
 - even if there is variety to your layout/ structure repeat some elements/aspects of your design throughout the entire website
 - hence elements which are consistent anyway such as <h1>, <h2> you might decide in your design to make them stronger so they also become a design element in addition to a useful element (this increases the perception of repetitive graphic symbols)
 - what other html elements might you include to create a sense of repetitive graphic design?
- consistency brings unity & cohesiveness to your design
- consistency provides a sense of professionalism to your website & creates trust amongst your users

Contrast – Example 1

ANOTHER NEWSLETTER!

Exciting Headline

Wants pawn term dare worsted ladle out hoe hat search putty yowler colls debt pimple colder Gullty Looks. Suite Looks Iff inner ladle cordage saturated adder shirt disadence firmer beg florist, any sadle gull orphan author murder too setter gare entity florist oil briver shall.

Thrilling Subhead

"Guity Looks!" creter murder angularly, "Hominy terms area garner aithrea suture stooped quis chin?" Coster deer floors? Condens.

"Wire nut, murder?" wined Guilty. Looks, hoe dint peony tension tore murder's scalainas.

"Cause dorsal lodge an wicket bear inner florist has orphen malasses pemple. Ladie gulls shut kepper wave firm debt candor armonal, as stare otter debt florist! Debt florist's mush toe dentures furry ladie out?"

Another Exciting Headline

Wall, pimple oil wares wantler doe wart odder pimple dom warrpum toe doe. Debt's jest harmone

nurture. Wan mouning, Guilty Looks dissipater murder, an win entity florist, Furlung, disk avengeress gull wetter putty yowler colls cam tore morticed ledle cordage inhibited buyer hull firmly off beers-Fodder Beer (home pimple, fur ablivious raisins, coiled "Brewing"), Munder Beer, an Ladle Bore Beer, Disk mooning, oiler beers hat jest lifter cordage, ticking ladle baskings, an hat gun entity florist toe pack blockperriers an resh-barriers. Guilty Looks ranker dough ball; bought, off curse, nor-bawdy worse hurn, sode sully ladio guil win baldly ret entity beer's horse!

Boring Subhead

histor taple inner daming rum, stud free boils fuller sop-wen grade beg boiler sop, wan moddle-sash boil, an wan tawny ladle boil, Guitty Looks tucker spun fuller sop firmer grade beg boil-bushy spurted art inner boary!

"Arch!" crater gull, "Debt sop's toe hart - barns mar mouse!"

Dingy traitor sop inner muddle-seabboil, witch worse toe coiled, Butter sop inner tewny ladle boil worse lest

Another Newsletter!

Exciting Headline

Wents pown term dare worsted ladle gull hoe hat search purty youler cols debt pemple colder Guilty Looks. Guilty Looks lift inner ladle cordage saturated adder shirt disaldence firmer beg florist, any ladle gull opphen aster murder toe letter gore entity florist all buyer shelf.

Thrilling Subhead

"Guilty Looks!" crater murder engularly, "Homany terms area garner asthma suture stooped guz-chin? Golfer door florist? Sordidly Nut!"

"Wire nut, murder?" wined Guilty Looks, hoe dint peany tension tore murder's sceldings.

"Cause dorsal lodge an wicket beer inner florist hos orphen molasses purple, Ladle gulls shut kipper ware firm debt candor ammonol, an stare otter debt florist! Debt florist's much toe dentures furry ladle gull!"

Another Exciting Headline

Wall, pimple oil-wares wander doe wart udder pimple dum wampum toe doe, Debr's jest harmone nurture. Wen moening, Guilty Looks dissipater murder, an win entity florist. Fur lung, disk avengeress guil wetter putty yowier cools can tow morticed ladle cordage inhibited buyer hull firmly off beers. Fodder Beer (horse pimple, fur oblivious reisins, coiled "Brewing"), Murder Beer, an Ladle Bore Beer. Disk moaning, oilar beers het jest lifter cordage, ticking ladle baskings, an hat gun entity florist toe peck block berners en rash-barriers. Guilty Looks ranker dough hall; beught, efficurse, nor bawdy werse hum, soda sully ladle guil win beldly rat entity beer's horse!

Boring Subhead

Honor tipple inner detring rum, studtree boils fuller sop-wan gradebag boiler sop, wan muddle-sashboil, an wan tawny ladie boil. Guilty Looks tucker spun fuller sop firmer grade haig boil-bushy spurted art inner hory!

"Arch!" crater guil, "Debt sop's toe hact - barris mar mouse!"

Dingy traitor sop inner muddle sesh boil, witch worse the collect, Butter

Can you feel how your eyes are drawn to this page, rather



Contrast – Example 2





Contrast

- contrast is one of the most effective ways of adding visual interest to your website
- it refers to a noticeable difference between design elements it is not using a variety of styles (we are still adhering to the consistency principle)
- the easiest way of adding interesting contrast is with graphic design elements as looked at earlier such as typefaces & colour

Conclusion

- (personally I recommend) using the 4 design principles in a methodical manner one at a time:
 - find structure to your content & group content & design elements into logical proximity
 - use space to set items apart or connect them
 - use an alignment
 - find or create repetitive features & keep your layout/ structure & style consistent
 - have fun with contrast (word of caution perhaps don't over do it)!!