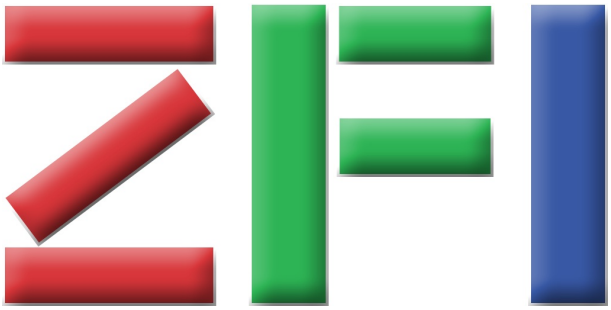
Kurs-Dokumentation



Zentrum für Informatik ZFI AG

Windows 8 UX Design Workshop (W8UX)

http://www.zfi.ch/W8UX

Weitere Infos finden Sie unter www.zfi.ch oder via Adresse:

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Titel	**Windows 8 UX Design Workshop**
Untertitel	
Einleitung	**This workshop is created using the flipped classroom approach. In a flipped classroom approach, students learn the concepts at their own pace and outside of the classroom. They learn the concepts prior to attending the classroom. In the classroom, they apply the concepts by working on the labs.The hands-on labs will help designers and developers apply and reinforce their learning with respect to:Design principles underlying Windows Store applications Recommended approach and processes for designing the user experience (UX) of Windows Store applications Guidelines and requirements for designing Windows Store application user interfaces**
Ihr Nutzen	**After completing this workshop:** **- Describe and apply the recommended process and techniques for designing the user experience of Windows Store applications.** **- Apply Microsoft User Experience guidelines to the design of Windows 8 Store applications. In particular:** **- Determine the appropriate navigation pattern for an application** **- Apply layout rules to application screens** **- Apply correct commanding guidelines** **- Effectively design for different form factors, including Snapped view** **- Identify opportunities to leverage Windows 8 Charms and Contracts in an application user interface. In particular:** **- Identify and design user interfaces for Share scenarios (source and target)** **- Identify when it is appropriate to use the Windows 8 Search charm, and design compliant Search experiences** **- Identify opportunities to use the File Picker and File Saver contracts, and design appropriate user interfaces for each** **- Understand what user interface elements belong in the Settings charm and design compliant Settings user interfaces** **- Identify opportunities to use application tiles, live tiles and secondary tiles to enhance an application user experience** **- Describe the Start Screen tile design options.** **- Describe the guidelines for usage of notifications and apply them appropriately.**
Vorausetzungen	**Before attending this workshop, students:Must have viewed the Windows 8 UX Design Jump Start materials.Must have familiarity with the Windows 8 user interface.Must have familiarity with Windows Store applications and their user interface conventions.Should have experience with the principles and techniques of user experience and user interface design.**
Teilnehmerkreis	**The primary audience of these labs is designers of Windows 8 store applications (user experience designers, interaction designers and visual designers). A secondary audience is developers of Windows 8 store applications who are charged with user interface design, or who need to**

	be familiar with the guidelines and processes of Windows Store application user experience design in order to work with designers, or designers? deliverables.
Unterlagen	
Folgekurse	
Inhalt	**1: IntroductionIn this module, students will get an overview of the workshop and the Windows design principles. Students will also become familiar with the application being used for the labs.Lessons About this WorkshopDesigning for Windows 8Lab Scenario** **Review the Windows 8 Design Principles** **Learn about the workshop agendaLearn about the application and the scenario that will be used on all the labs.** **Module 2: Less is MoreThis module covers the process of identifying what your app?s unique offering is, and the right organization of features to deliver that promise. The first three steps of the user experience design process described here will result in a ?Great At? statement, a set of User Flows and finally a set of application features they require.Lessons The ?Great At? StatementUser FlowsFeatures** **Lab : Creating a Great At StatementBrainstorm Great At statementsCritique your Great At statementsSettle on your Great At statementBrainstorm possible user flowsRemove featuresRemove user flows that don?t support the Great At statementReview your final user flowsBrainstorm possible app featuresRemove unnecessary featuresGroup features** **Lab : Identifying User FlowsBrainstorm Great At statementsCritique your Great At statementsSettle on your Great At statementBrainstorm possible user flowsRemove featuresRemove user flows that don?t support the Great At statementReview your final user flowsBrainstorm possible app featuresRemove unnecessary featuresGroup features** **Lab : Identifying App FeaturesBrainstorm Great At statementsCritique your Great At statementsSettle on your Great At statementBrainstorm possible user flowsRemove featuresRemove user flows that don?t support the Great At statementReview your final user flowsBrainstorm possible app featuresRemove unnecessary featuresGroup features** **Identify a ?Great At? statement for your applicationDetermine a set of ?User Flows? to support the ?Great At? statementBrainstorm and organize the features required for your app.** **Module 3: NavigationThis module introduces the two standard navigation patterns for Window Store applications, and the navigation devices available to users to find their way around your application.Lessons Navigation PatternsContent** **Lab : Designing NavigationDesign the navigation for the Sample**

ApplicationValidate the navigation for the Sample Application

Select the right navigation pattern for your application.

Organize a hierarchical navigation structure.Add a semantic zoom view to your Hub page.Apply standard Navigation elements to your page designs.

Module 4: LayoutThis module describes how to organize and present the content and features of an application.Lessons Laying Out ContentTypographyBranding

Lab : LayoutLayout the Pages of the Sample ApplicationTypographyBranding

Apply standard page templates to your application.

Layout content within the pages.Apply the Windows 8 type ramp.Consider the branding for your application.

Module 5: UI ElementsThis module describes the guidelines for laying out app bars.Lessons CommandingApp Bar Design

Lab : Design for CommandingLaying out Commands for the Home PageLaying out Commands for Other Pages

Layout commands in app bars for your application.Module 6: Day 2 IntroductionThis module reviews the work students did on day 1 and introduces the agenda for day 2.Lessons Workshop Day 2

Review some of the key topics from day 1.Learn about the agenda for day 2.

Module 7: Snapping and ScalingThis module describes the scaling and snapping strategies that you can use tosupport a wide variety of screen sizes, resolutions, aspect rations and orientations.Lessons ScalingSnapped View

Lab : Designing for ScalingSketch Page Scaling BehaviorDiscuss Portrait View Behavior

Learn about different scaling strategies.

Apply scaling strategies.Learn strategies for designing snap views.Layout snap views for your application.

Module 8: Charms, Contracts and ExtensionsThis module described how to design Share and Search experiences for an application.Lessons Charms, Contracts and ExtensionsThe Share ContractThe Search ContractThe File Picker Extension

	Lab : Designing for the Search CharmDesign a Share Source ExperienceDesign a Share Target ExperienceDesign a Search ExperienceDesign a File Picker Experience **Lab : Designing for the Share CharmDesign a Share Source ExperienceDesign a Share Target ExperienceDesign a Search ExperienceDesign a File Picker Experience** **Lab : Designing for the File PickerDesign a Share Source ExperienceDesign a Share Target ExperienceDesign a Search ExperienceDesign a File Picker Experience** **Design Share and Search experiences for your application.Design File Picker experiences for your application.** **Module 9: Tiles and NotificationsThis module describes how to design default and secondary tiles for an application.Lessons TilesNotifications** **Lab : Designing NotificationsDesign the Sample Application Default TileDesign the Sample Application Secondary TilesDesign Notifications for the Sample Application** **Lab : Designing Application TilesDesign the Sample Application Default TileDesign the Sample Application Secondary TilesDesign Notifications for the Sample Application** **Design a default tile and secondary tiles for Food with Friends.Design notifications for Food with Friends.** **Module 10: Wrap-UpThis module provides a recap of the topics covered in the workshop.**
Beitrag	**Der Teilnehmerbeitrag versteht sich rein netto. Das ZFI ist (gemäss MwSt-Gesetz) nicht Mehrwertsteuerpflichtig und erhebt somit keine MwSt. Bei länger als einen Monat dauernden Lehrgängen ist die Zahlung des Teilnehmerbeitrages in mehreren Raten möglich (pro rata temporis).**