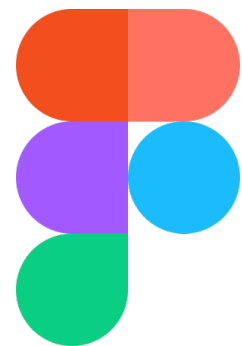






Basic UI/UX Design with Figma

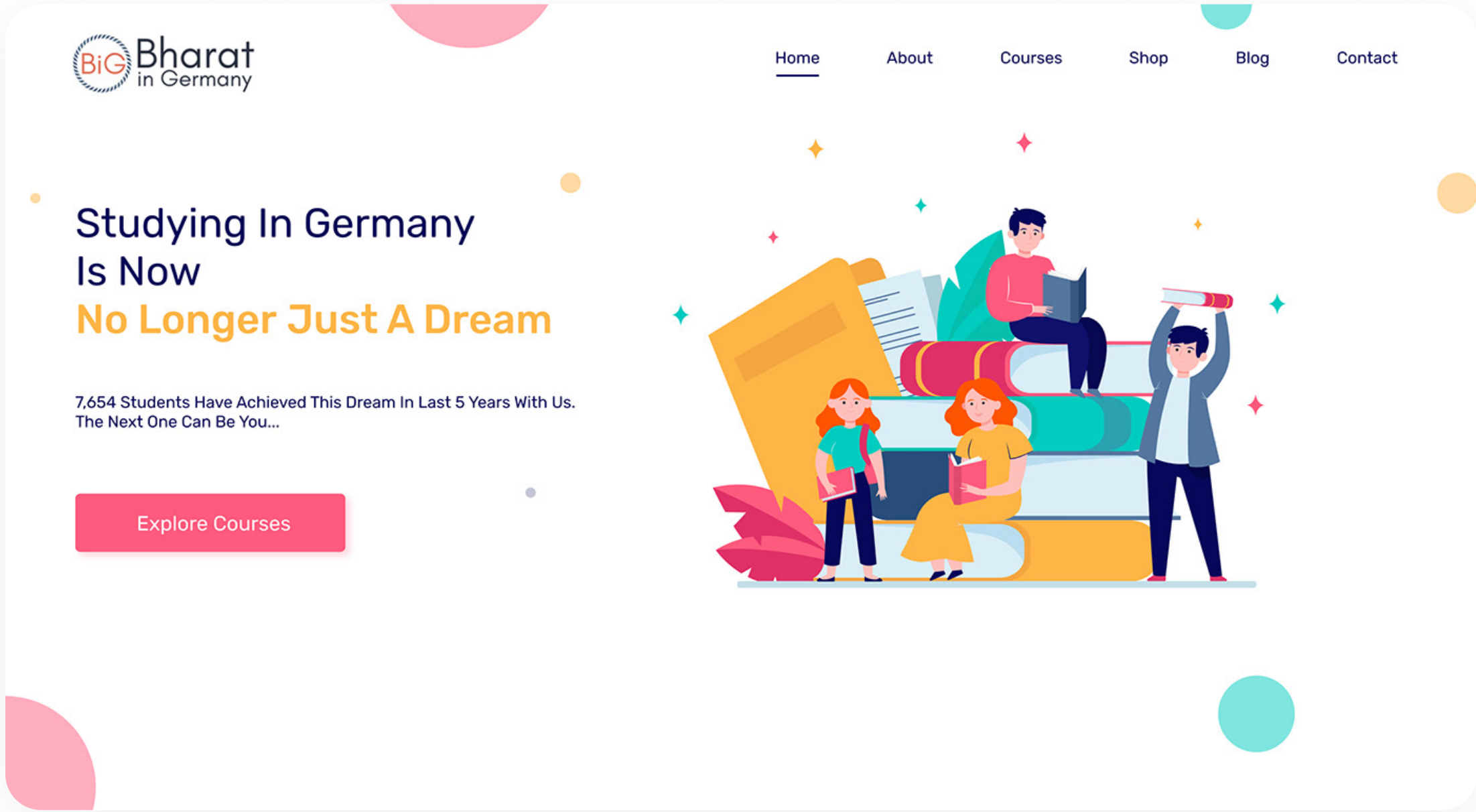
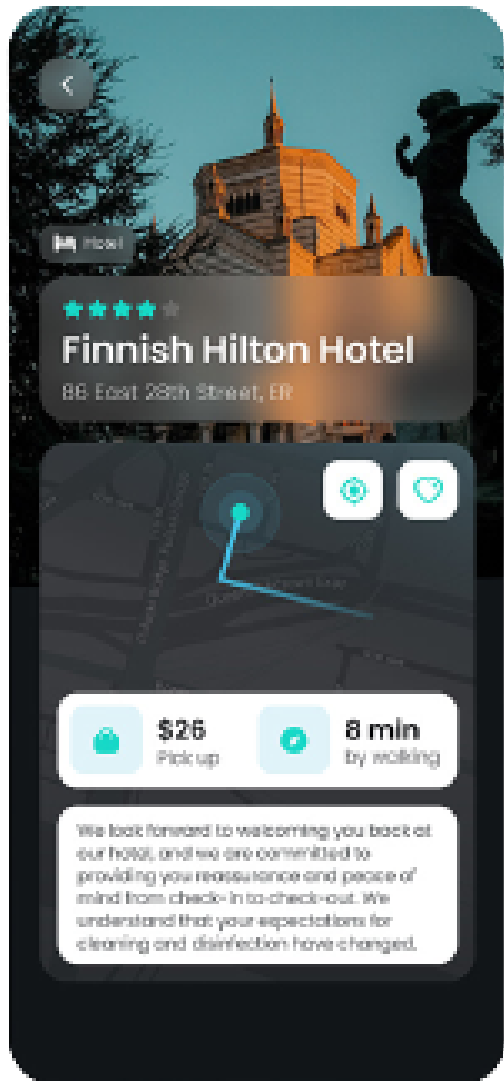
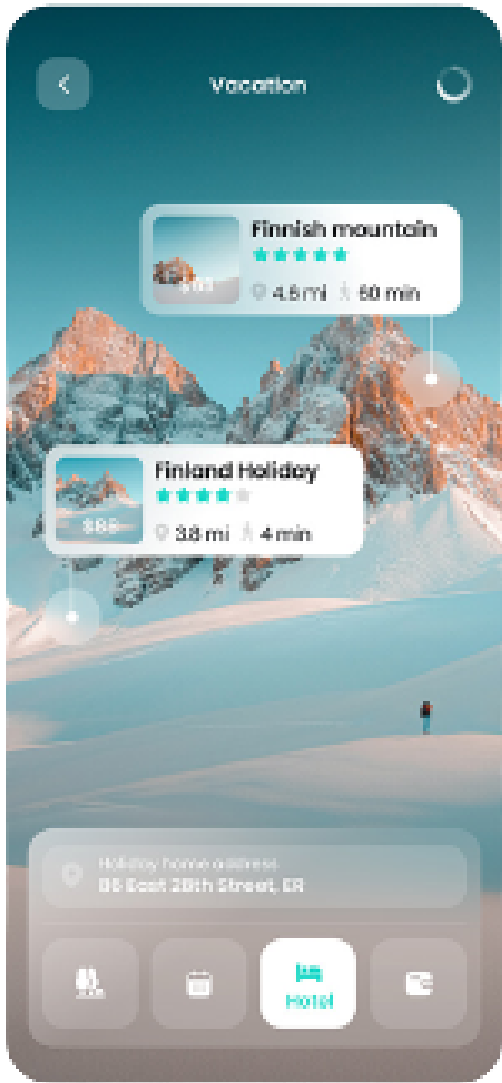
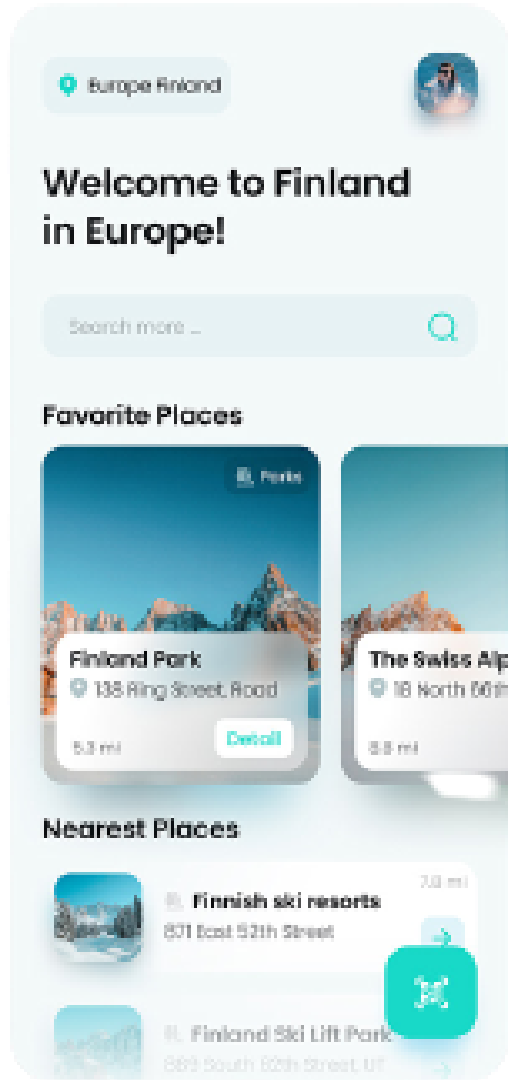




Apa itu User Interface (UI) ?

Tampilan atau semua tentang elemen visual yang terdiri dari warna, bentuk, ukuran gambar sedemikian rupa yang menciptakan estetika sebuah design.

EXAMPLE UI





Tujuan adanya UI?

Kenapa kita harus mempelajari User Interface dalam pembuatan Website atau Aplikasi?



- 1 Meningkatkan Interaksi user dalam menggunakan aplikasi



1 Meningkatkan Interaksi user dalam menggunakan aplikasi

2 Mempermudah penyajian informasi



1 Meningkatkan Interaksi user dalam menggunakan aplikasi

2 Mempermudah penyajian informasi

3 Membuat produk yang simple, effective and aesthetic



1 Meningkatkan Interaksi user dalam menggunakan aplikasi

2 Mempermudah penyajian informasi

3 Membuat produk yang simple, effective and aesthetic

4 Menciptakan identitas sebuah produk



Teori Design.

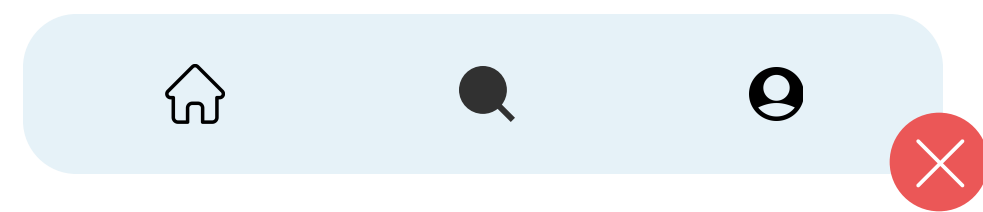


Teori Design.

- Prinsip ui design
- Tipografi
- Warna



Konsistensi.





Konsistensi.





Konsistensi.

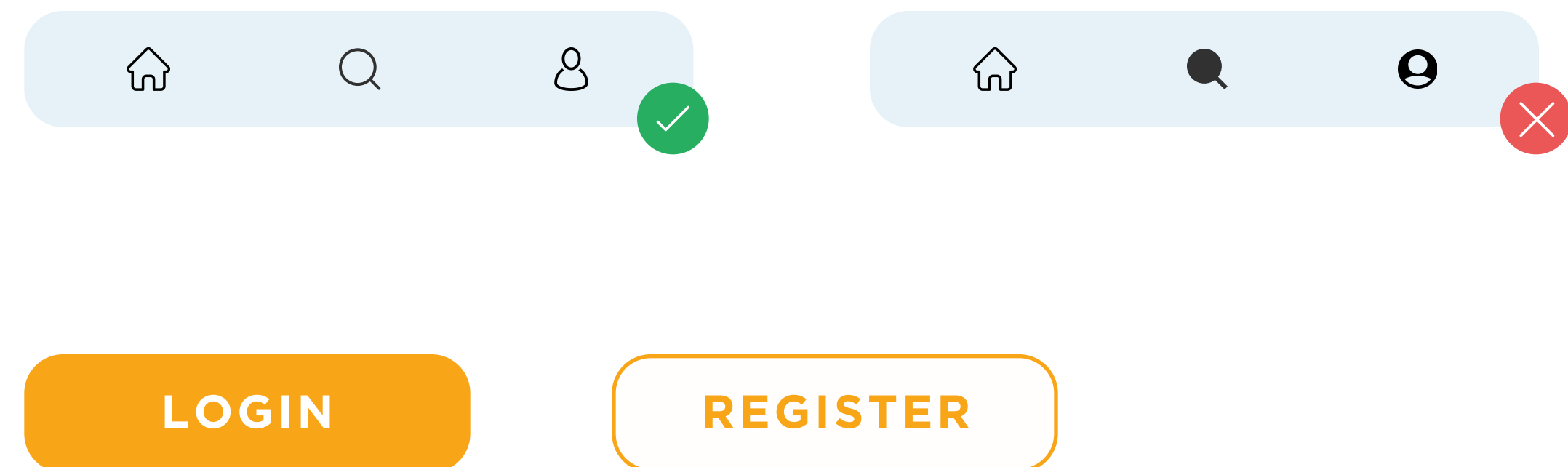


Welcome Home





Konsistensi.



Welcome Home

LOREM IPSUM IS SIMPLY DUMMY TEXT
OF THE PRINTING AND TYPESETTING
INDUSTRY.





Balance.

Keseimbangan, proporsi, negative space merupakan aspek penting dalam merancang User Interface yang baik.



Balance.

Keseimbangan, proporsi, negative space merupakan aspek penting dalam merancang User Interface yang baik.

Keseimbangan didapatkan dalam mengatur berat visual masing-masing elemen, dalam skala warna, teks, gambar, kontras dsb.



(Im)balance.





(Im)balance.



Secara visual berat dibagian kiri.

Heading, Subheading dan tombol bersifat left align (rata kiri).

Sedangkan bagian kanan kosong



(Im)balance.



Secara visual berat dibagian kiri.

Heading, Subheading dan tombol bersifat left align (rata kiri).

Sedangkan bagian kanan kosong

Solusinya, merubah semua objek menjadi center align (rata tengah)



balance.



Secara visual balance.

Heading, Subheading dan tombol bersifat center align.

White Space (ruang kosong) sama atau seimbang



Contrast.

Ukuran seberapa jelas sebuah objek secara visual. Kontras dapat berupa warna, jarak atau white space, ukuran objek dan opacity (transparancy).



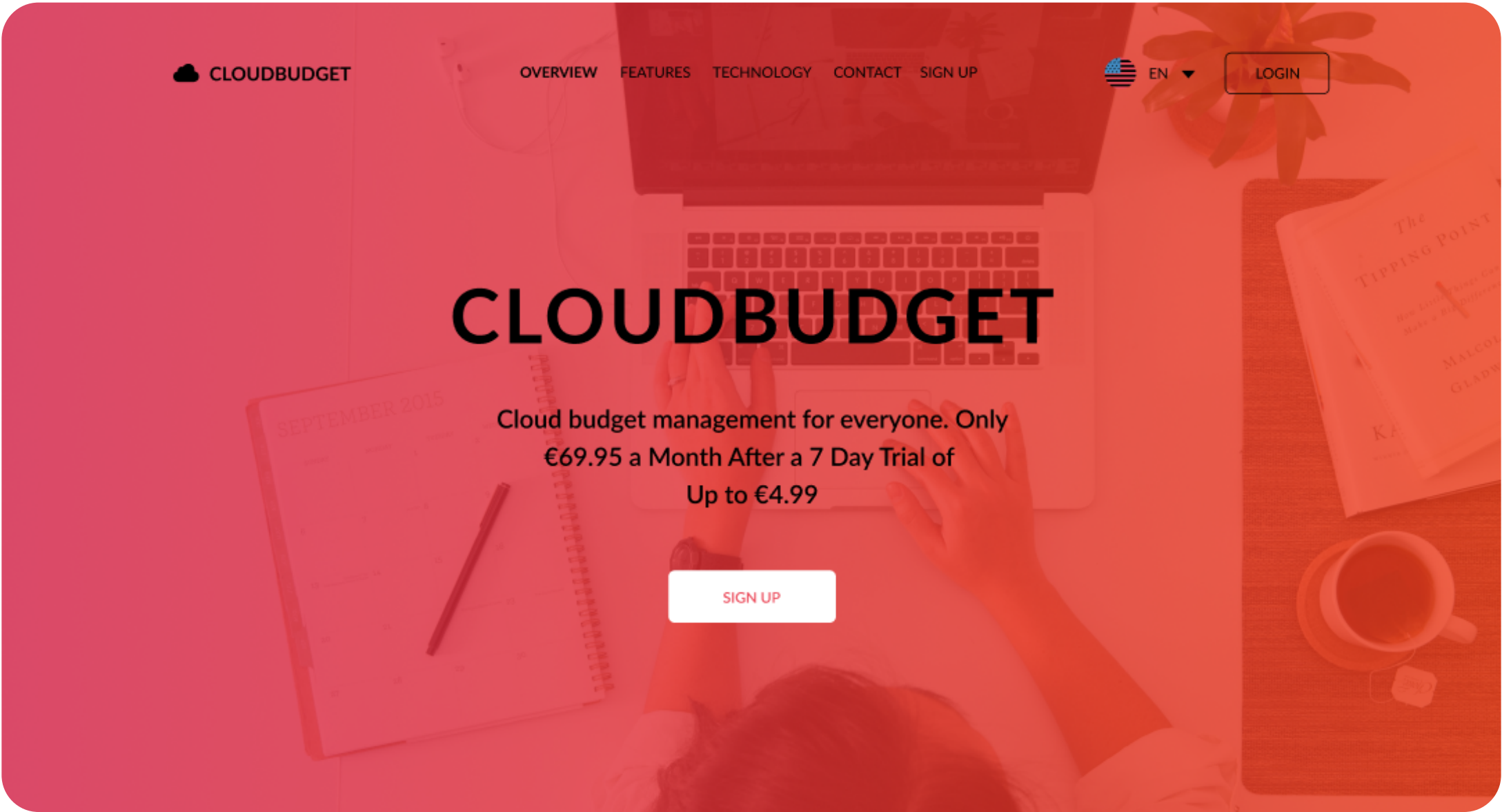
Contrast.

Ukuran seberapa jelas sebuah objek secara visual. Kontras dapat berupa warna, jarak atau white space, ukuran objek dan opacity (transparancy).

Semakin rendah tingkat kontras sebuah design atau objek maka semakin rendah tingkat kejelasan objek tersebut dibandingkan dengan objek lain

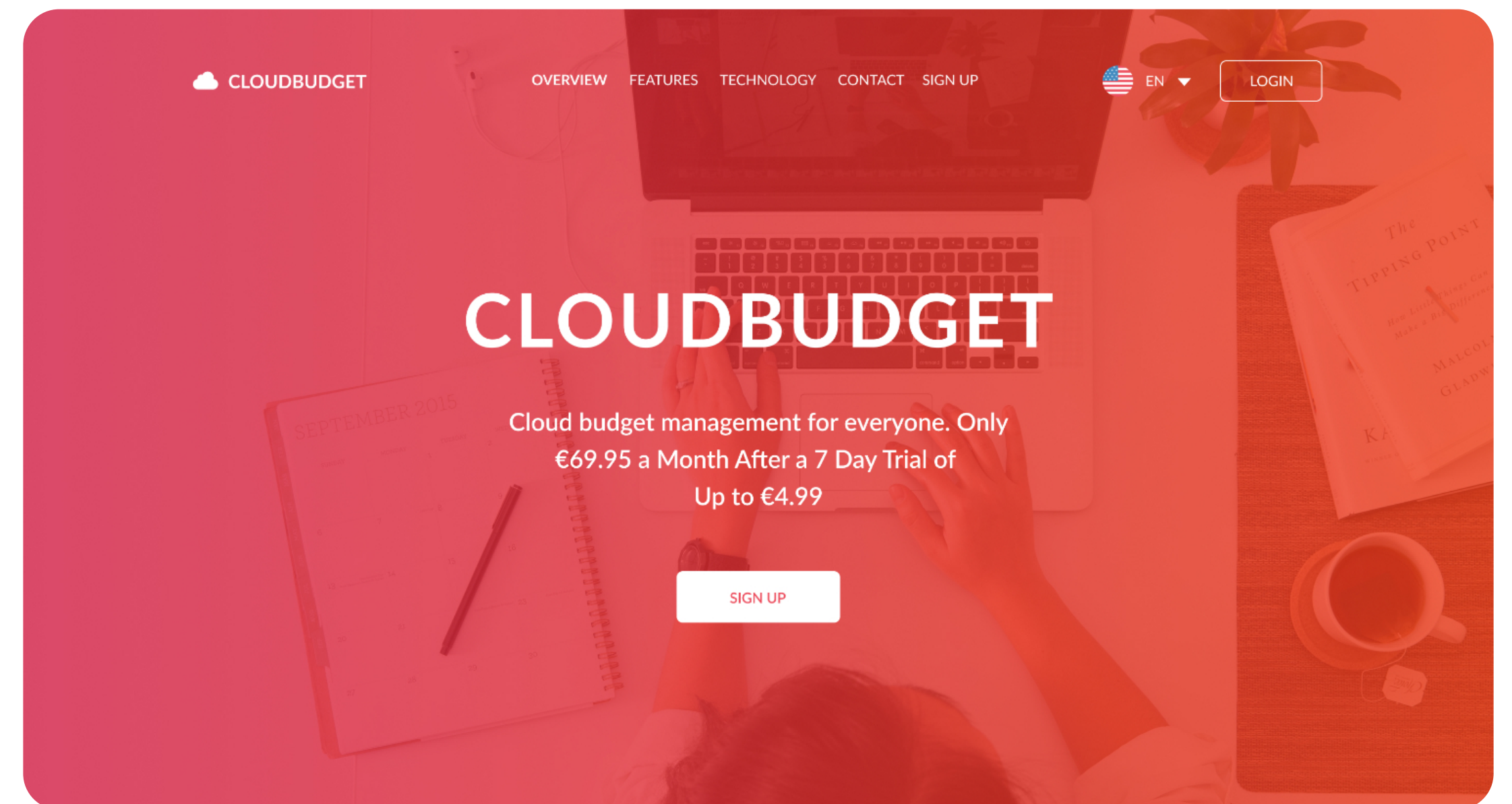
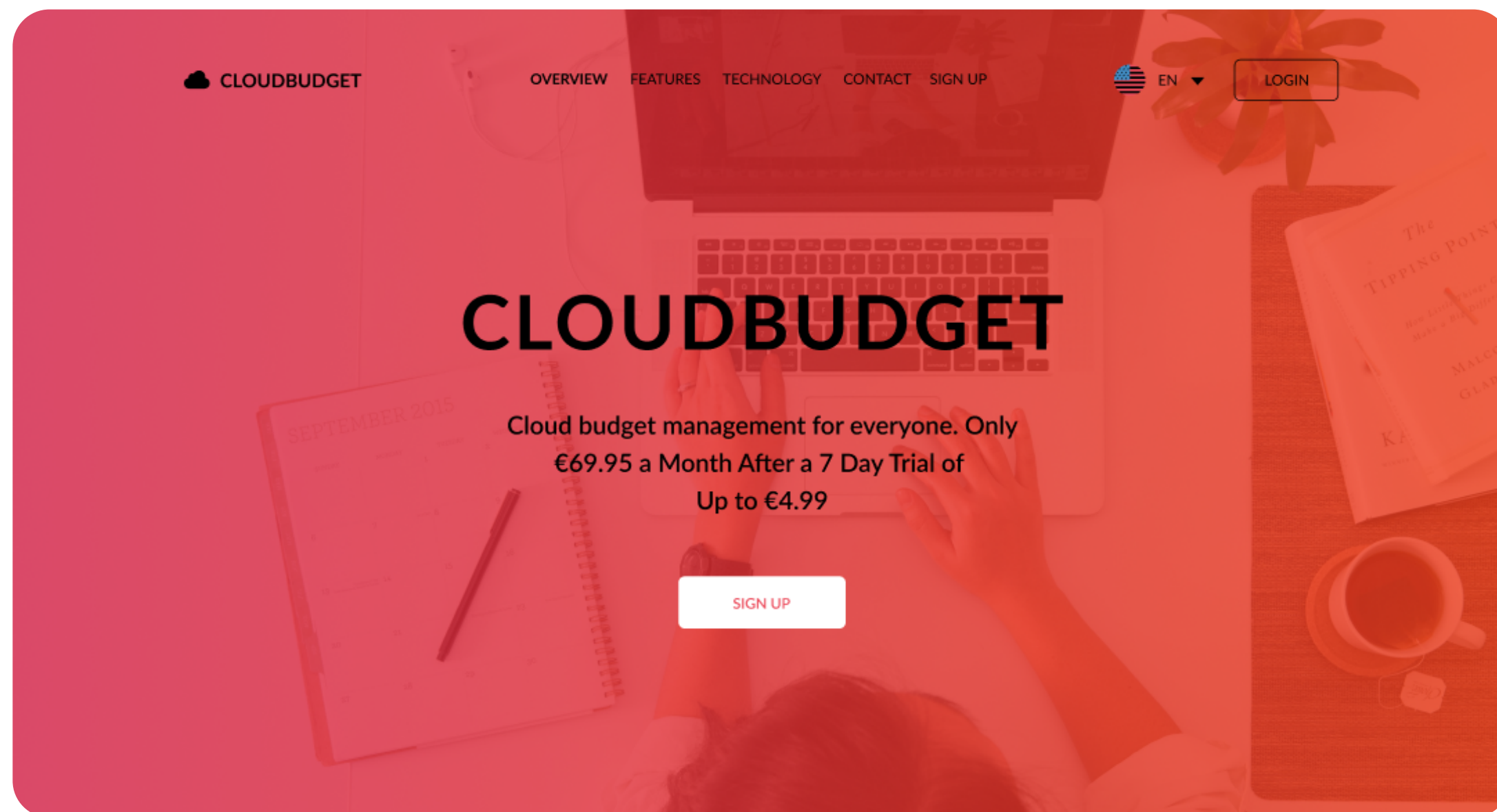


Contrast warna





Contrast warna





Contrast warna

Easy to Use Cloud Budget Management Software

Our software is made so you can access and manage your budget and expenses online at any time from any device. It provides detailed income and expense reports with graphs so you can easily see your spending patterns and budget at a glance. Read below to find out more.



Contrast warna

Easy to Use Cloud Budget Management Software

Our software is made so you can access and manage your budget and expenses online at any time from any device. It provides detailed income and expense reports with graphs so you can easilly see your spending patterns and budget at a glance. Read below to find out more.

Easy to Use Cloud Budget Management Software

Our software is made so you can access and manage your budget and expenses online at any time from any device. It provides detailed income and expense reports with graphs so you can easilly see your spending patterns and budget at a glance. Read below to find out more.



Contrast Jarak (White Space)

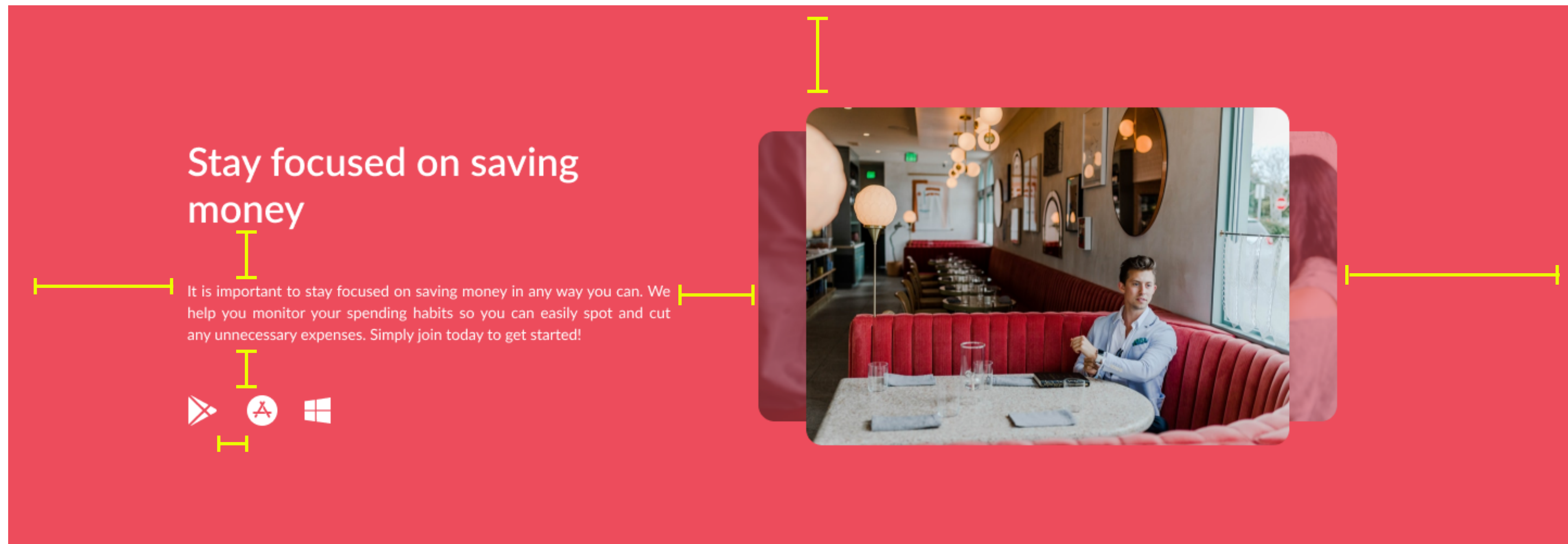
Stay focused on saving money

It is important to stay focused on saving money in any way you can. We help you monitor your spending habits so you can easily spot and cut any unnecessary expenses. Simply join today to get started!



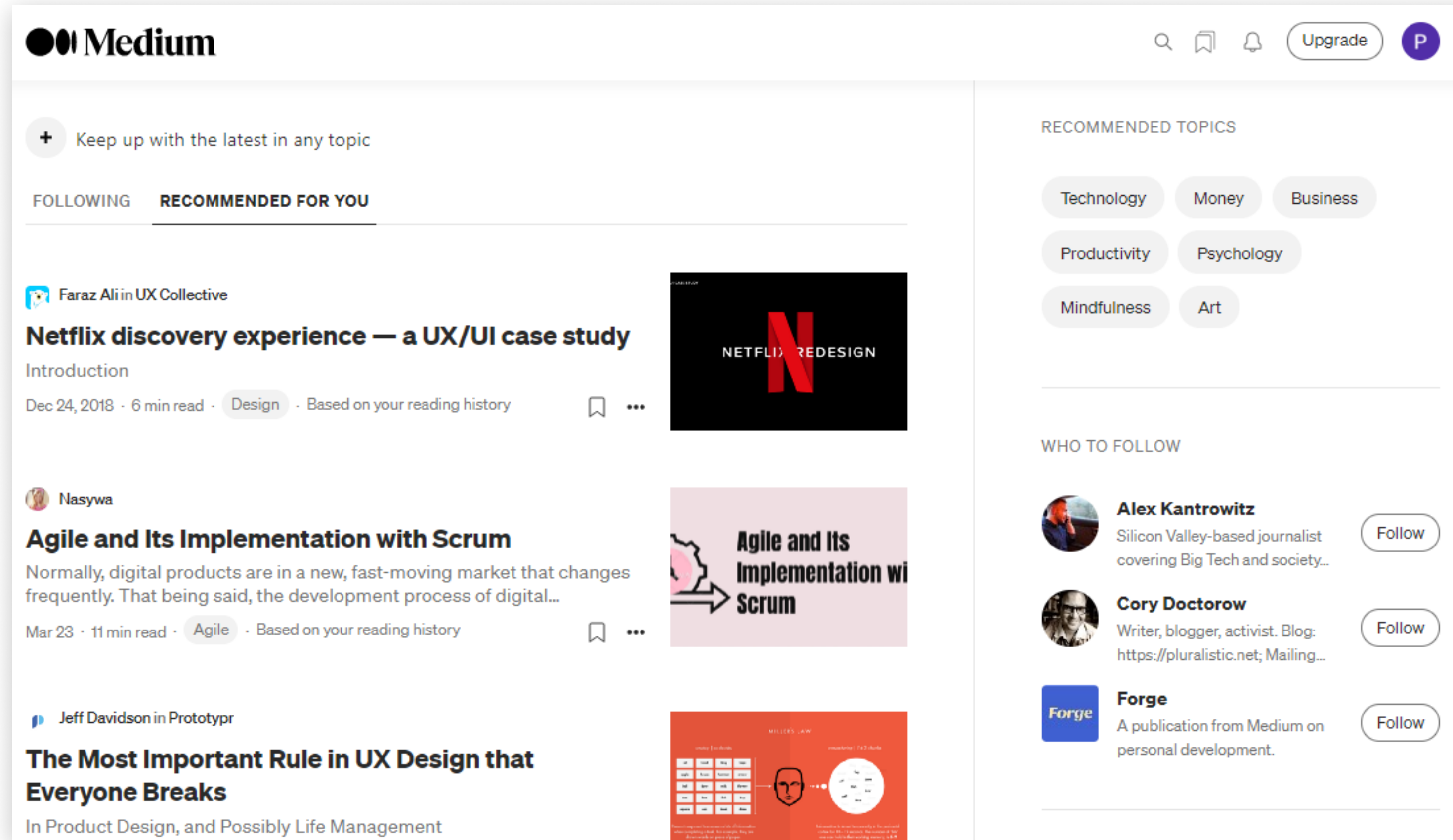


Contrast Jarak (White Space)



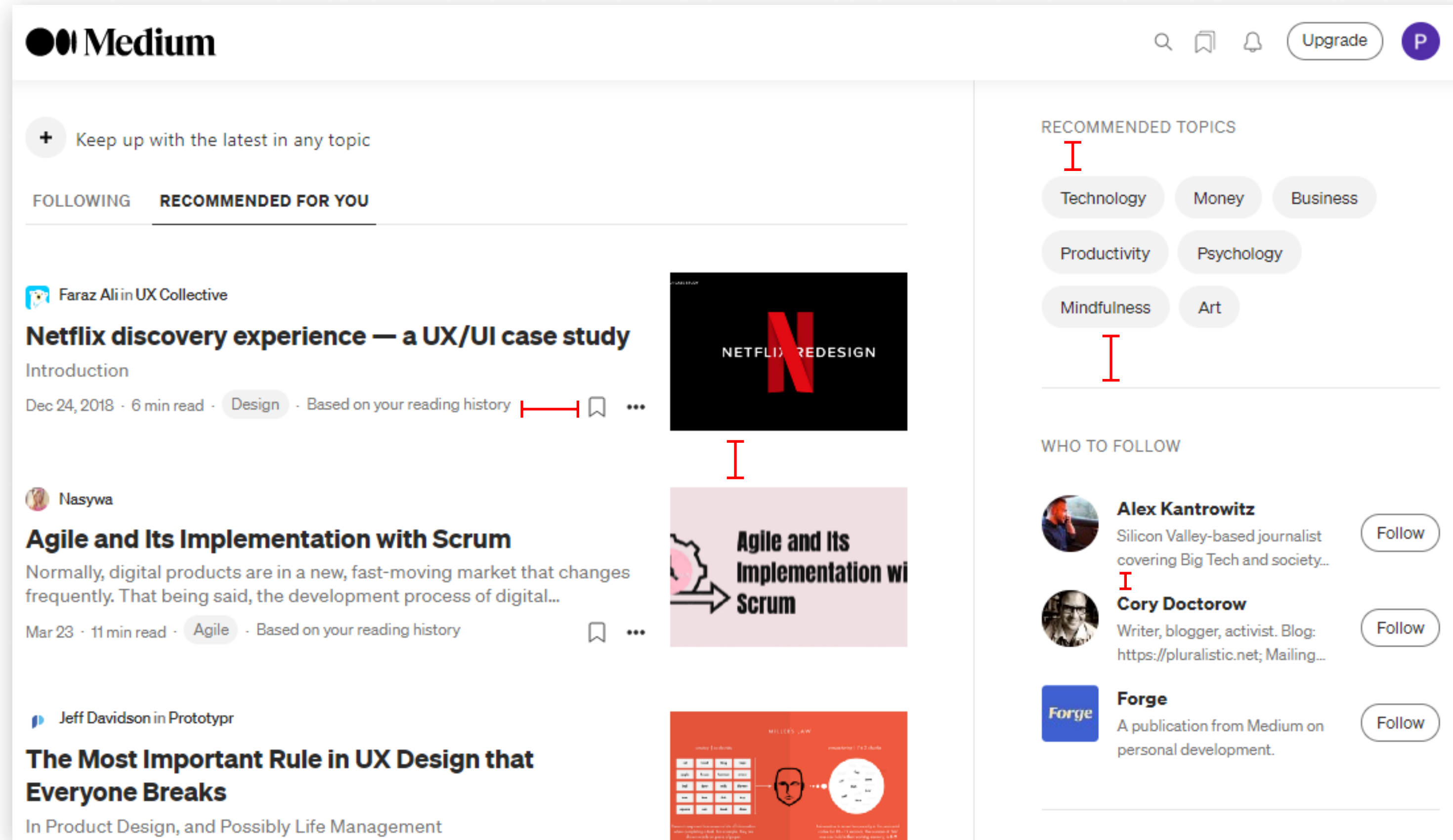


Contrast Jarak (White Space)





Contrast Jarak (White Space)





Contrast Jarak (White Space)

Ascent Publication
Strive for happier.

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25K 195

Getting into a flow state is the secret to unlocking the best work of your life. Everybody knows that by now.

I've used flow states to write consistently for the past 7 years. Without this higher state of consciousness, I'd be stuck back in 2014 trying to get over my fear of what other people thought about my writing. Flow states mean I simply don't give a damn anymore about any of that.

The problem is this: getting into a flow state.

People think I'm a self-improvement junkie who has mastered flow. That's a lie. I am terrible at getting into a flow state. Over the last few months, it has taken me more than three hours to get into flow.

I start trying to write at 7 AM every Saturday and eventually don't get started work until 10 AM, and often as late as 11 AM. That's three hours that get wasted procrastinating. I procrastinate by reading other writers, watching Youtube videos, replying to emails, and posting silly status updates on LinkedIn.

Recently, I found a way to beat procrastination.

. . .





Tipografi

HEADER

Matematika Dasar untuk SMA

Nunito Sans

25px

Regular

Kombinasi dan Peluang

Nunito Sans

24px

SemiBold

Integral: Luas Daerah

Nunito Sans

16px

Bold

<https://medium.com/insightdesign/tentang-ui-guideline-bagian-2-7d7ef0e8b443>



Tipografi

BODY

5 menit materi

Nunito Sans

15px

Regular

Jared William

Nunito Sans

14px

Bold

Iya betul sekali, bisa langsung dibagi dengan nilai pembaginya tanpa perlu ditambahkan. Tapi jika menambahkan terlebih dahulu perlu untuk memindahkan x di sebelah kanan ke sebelah kiri.

Nunito Sans

13px

Regular

<https://medium.com/insightdesign/tentang-ui-guideline-bagian-2-7d7ef0e8b443>



Tipografi Rule

- Semakin kecil ukuran font semakin besar line space
- teks lebih dari dua kalimat lebih baik rata kiri
- paragraf menggunakan warna kontras
- kombinasi font pada sebuah aplikasi maksimal 3 jenis serasi



Tipografi Rule - Line Spacing

26 px - 100% line spacing

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Tipografi Rule - Line Spacing

26 px - 100% line spacing

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26 px - 140% line spacing

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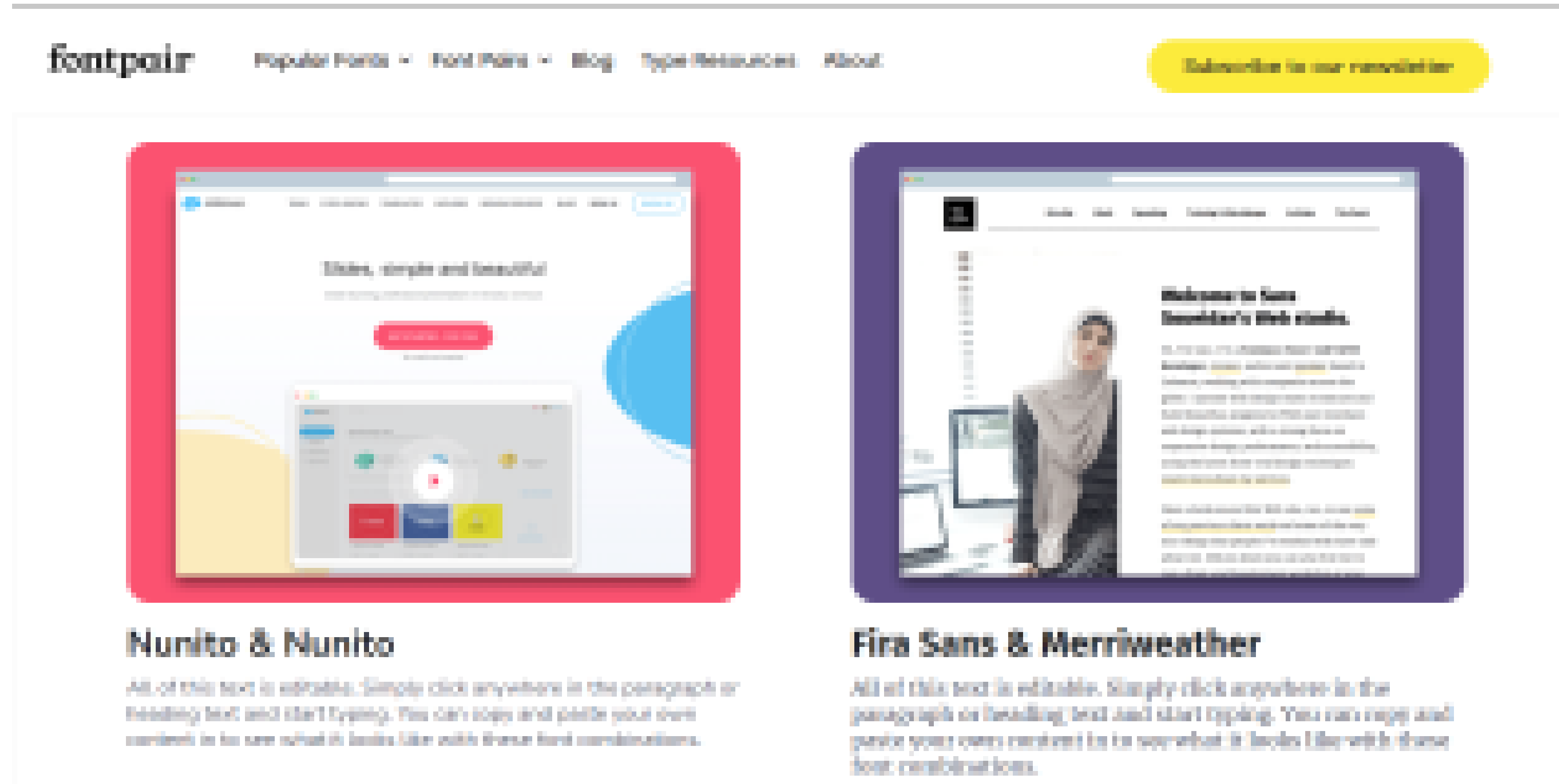
Tipografi Rule - Text Align

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

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Font Pair atau Kombinasi font



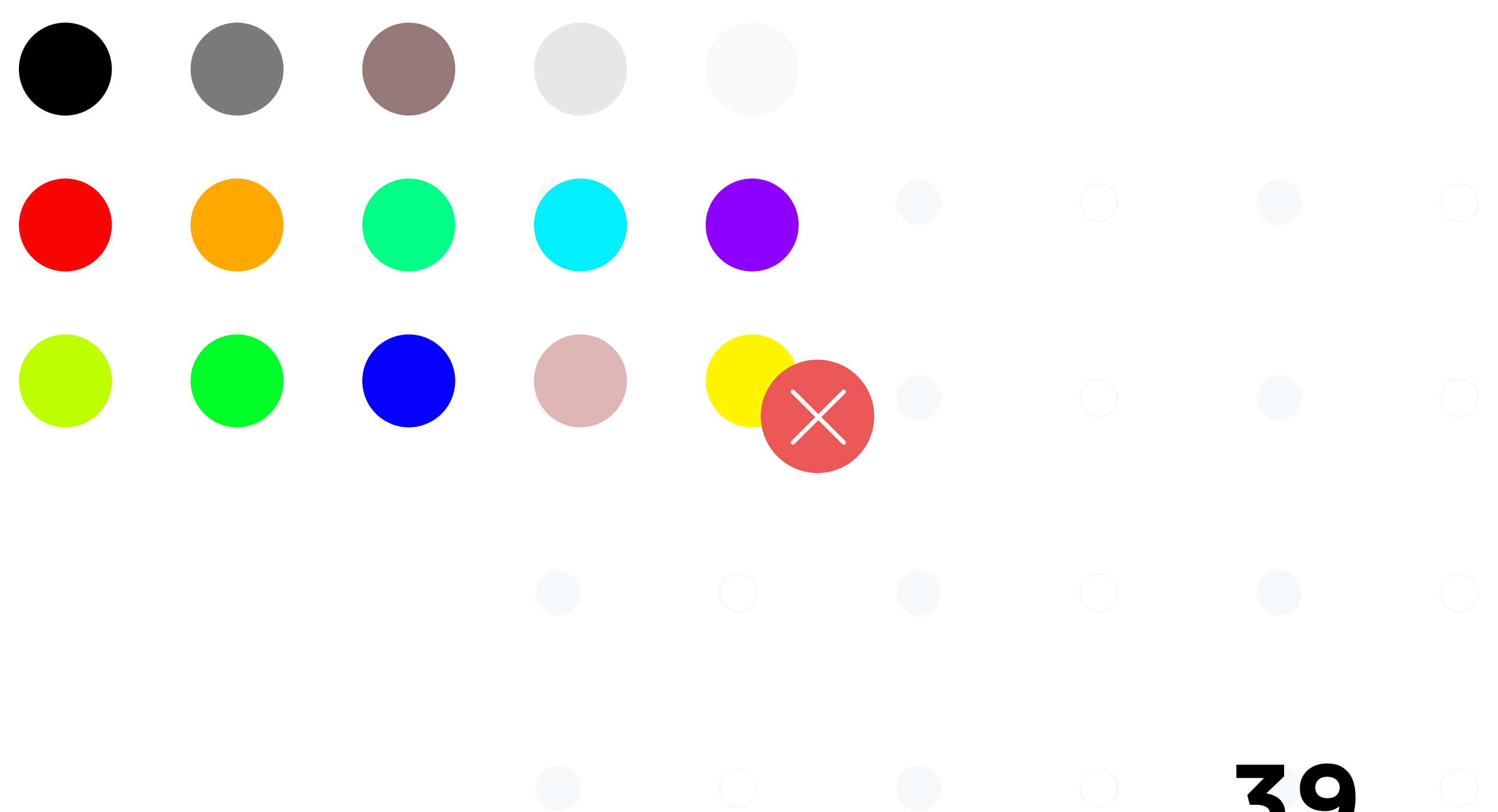


UI Color





UI Color

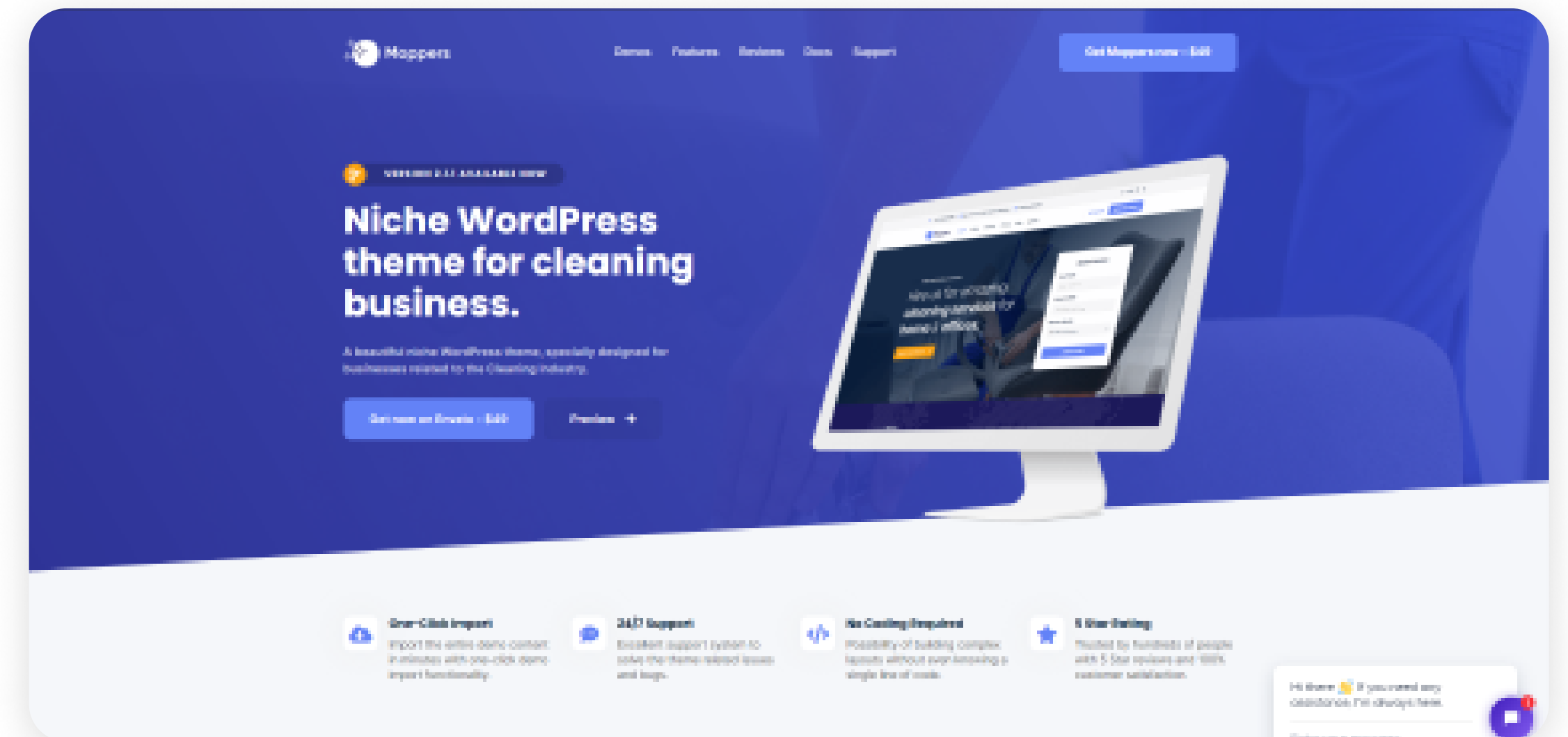




Color Pyschology

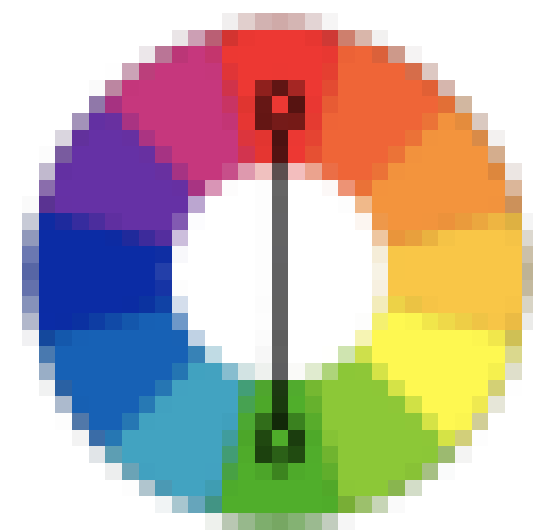
color	Meaning & key words	Usage pattern
Black	Luxury, value, elegance, sophistication, power, classic,	E-commerce, high-value sites
red	youthful , power, stunning, stimulating, energizing, passion	Warnings, food, notices
yellow	Warning, happiness, fun, Playfulness, enthusiasm, wisdom,	Warning signs, traffic signals
green	nature, environmental, stability, growth, balance, stabilization	Environment, outdoor products.
gray	Traditional, professional, formality, neutrality, melancholy	Most used in website
orange	Haste, impulse, fun, activity, competition, confidence, movement	Sports, children, cartoon, logo
white	freedom, spaciousness, Clean, simplicity, virtue, purity, innocence	background color, web page
purple	Luxurious, romance, mystery, royalty, lavishness, wealth	Fashion, luxurious commodities
blue	trust, peace, order, loyalty, calmness, openness, safety, calmness	Common used, social website
ivory	elegance, simplicity, comfort, Clean, reliability, safety	Coffee Website, warm product

UI COLOR





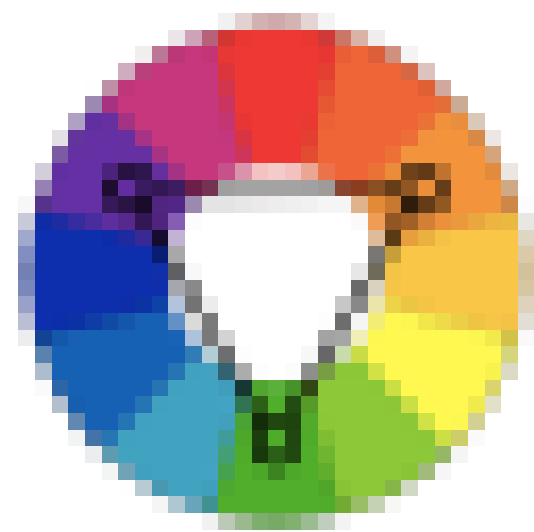
Color Combination



Complementary



Analogous



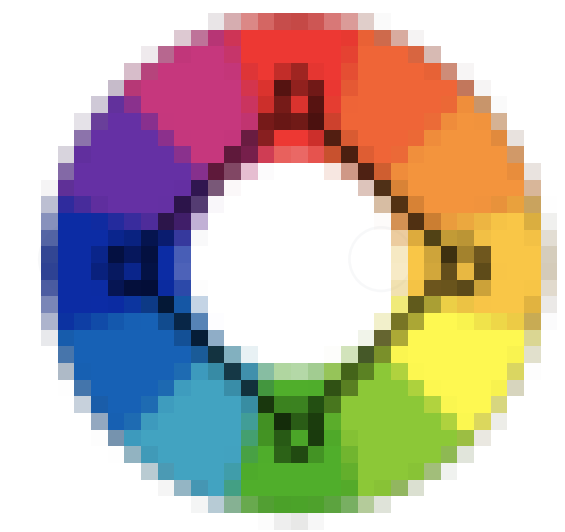
Triadic



Split-Complementary



Tetradic

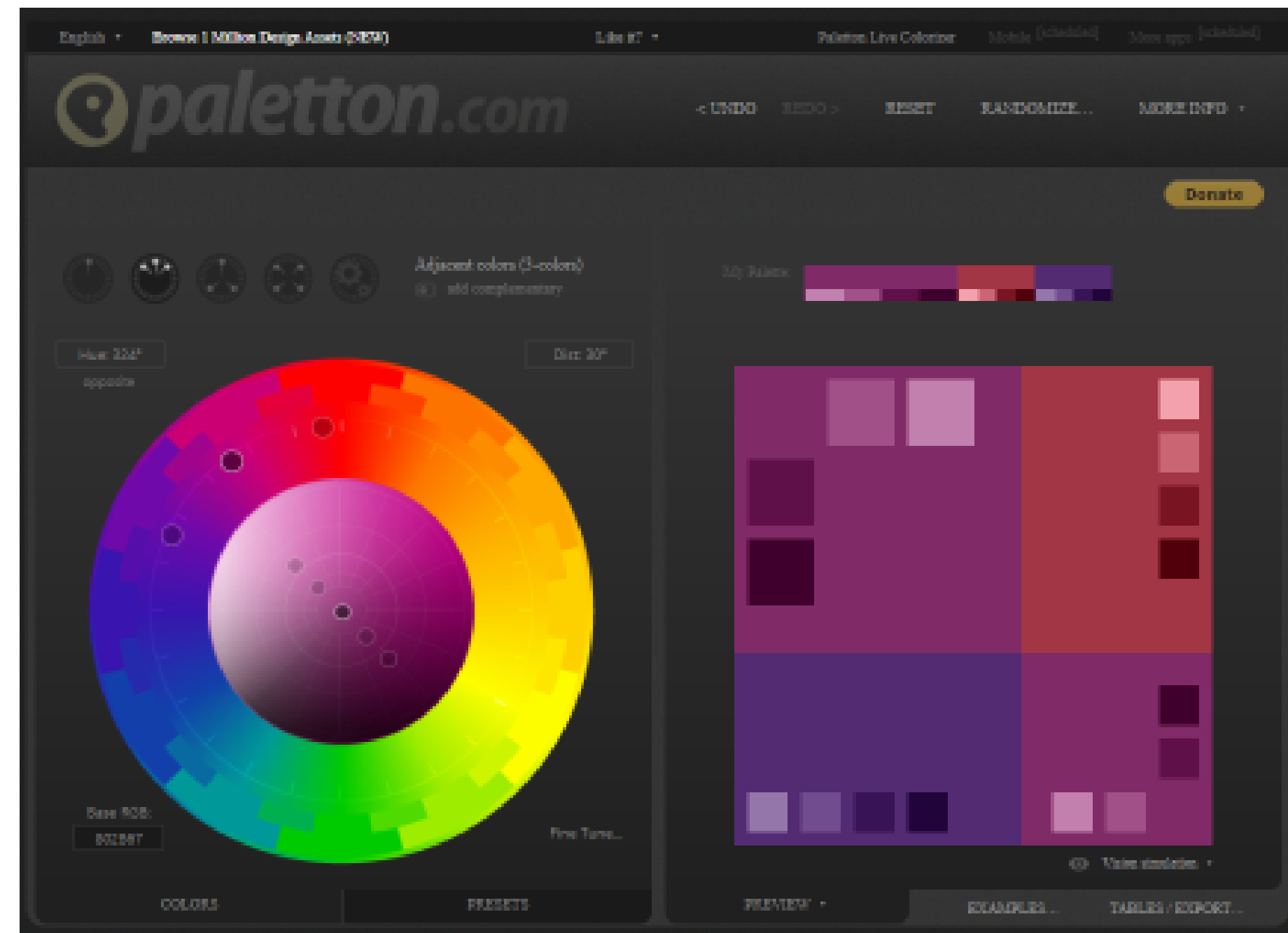


Square



Color Combination Reference

- Colors.co
- FlatUiColor
- Mockplus
- Paletton





Apa itu User Experience (UX / UE) ?



Apa itu User Experience (UX / UE) ?

Merujuk ke feeling user dalam menggunakan produk. UX berhubungan dengan seberapa efektif aplikasi kita dalam memberikan kebutuhan user.



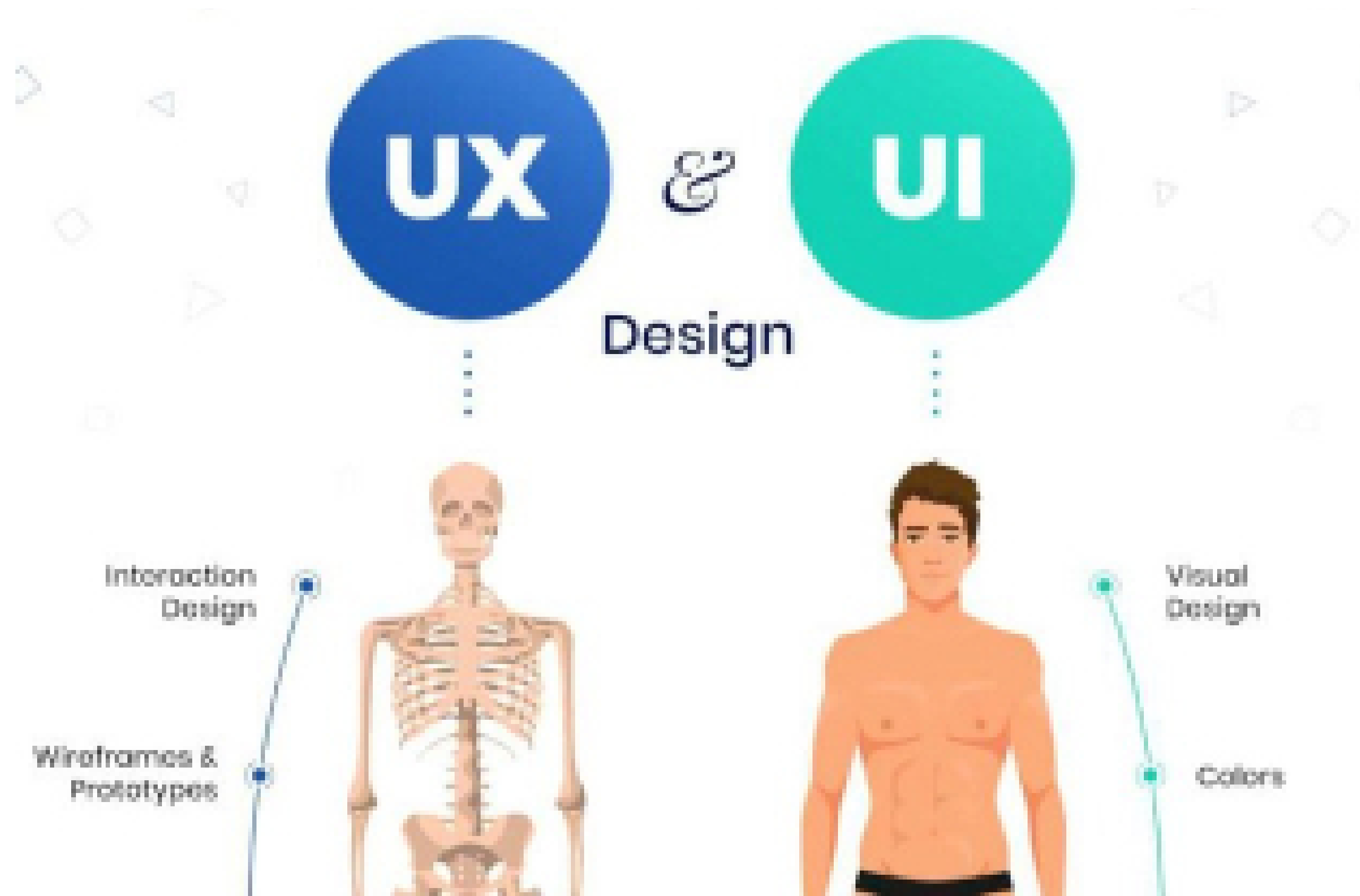
Apa itu User Experience (UX / UE) ?

Merujuk ke feeling user dalam menggunakan produk. UX berhubungan dengan seberapa efektif aplikasi kita dalam memberikan kebutuhan user.

Berapa banyak langkah - langkah yang harus user tempuh untuk mencapai tujuan atau goal saat menggunakan aplikasi.



Apa Bedanya UI sama UX





UX is Mindset.

Jika UI adalah bagaimana kita bermain dengan warna, bentuk dan visual lain, dalam UX kita bermain dengan cara berfikir problem solving.

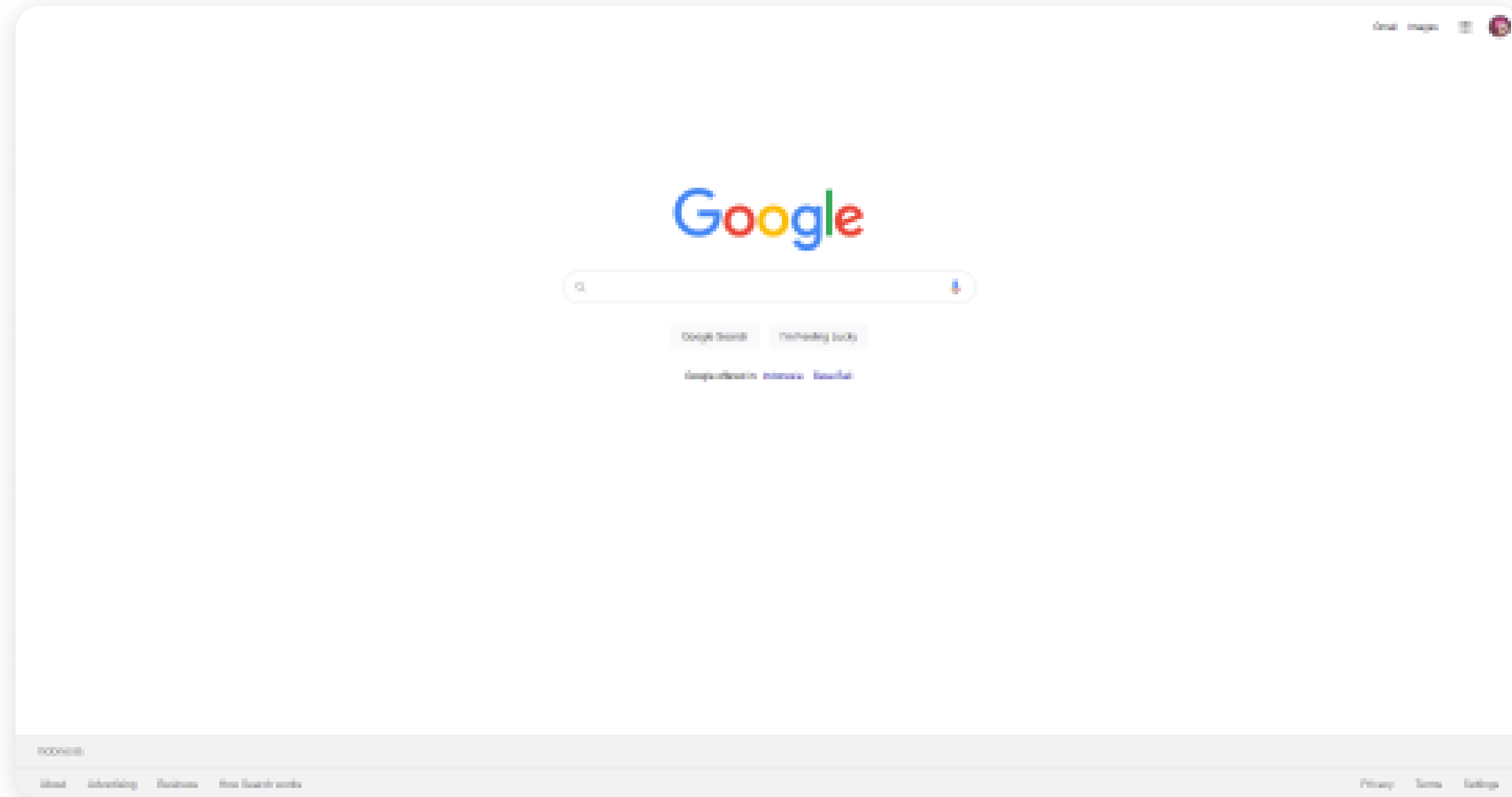


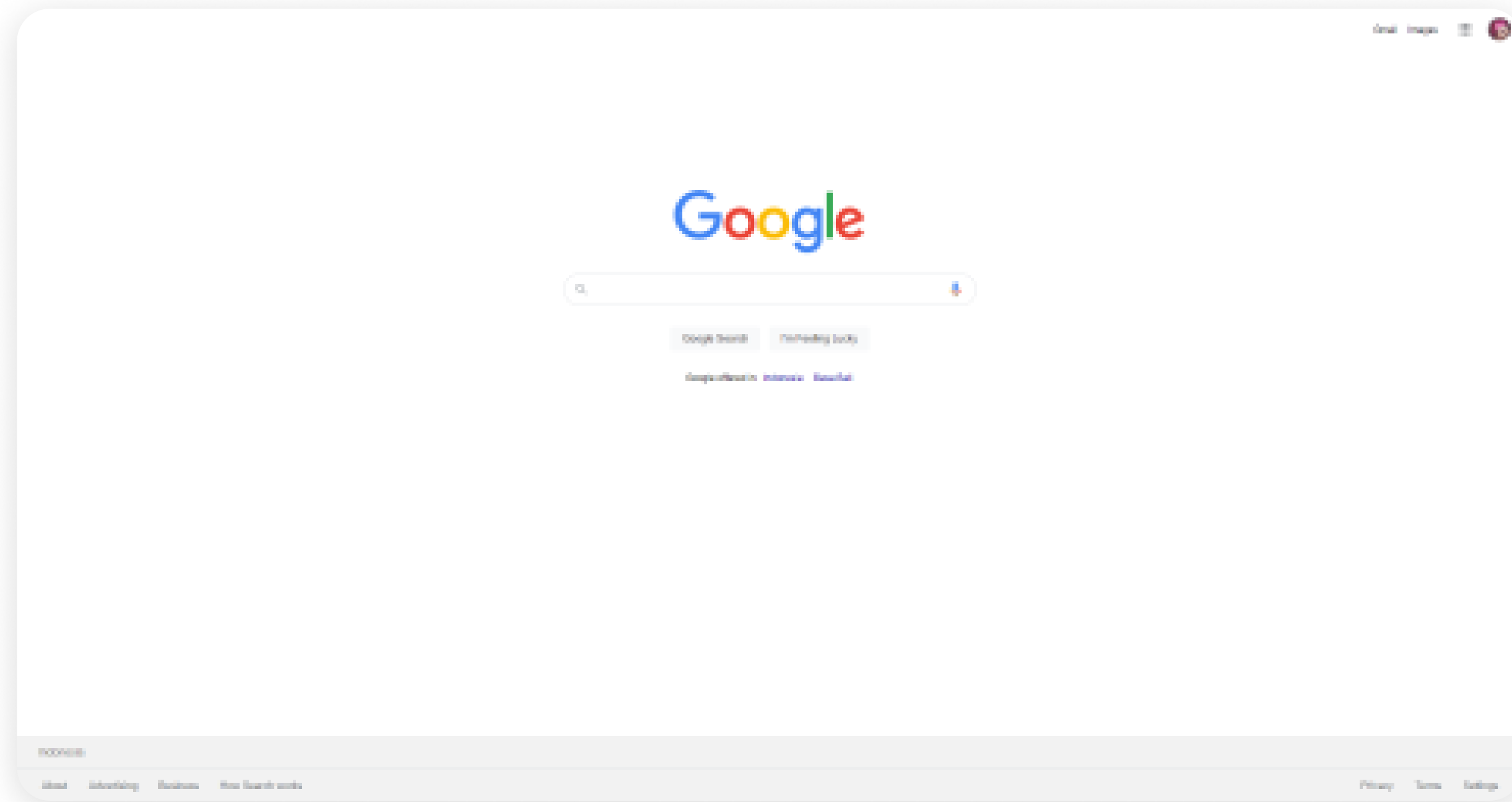
UX is Mindset.

Jika UI adalah bagaimana kita bermain dengan warna, bentuk dan visual lain, dalam UX kita bermain dengan cara berfikir problem solving.

Dengan kata lain UX adalah alasan kenapa UI dapat berbentuk seperti itu.

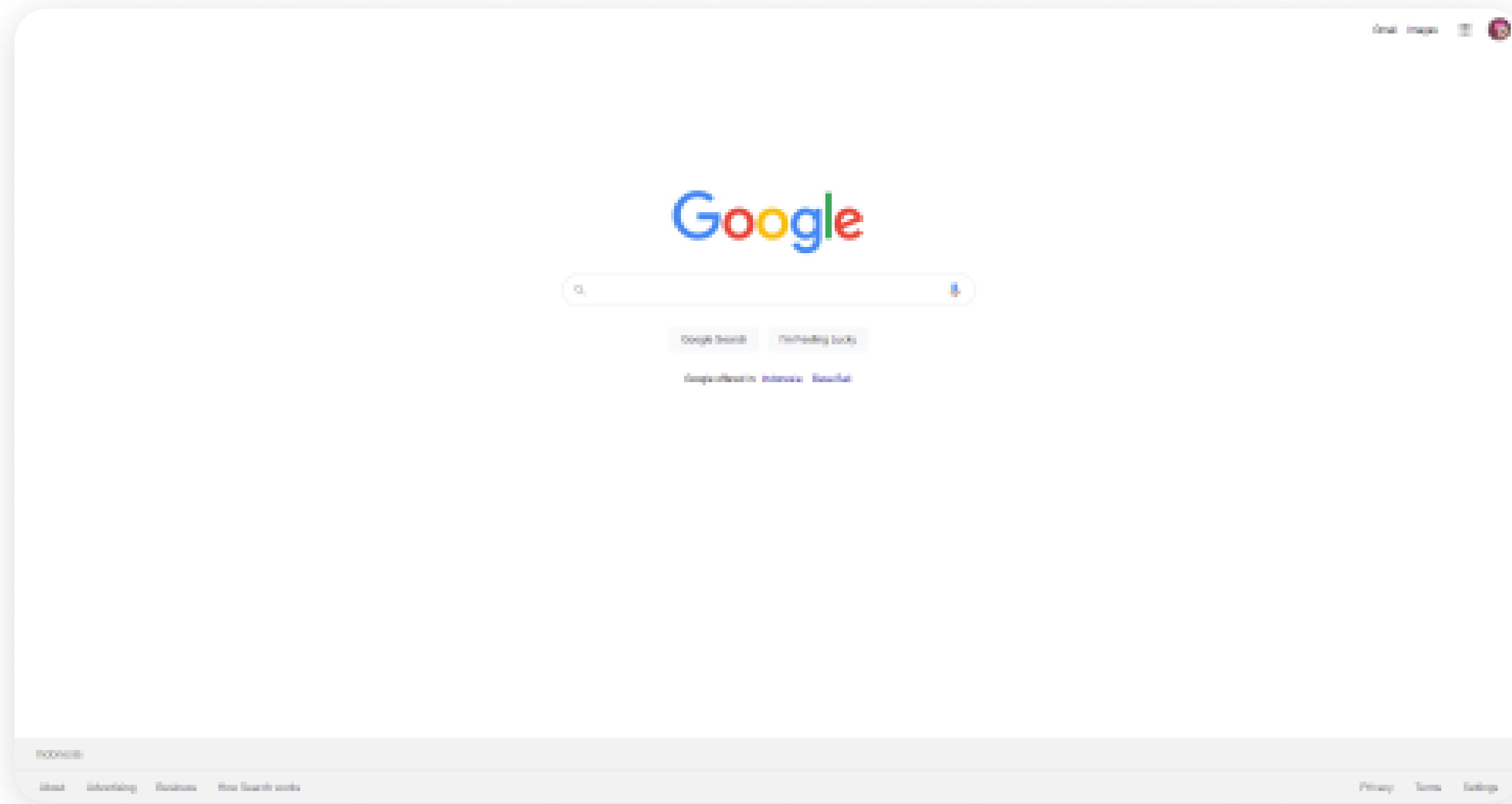
- Kenapa Tombol memiliki background color
- Kenapa menggunakan navigation tab daripada hamburger menu
- Informasi apa saja yang harus ada pada sebuah halaman design aplikasi
- Bagaimana flow sebuah aplikasi terbentuk





Tujuan

- Memberikan Informasi
- Kemudahan mencari informasi
- Koneksi antar informasi
- Publikasi Informasi

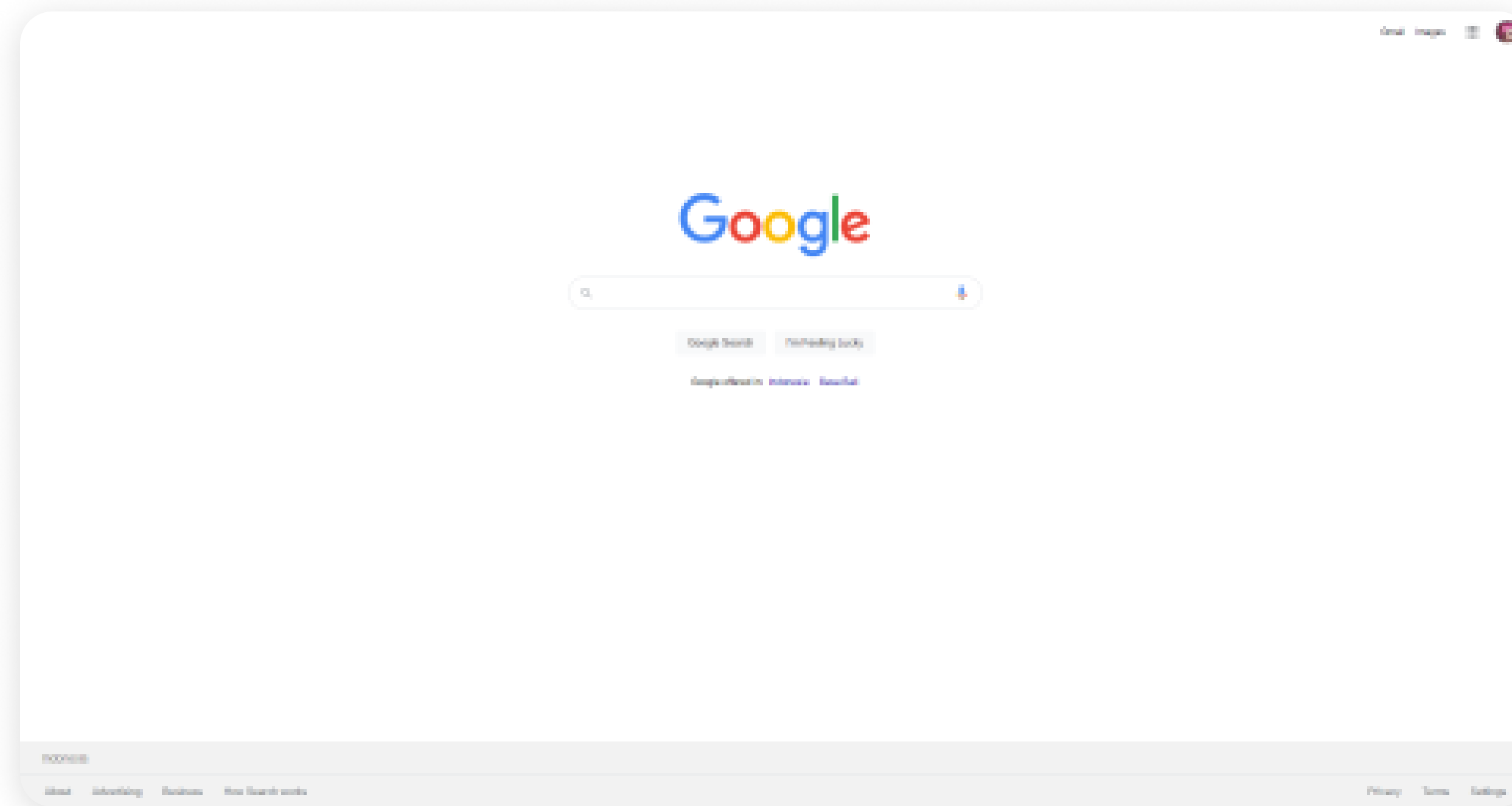


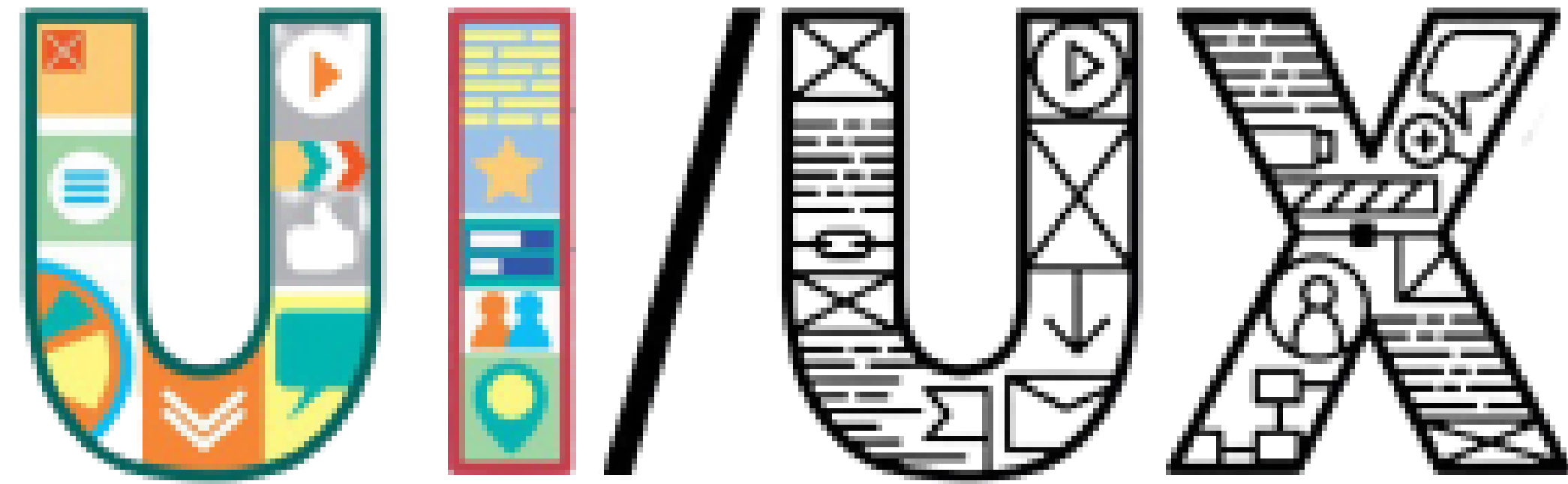
Masalah

- Sulit akses informasi
- Sumber informasi belum luas
- Sumber informasi terbatas
- Informasi tidak terpublikasi



**UX is about finding the best solution for specific problem
in the form of design**





How to UX?

- Discover
- Define
- Develop



Discover.



Discover

Start project, identik dengan aktivitas research (penelitian) seperti

- masalah apa yang akan dipecahkan
- kondisi saat ini terhadap masalah yang dipilih
- solusi yang sudah ada saat ini
- seberapa urgent masalah saat ini
- berdampak kepada siapa masalah tersebut



Analisa masalah - proses absensi murid

- Proses pendataan daftar hadir masih dilakukan secara manual
- Pendataan akhir masih secara manual saat menginputkan data daftar hadir ke komputer
- Bentuk pendataan menggunakan media buku



Define.



Define.

Fase mendefinisikan solusi terhadap masalah dan melakukan pengujian solusi terhadap target masalah.



Define.

Fase mendefinisikan solusi terhadap masalah dan melakukan pengujian solusi terhadap target masalah.

Pengujian dapat berupa angket atau implementasi testimoni wawancara terhadap solusi.



Define solusi - proses absensi murid

- Proses pendataan daftar hadir dilakukan implementasi digital aplikasi
- Data yang telah masuk dapat diexport menjadi excel atau berupa statistik per siswa
- Overview data hadir setiap bulan



Develope.



Develope.

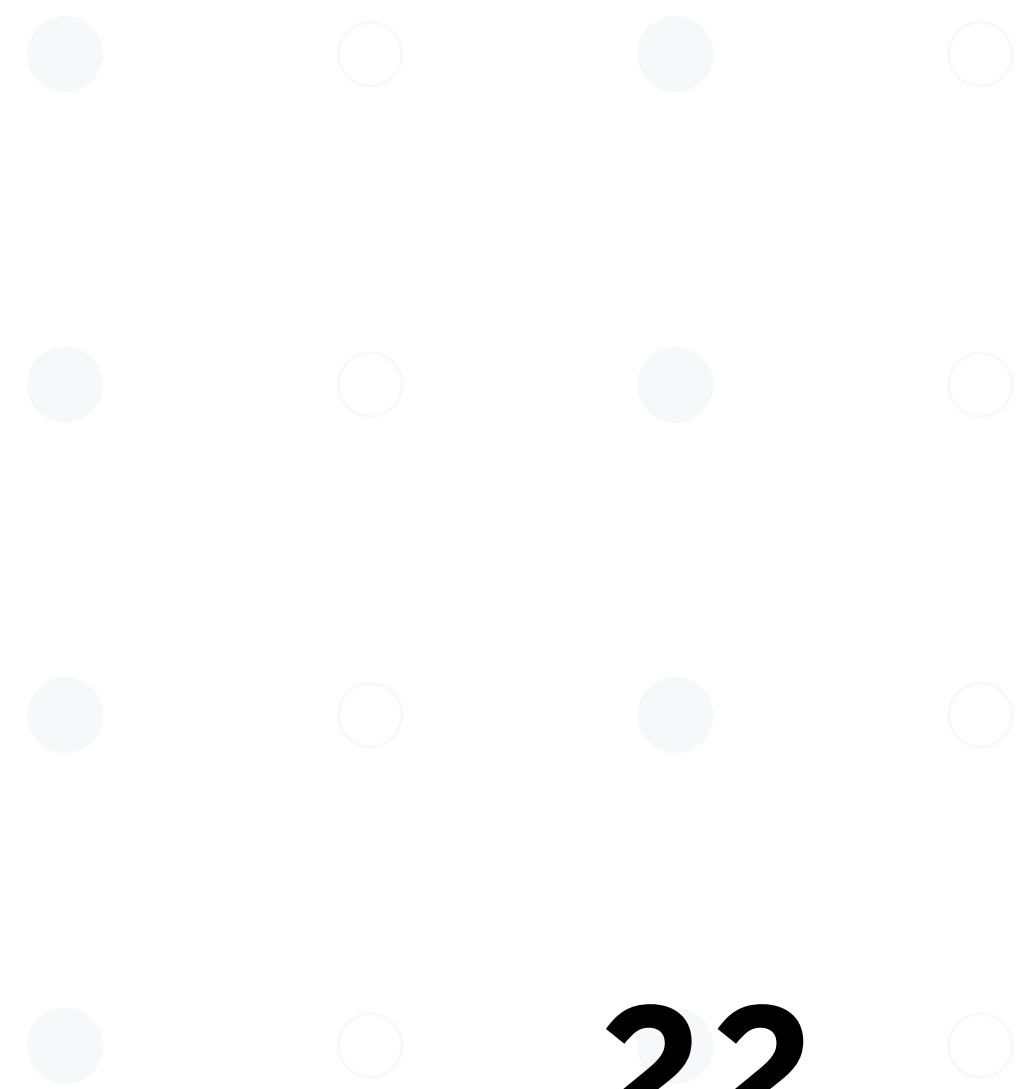
Proses implementasi solusi terhadap masalah dalam bentuk design berupa wireframe, sektch atau rancangan awal.



Develope.

Proses implementasi solusi terhadap masalah dalam bentuk design berupa wireframe, sketch atau rancangan awal.

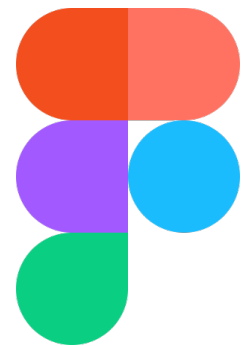
Wireframe lebih memfokuskan alur aplikasi dan menyusun informasi yang akan dipaparkan pada aplikasi tersebut.







UI & UX TOOLS





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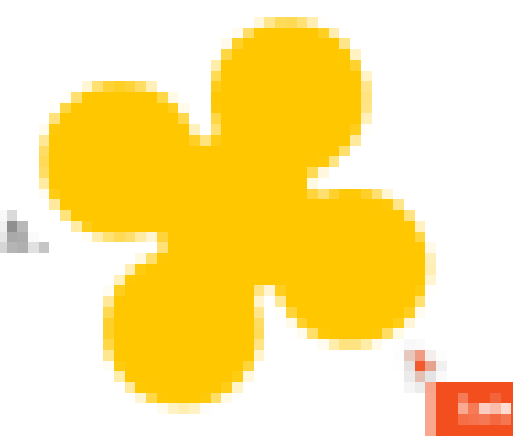
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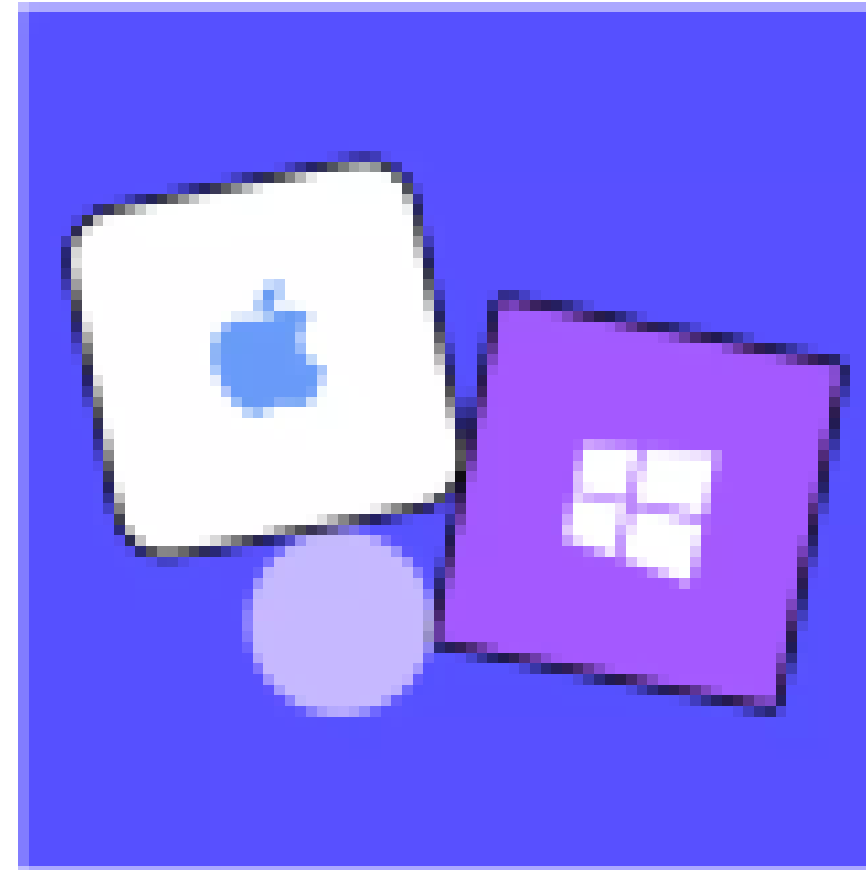


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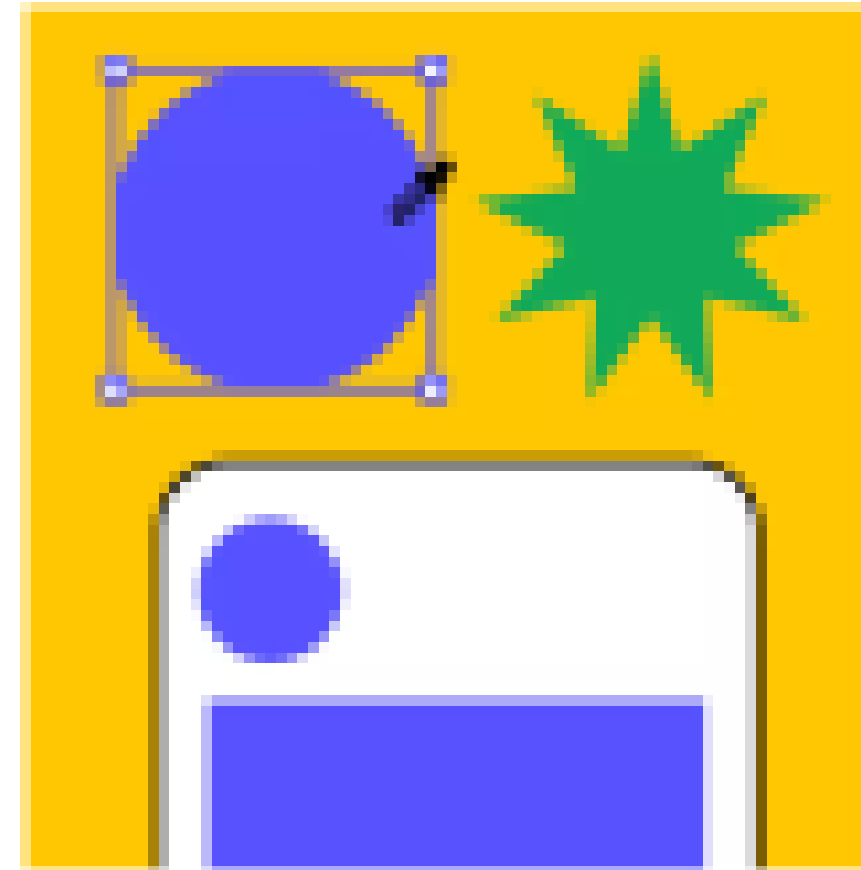


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