Student Project

TASKD Productivity App

UI Elements & Hierarchy

For this task I will be illustrating my app's screen annotating each screen with reference to the following UI elements:

- **Input Controls**
- **Navigational Components**
- **Informational Components**
- **Containers**

I wanted to keep the home screen as simple as possible with just logo, app name and login. Originally I was going to have an more minimal home screen, without login and just a daily quote instead, but decided instead to remove the need to have a separate login screen to keep the user experience quick and easy.

UI elements I've used here are:
Input Controls - Login box - both an input control and informational component, using a modal window that requires user input in order to progress and icons to assist navigation.

Informational Components - Icons indicating username and password entry.

The hierarchy is weighted equally between logo and login box, provided by the scale of each along with the use of deeper colour shades and a gradient fill on the logo, providing a strong visual contrast with the whitespace. The name recedes with a lighter shade, though is still large enough in size to be noticeable. This enables distraction-free interaction so the user's focus drawn straight to the login.
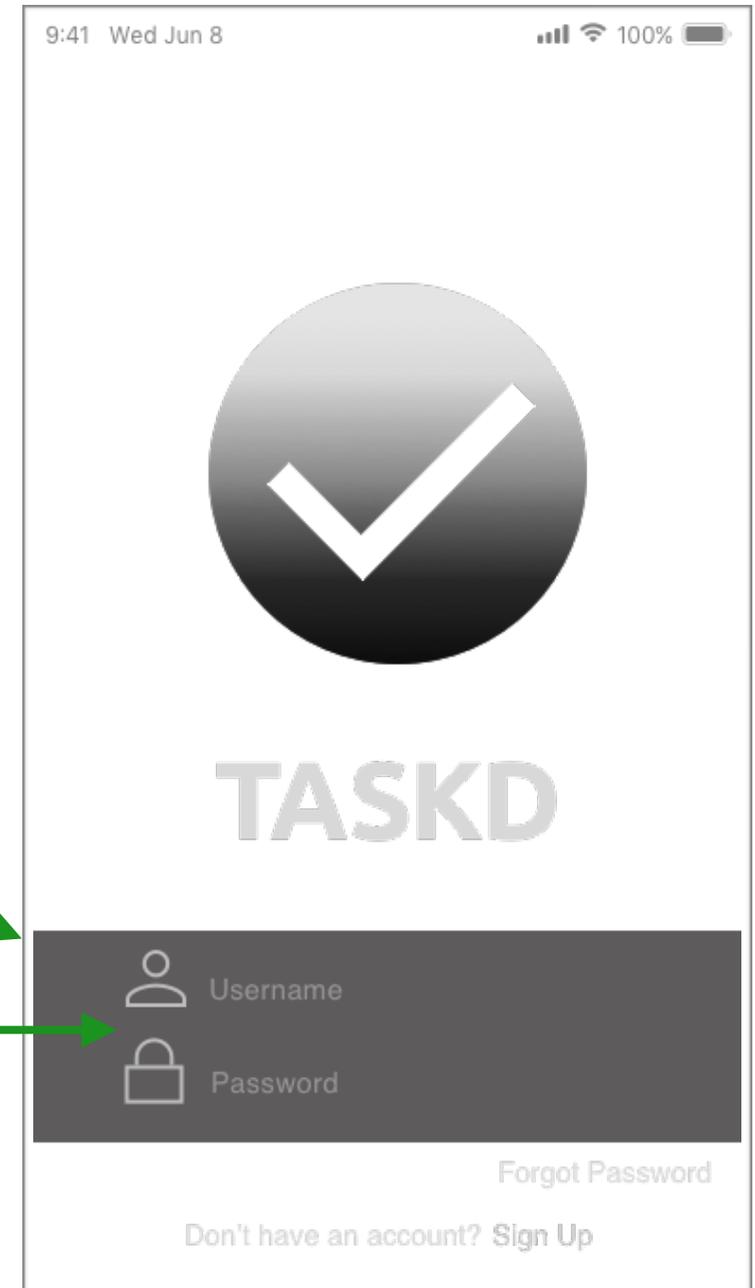
From login the next screen displays the top three priority tasks for **TODAY**.

The UI elements I've used here are:

Input Control - Checkboxes to enable task completion input.

Containers - Stacked vertical and accordion

Navigational Components - Hamburger menu and fat footer

Today's 3 top priority tasks are displayed visually as vertically stacked container boxes, each with an input control in the form of a checkbox, alongside a task heading and a snippet of the task.

An accordion container is used to enable best use of compact space and afford the user an uncluttered view of that day's top 3 priority tasks - at a glance.

To view more of a task the user clicks on the task box, which then expands vertically to reveal the full task details.

The hierarchy is achieved by keeping the UI elements simple, using vertical ordering and strong colour contrast to provide the visual distinction: the app uses colour coding to indicate task priority level. So the tasks are the main coloured elements and are therefore given prominence and definition via the use of colour contrast. The navigational elements and name are given less prominence and recede because they are a lighter more neutral shade.

The footer will be a solid flat colour fill containing navigational elements in a strong colour-contrast, and will be consistent in size, weight and position across all screens where it appears. This will provide visual coherence and will therefore assist usability.
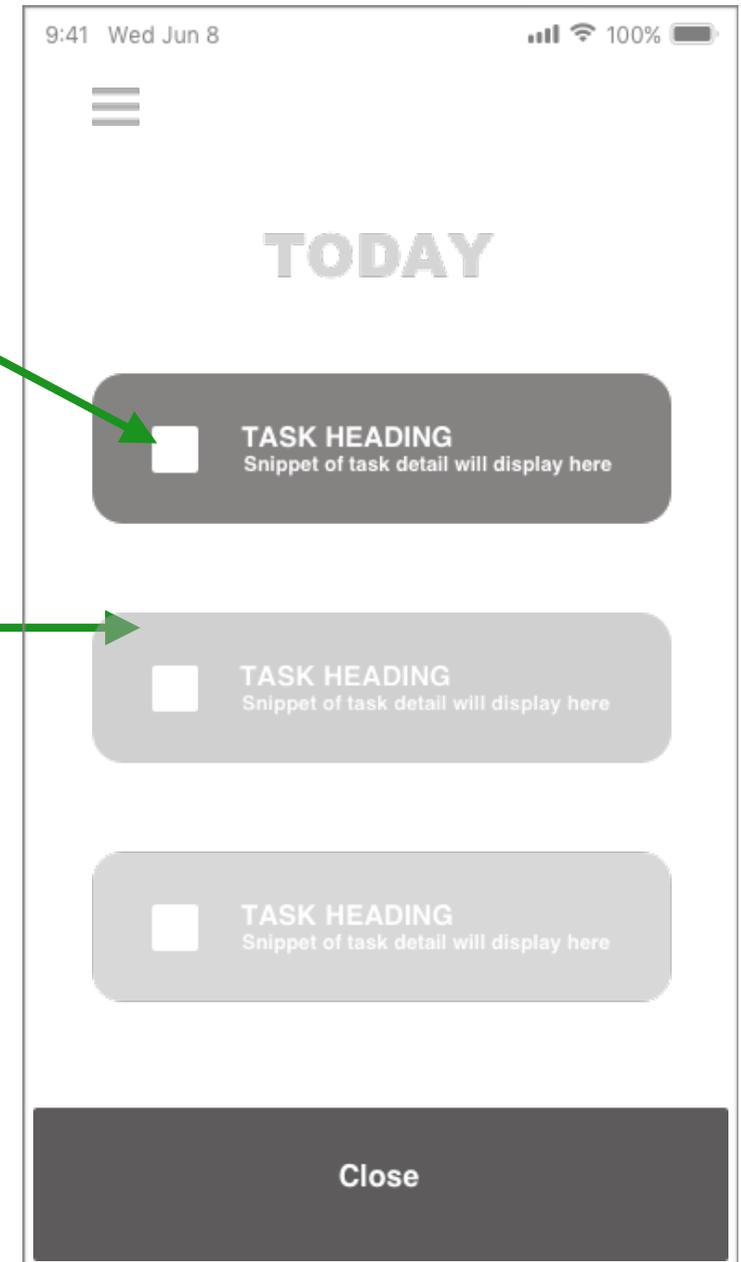
On the **NEW TASK** screen I have used the following UI elements:

Input Control - Text field with expandable entry and a scrolling date picker.

Navigational Components - Hamburger menu, add task button and footer.

Informational Components - Share icon indicating the ability to share the task.

The hierarchy is established via the use of varying colour depth, line-weight, font size and weight, and vertical ordering. Usability is aided by the containment of navigational and informational components in a bold coloured footer, again using strong colour contrasts to provide visual prominence.

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NEW TASK

TASK HEADING

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aliquam efficitur, elit non bibendum sodales, metus nisl tempus nisi...

DUE DATE:

October	2	2018
November	3	2018
December	4	2018
January	5	2019
February	6	2019
March	7	2019
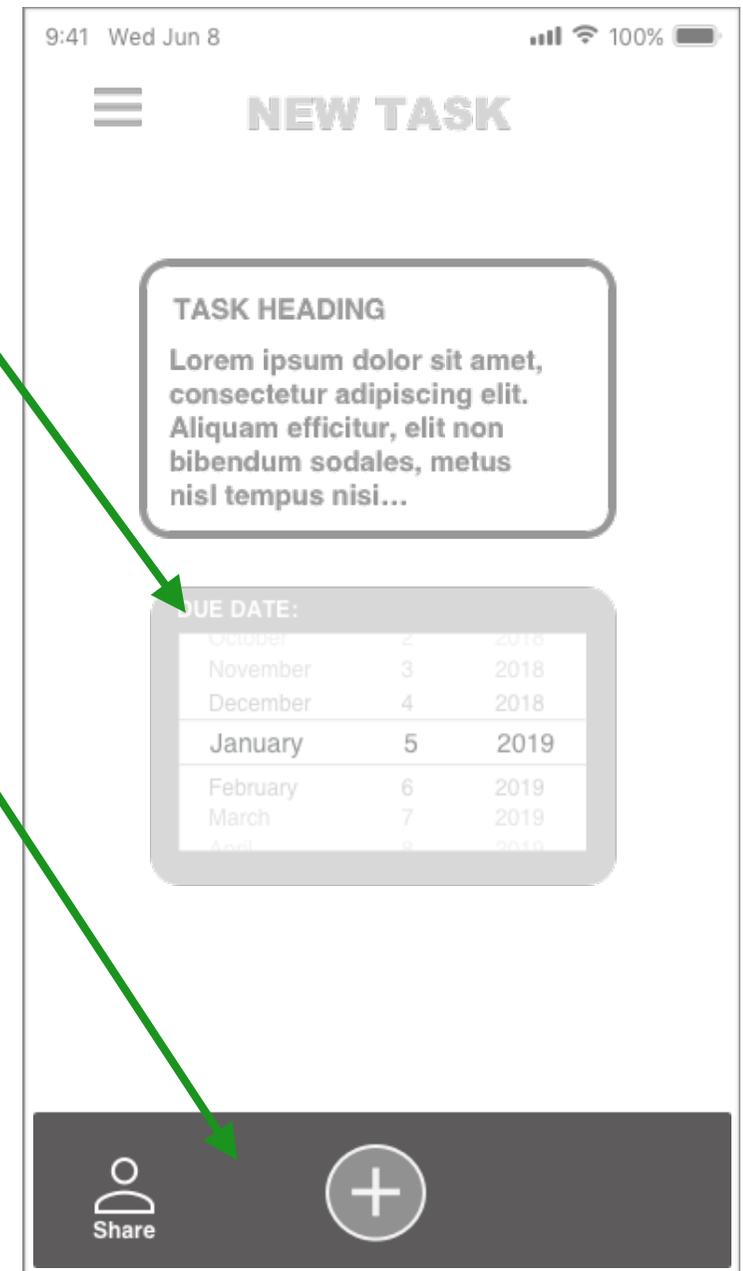
Share

On the **PRIORITY** screen I have used the following UI elements:

Containers - An accordion container with task details and due date.

Navigational Components - A back left arrow icon, tick done button and fat footer.

Informational Components - Share icon and calendar-style countdown element to indicate at-a-glance the number of days until due date.

Input Control - Text field with expandable entry.
Tick done button enables the input action of task completion.

The hierarchy here places the task view element in the centre with a deeper contrasting colour providing visual prominence and weight.

The font colour also contrasts with the container to further emphasis the text. The due date is called out in large bold caps in white on a lighter shade container to pull that out and make it easy to see at-a-glance.

The countdown element is a monochromatic flip-calendar style that matches the weight and prominence of the main task element, but is further down the screen in a logical position under the task due date so as to make sense of it visually. Its function is to give a quick guide as to how much time is left until the due date.

The navigational elements are again coloured in a mid-shade to enable visibility but do not encroach upon the main elements or jostle for attention. Their weight and style are consistent throughout each screen to achieve aesthetic coherence and enhance usability through familiarity.

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< **PRIORITY**

TASK HEADING

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Aliquam efficitur, elit non bibendum sodales, metus nisl tempus nisi...

DUE DATE: 05-JAN-19

DAYS TO GO:
95

Share ✓
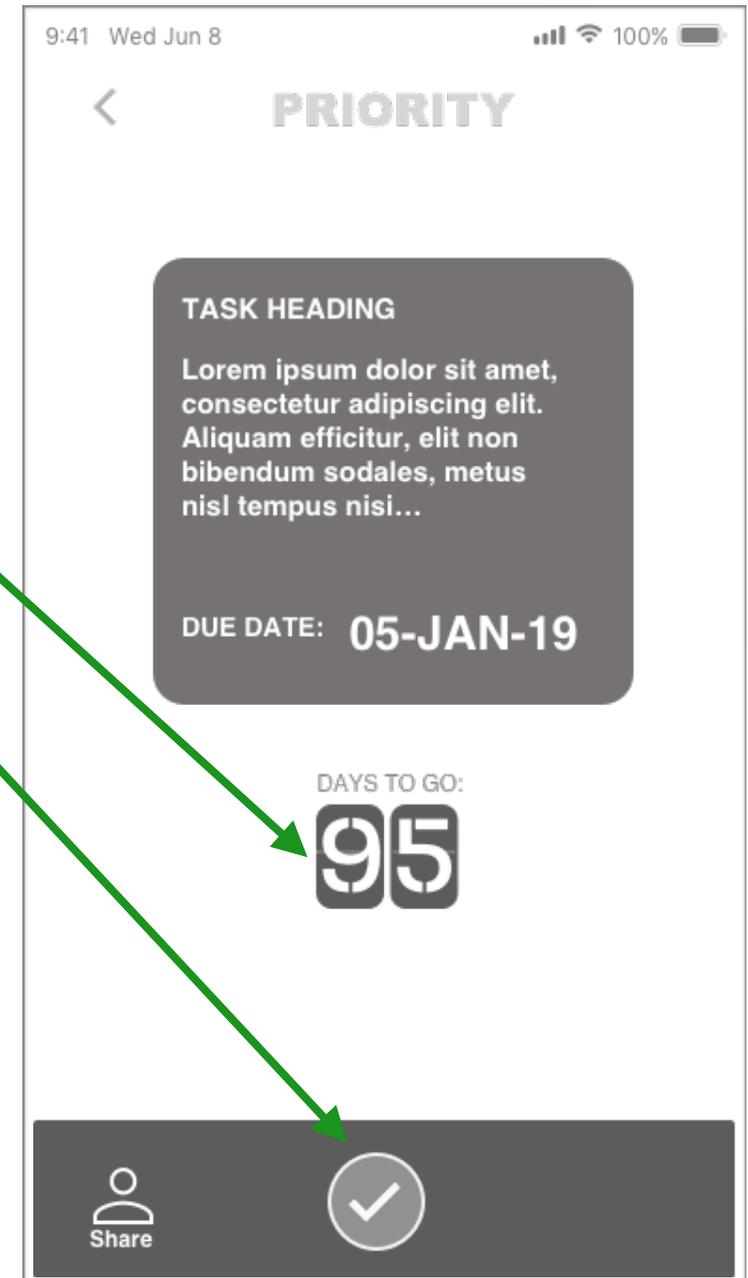
On the TASKD LIST screen I have used the following UI elements:

Input Controls:
- Checkboxes to indicate completed tasks
- Add task button
- Toggle to enable switching between showing ALL Tasks (including all completed) or just the To Do list.

Navigational Components - Hamburger menu and fat footer.
Informational Components - Tick icons
Containers - A text field with task heading.

Here the hierarchy has a bigger job to do to create distinction and add visual emphasis. The vertical ordering guides the eye down from the top priority task, in a deeper shaded container to visually define it from the rest; the eye then travels down in Z pattern and understands the tasks gradually become lighter in colour and visually a lesser priority.

The task header is picked out in a strongly contrasting shade, white, making it further stand out.

Likewise the task completed tick icon is white against a deeper shade to achieve the same effect.

As the task priority level decreases so does the depth of colour used in the task containers; colour-coded priority level indication being one of the main jobs of this app. I may make the the checkboxes less distinct, whilst still making the tick stand out, in order to make them recede slightly. I have also used strong colour-contrast in the toggle to enable clear distinction between each state when switched. The add task button also uses bold contrast between the colour shade to pick out the 'plus' icon and further clarify its function.

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TASKD LIST

TASK HEADING

TASK HEADING

TASK HEADING

TASK HEADING

TASK HEADING

TASK HEADING

All To Do
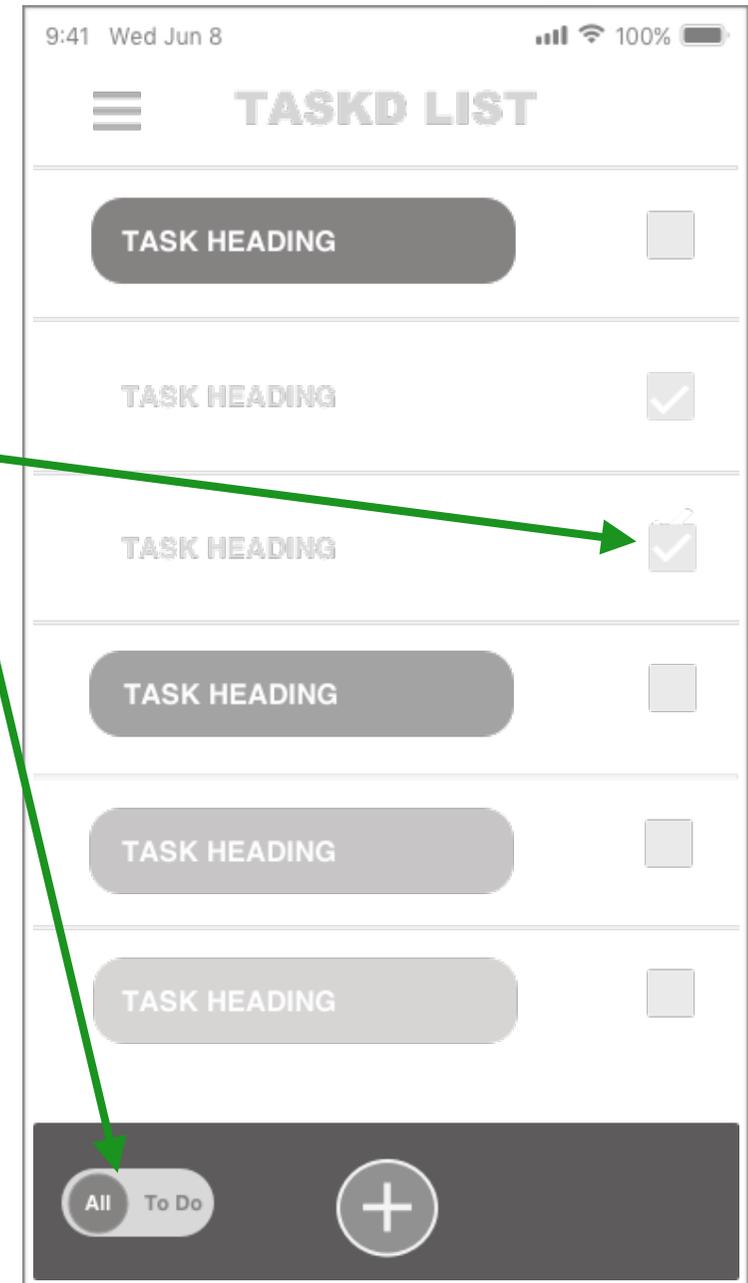
On the **SETTINGS** screen I have used the following UI elements:

Input Controls - Cross and tick icons afford the enabling or disabling of settings. Time picker for the setting of a daily reminder - see illustration below.

Navigational Components - Back left arrow and footer.

For the Daily Reminder Time setting I will use a simple time picker, illustrated in the example below:

Twelve hour clock:

6 : 10 PM

Timepicker

6 : 10 PM
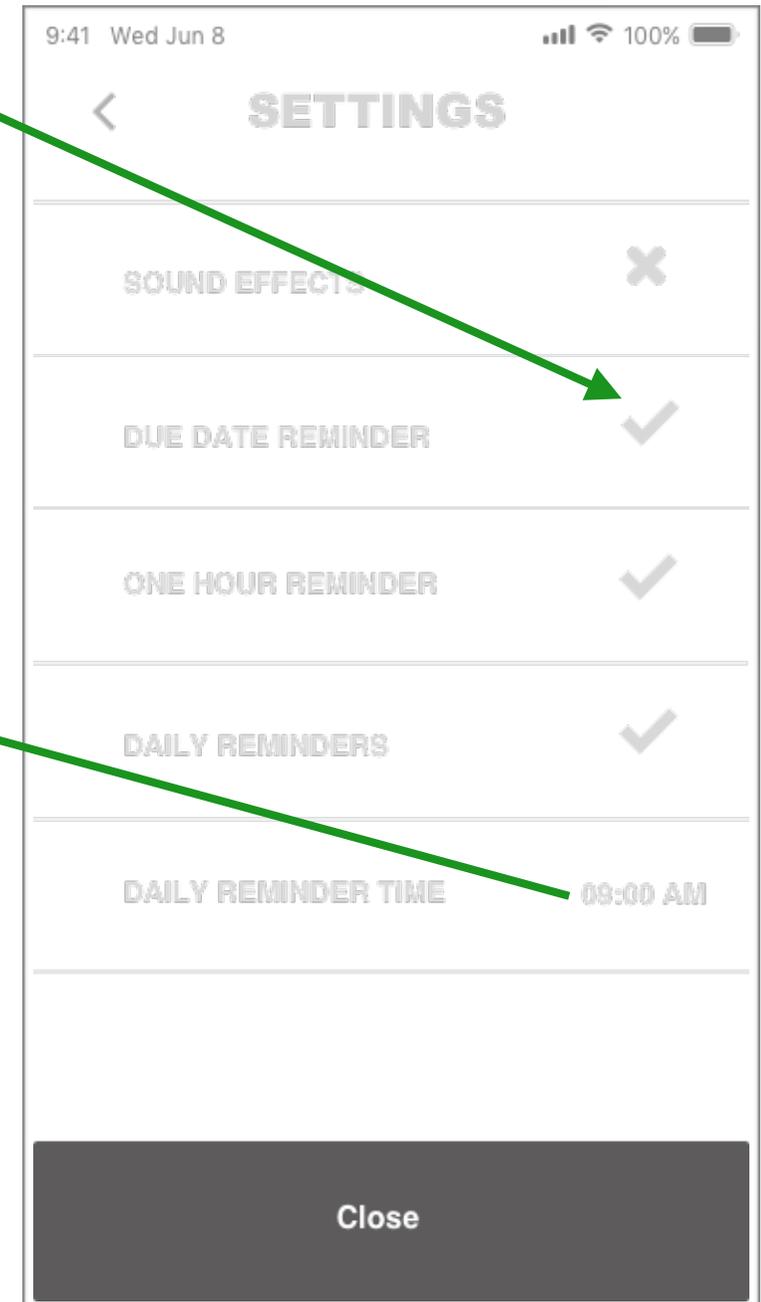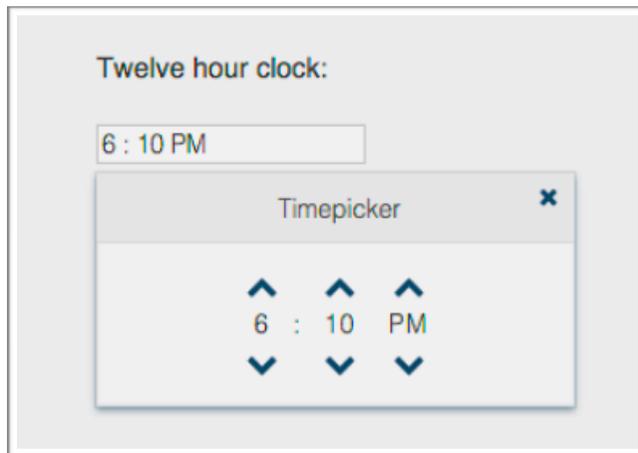
The hierarchy is pretty straightforward here with a vertical stack of containers listing the settings with input controls in the form of icons showing the available inputs: a cross to disable and a tick to enable. The font colour and weight is equal for each as nothing has more or less importance.

I've made the navigational elements bolder to pull those out slightly to create the distinction between the settings and the navigation, to assist with usability.

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SETTINGS

SOUND EFFECTS

DUE DATE REMINDER

ONE HOUR REMINDER

DAILY REMINDERS

DAILY REMINDER TIME   09:00 AM

Close

On the **THEMES** screen I have used the following UI elements:

Input Control - Thumbnail swatches enable the personalisation of the app theme via a selection of a different colour-ways. Users choose a theme and enable it with a click on the swatch. This personalisation enhances the user experience and makes it more meaningful. This links to the well-documented psychological effect of colour on human mood and emotion.

Navigational Components - Back left arrow, footer.

Containers - The swatches are contained in a static box and the boxes are then contained in a vertically stacked list inside a larger container, forming the darker background.

The hierarchy used here is just simple use of bright, bold colours to create the theme choices (contrasting light to dark for the different priority levels) and to frame them effectively. This use of a darker colour in the background is a tried and tested visual technique used to frame and give prominence to the content. So the visual effect is that the colour swatches are given more punch when set off by the deeper shade.

The font size, weight and colour for the labels is white in order stand out against the dark background, as with the navigational component in the footer, to give them prominence.

The back arrow icon colour, size and weight is bold enough to be visible without being distracting.

The heading's font style, weight enables it to be prominent enough without being unnecessarily eye-catching. The paler-colour helps it to recede slightly allowing the main elements to come forward.