



User Interface

User eXperience

Our team designs websites and other services, taking into account current trends in UI and UX methodologies. To immerse yourself in this complex topic completely, you need to understand what it is and how it works.



«Good Design makes it understandable and memorable. Great Design makes it unforgettable and significant.»

Industrial designer
Dieter Rams

- colors
- typography
- composition
- form
- accents
- content, etc.

These principles are divided into specific categories.

If it concerns color, then this is

- contrast,
- a combination of primary, secondary and tertiary colors,
- selection of colors by saturation etc.

As for typography, then this is

- selection of the main font,
- original display font,

UI — user interface.

The appearance of our project is a visual language between the service and the user. It should be clear and attractive. This section includes the initial principles of design:

- supporting font, etc.

As for composition, then this is a good arrangement of elements, where they support each other and do not “fall out” of the overall appearance.

UX — user experience.

In a literal translation, it is user experience, in this context, experience is a small user story where he determines whether he liked what happened or not.



A simple example is buying a movie ticket.

The user expects that the service will provide him a seat and a ticket, but it will be irritating if the user chooses a seat, pays for it, and the service does not give him a ticket, such experience will be negative.

This type of work can be described by adjectives: useful, convenient, valuable, affordable.



CLL app website as an example

CLL app is a service that helps schools communicate with students. After registration, the school will be in the list of the CLL app service. The school can add staff. The service keeps the necessary legal records and pays employees in a timely manner.

The service has so-called roles, each role has its own capabilities, let's analyse from the largest to the smallest:

Super administrator is the most powerful one. This person sets the limits of the possibilities of all other roles. He can create “Administrator” and “Provider”.

Administrator is a principal. After obtaining administrator rights, he can create “Provider” to see their changes and make his own ones.

Provider is a teacher. He can create events, add “Student”, mark the hours spent; maintain documentation and “Student” characteristics.

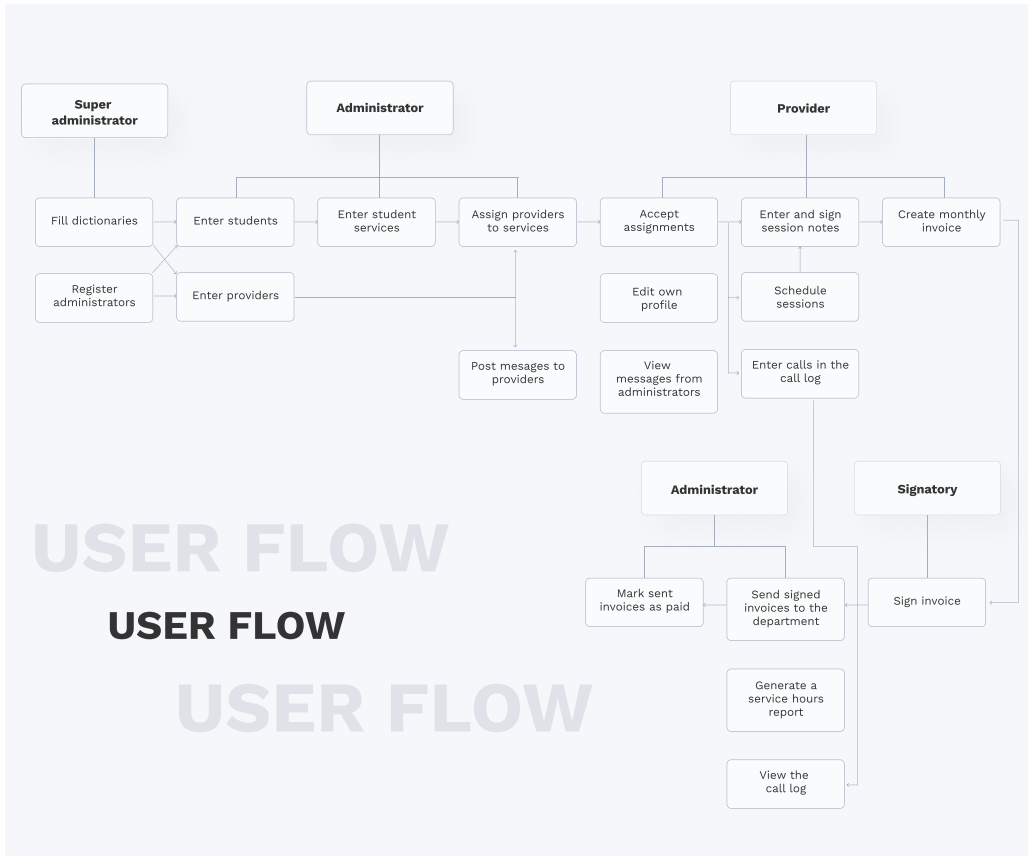
Student is a person who works with “Provider”. He does not have access to CLL app. This role is indirect to maintain community.

Signer is a person who is responsible for “Student”. He receives documents from “Provider” for signing.



The solution enables users to track the education processes, manage the payrolls and generate reports. It's a transparent collaboration tool with four different roles inside, optimized financial procedures, and responsive UI/UX design.

Full table of interaction can be seen on the scheme below:



USER FLOW
USER FLOW
USER FLOW

Calendar

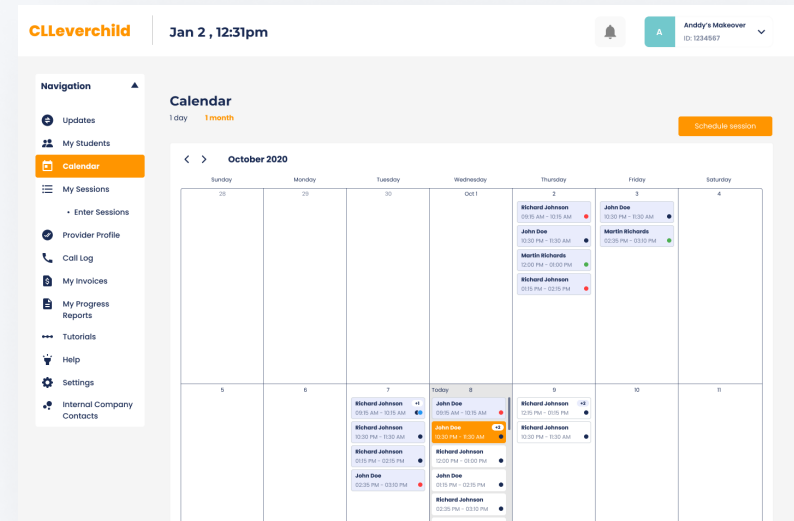
Providers can see their sessions in a calendar.

Sessions are marked with their status and time range depending on the current time (it is assumed that the students' time zone does not always exactly match the provider's time zone)

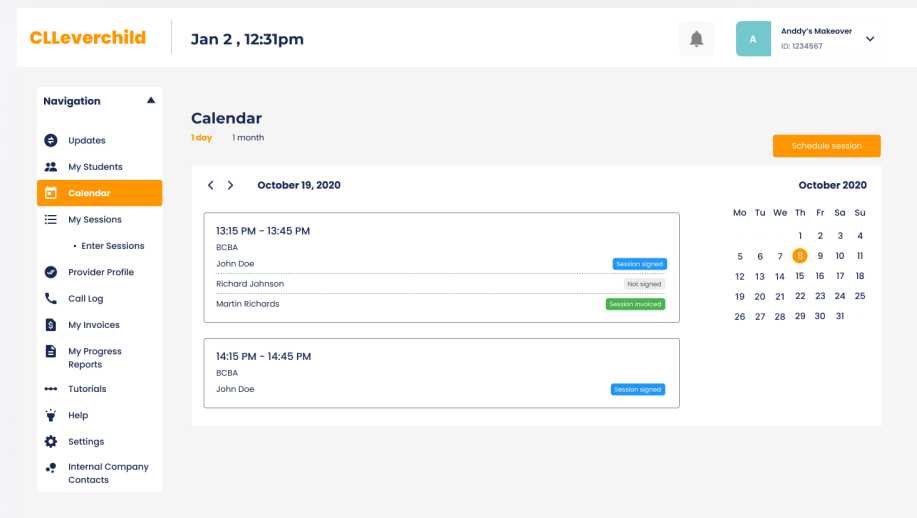
From the Calendar, the provider can open the settings for each session.

UI/UX is a complex set of works that combines logic of the service, its sequence, easy navigation and attractive appearance. With a competent UI/UX, user's comfort will be much better than expected, and the service will work more reliably.

Calendar. Full month view



Calendar. Full day view



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