# Visual Information Design

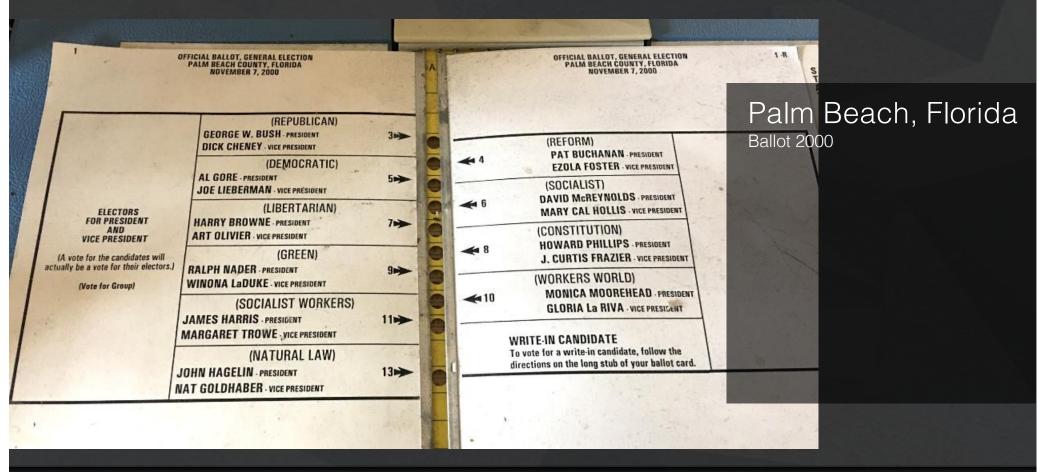
Prof. James A. Landay Computer Science Department Stanford University

Autumn 2023 October 23, 2023

\* Based on slides by Luke Vink, Scott Klemmer, and James Landay

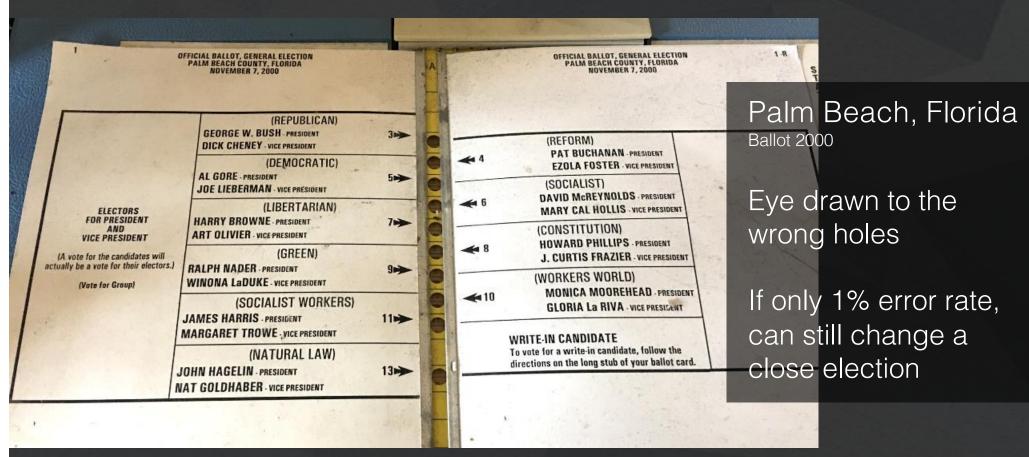
### Hall of Fame or Shame?



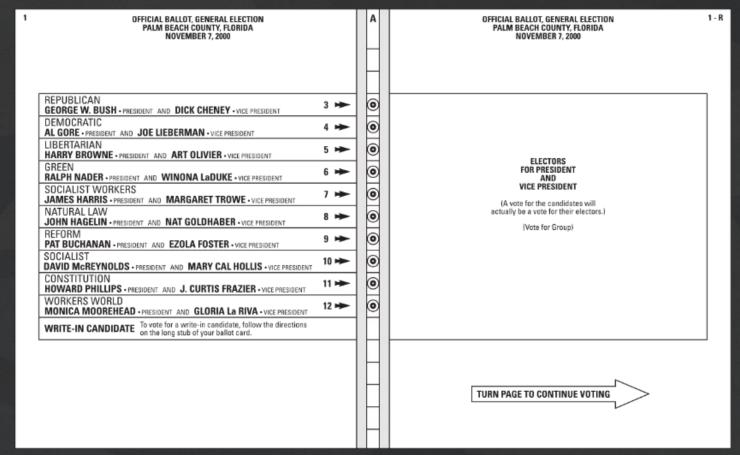


#### Hall of Shame!





## One Possible Redesign



William Lidwell, Kritina Holden, and Jill Butler Universal Principles of Design

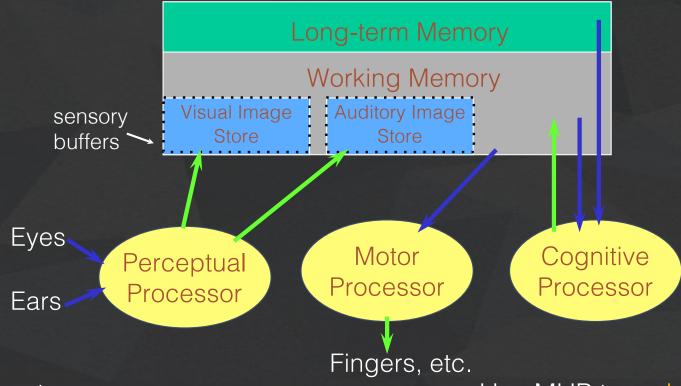
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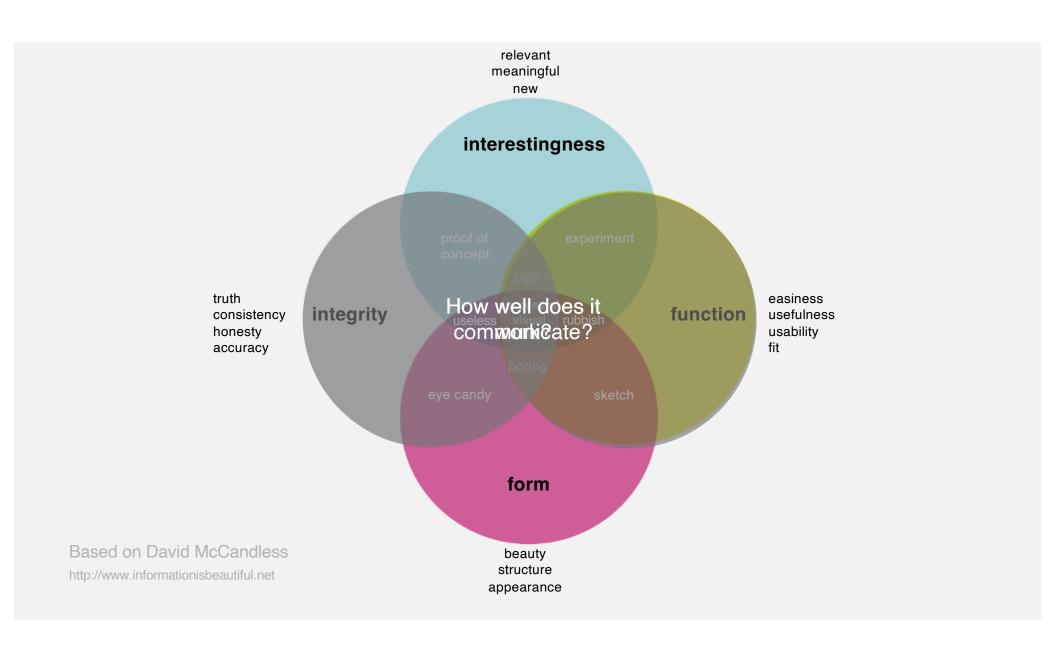
### The Model Human Processor



- Parameters
  - processors cycle time (T) ~ 100 ms
  - memories capacity, decay time & type
- Use MHP to make predictions
  - min. frame rate (1/100ms)
  - Fitts' Law for time to hit target

#### Outline

- Good Form
  - visual hierarchy, layout, proximity, small multiples & space
  - typography, grids & icons
- Team Break
- Color
- Group mood board exercise
- "Interesting Design"



#### The Art of Balance

Promotion & demotion of important objects

First Question for any design

What are the most important things?

Information should be prioritized based on its importance to the user

### Visual Hierarchy and Reading Order

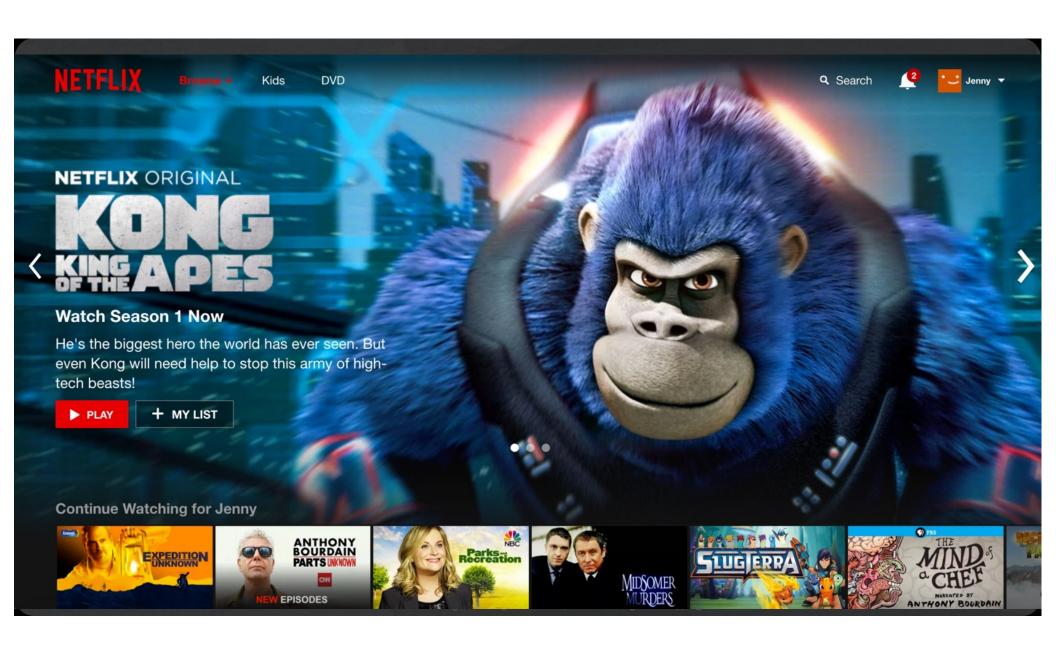
Strong visual hierarchies guide visual & logical progression by showing what is important.





Weak visual hierarchies provide little or no guidance about what is important.

source: http://52weeksofux.com/post/443828775/visual-hierarchy



### The First Read: Reading order pillars



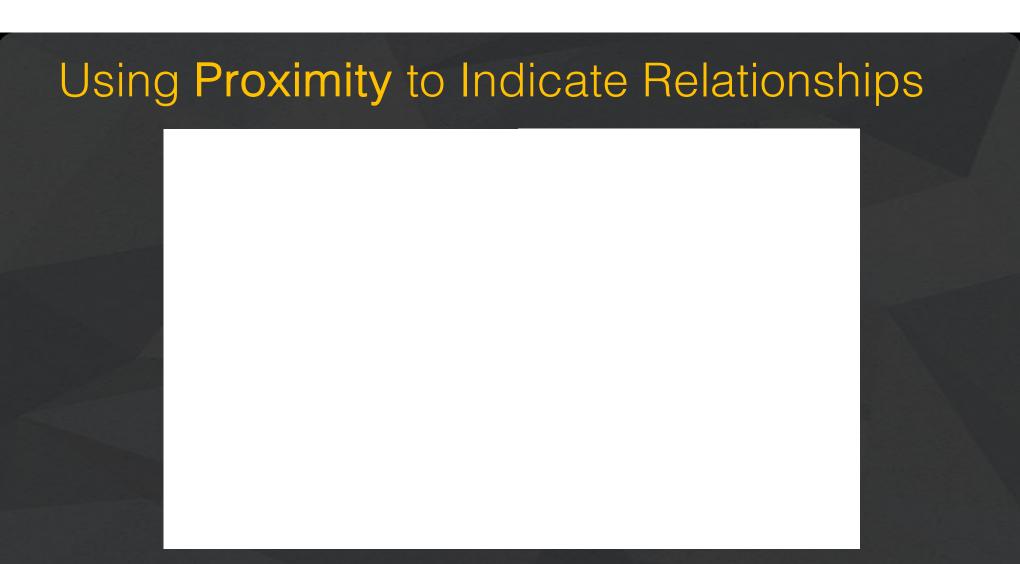
- 1. size
- 2. color
- з. layout
- 4. spacing
- 5. style

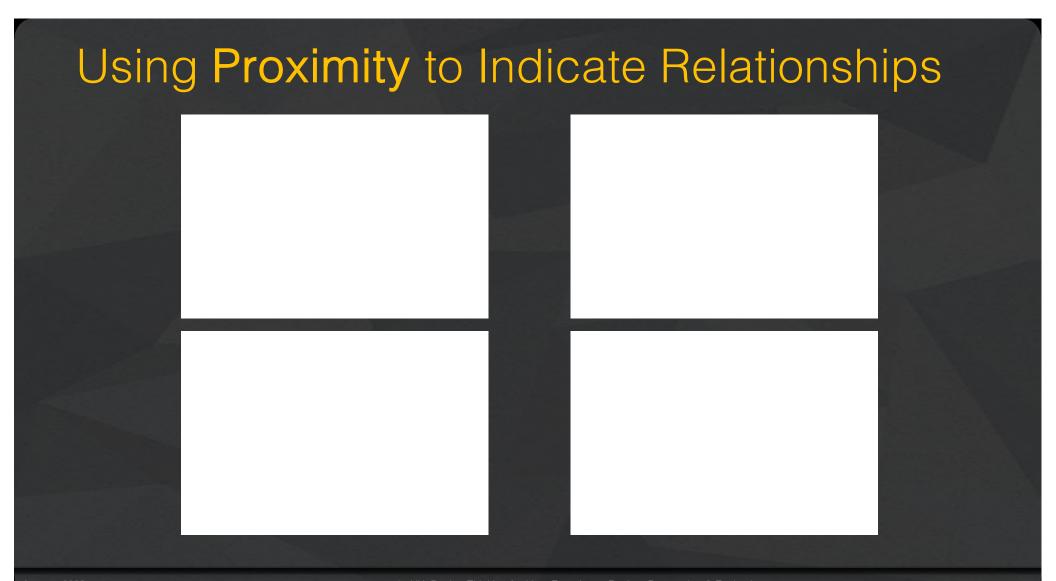
source: http://thenextweb.com/dd/2015/04/30/the-5-pillars-of-visual-hierarchy-in-web-design/#gref

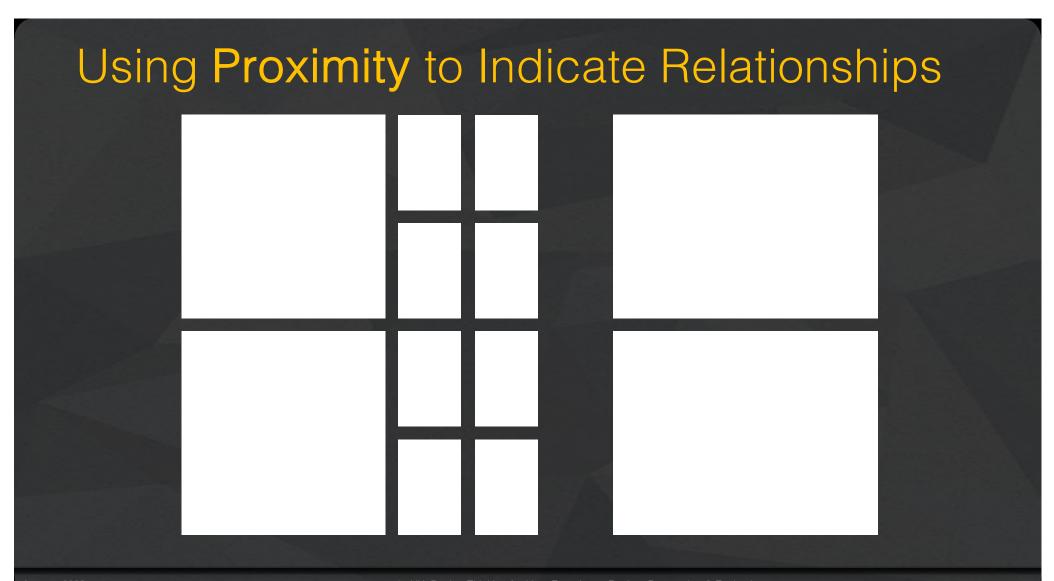
### Using Proximity to Indicate Relationships

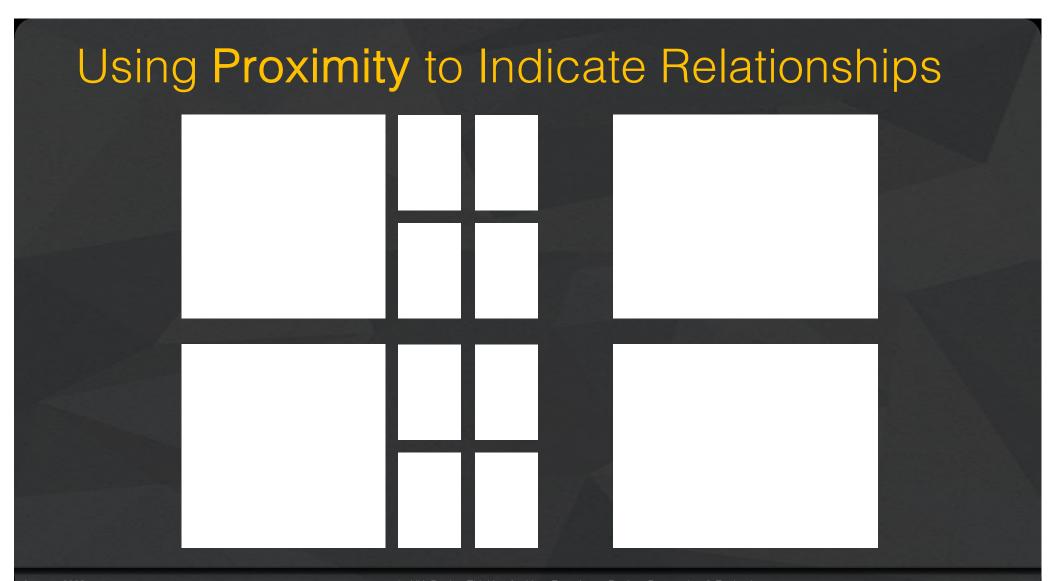
#### Gestalt Psychology in information design

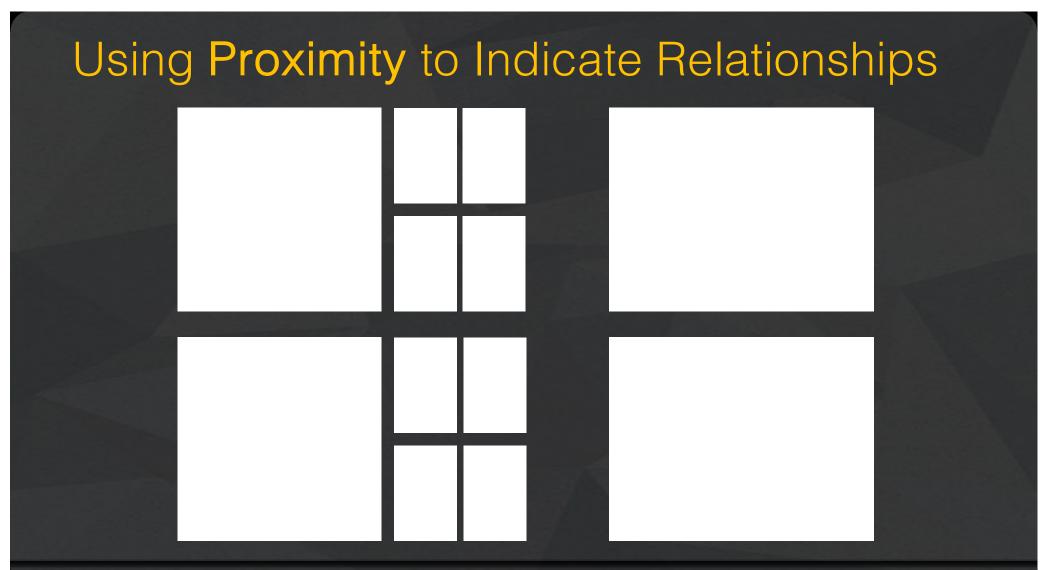
Information blocks should be grouped together if related, but unrelated elements should be located at some distance from each other.



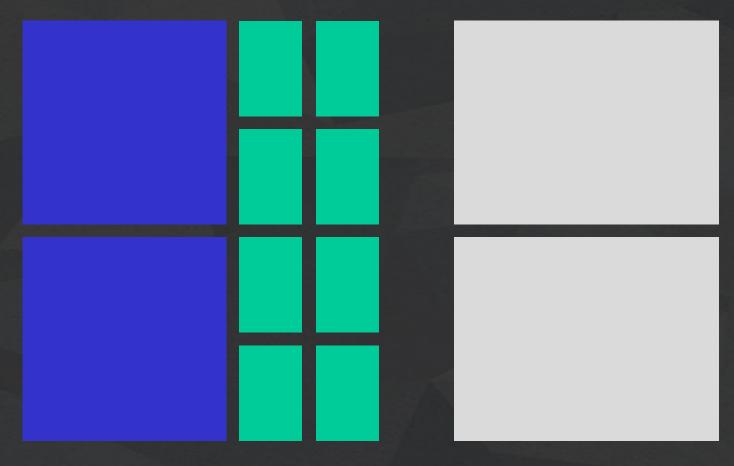








# Using Proximity to Indicate Relationships

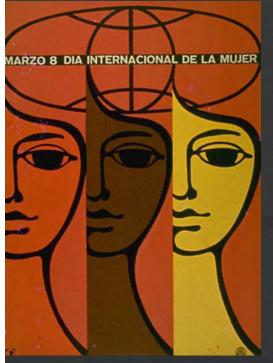


# Small Multiples

- Economy of line
- Similarities enable us to notice differences

**IMAGE REMOVED** 

# International Women's Day SMALL MULTIPLES



Echeverria, Heriberto 1971 March 8 - International Women's Day



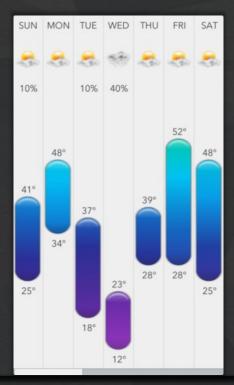
Diaz, Estela 1974 March 8 - International Women's Day

Revolucion!: Cuban Poster Art by Lincoln Cushing http://www.amazon.com/Revolucion-Cuban-Poster-Lincoln-Cushing/dp/0811835820

# Proximity & Small Multiples in Use

# Today Weather ios App





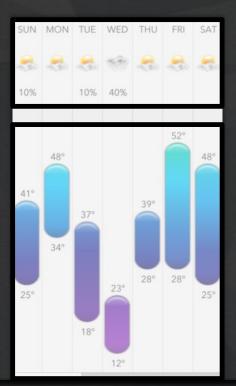


# Proximity & Small Multiples in Use

# Today Weather





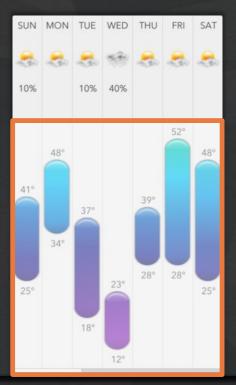




# Proximity & Small Multiples in Use

# Today Weather

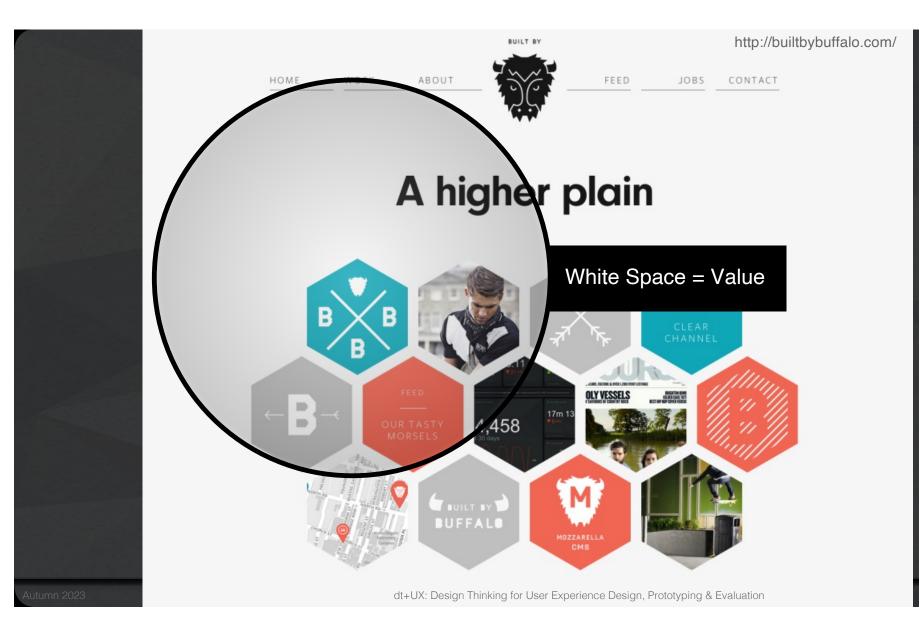






## Using Blank / White Space as an Object

- White space can be used to suggest importance or prestige
- The more space around a group, the more valuable it should be for the user
- Think of whitespace as an "element" consider its position



# What Are The Important Things Here?



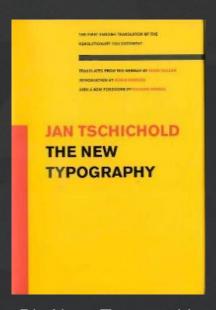
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Sign Up For Spotify

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### Jan Tschichold's Revolution

### Champion of Modernist Typography



*Die Neue Typographie* Berlin, 1928



Bauhaus school Dessau, 1925-26

# Type Classifications

Typeface (Arial) vs Font (Arial Bold)

Serifs: Structural details in letters that (may) help the reader connect them

	Sans Serif	Serif
	Optima	Fenice Bold
Roman	answ	answ
Obliqued	answ	<i>answ</i>
True italic	answ	answ

# Asymmetric Typography

JAN TSCHICHOLD

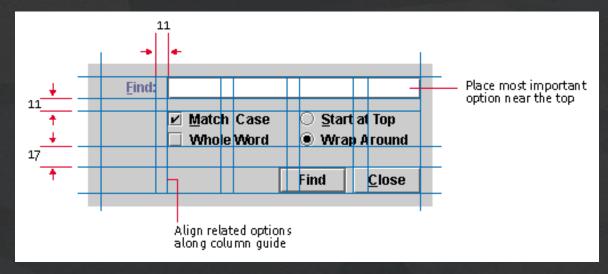


How blocks used to be arranged in magazines. Schematic, thoughtless centering of blocks (= ugly).

The same blocks, correctly arranged in the same type-area. Constructive, meaningful, and economical (= beautiful).

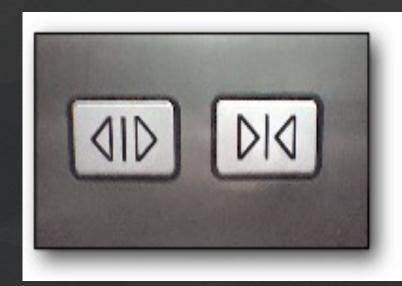
## Grid Systems

- A key pattern for implementing rationality, modernism, asymmetry
- Note that no elements are "centered"



Java Look and Feel Design Guidelines

# Iconography: Differences that Make a Difference





www.jensondesign.com/1+1=3.pdf

#### Administrivia

- Web site
  - must be on web site by studio next week or grade will be docked
  - problem getting a web site up, talk to your CA now

- CS 194H
  - follow-on to CS147
  - offered this Winter

### **Assignment Grading Buckets**



Far exceeds expectations: Reserved for  $\sim$  the top 1-3 submissions that can be used as examples in class. This is an A+, often a perfect or > 97% score.



Fulfills the expectations in the spec and some elements exceed expectations. Strong engagement with the design process. Excellent presentation of the work. This is an A range grade (93 - 97%).



**Fulfills the expectations** in the spec. Students engaged with the design process, though maybe **some small issues remain**. Presentation understandable. This is a B+/A- range grade (88 - 92%).



Relatively complete, but there are components of unsatisfactory quality. Presentation may fall short (e.g., poor image resolution, too much text). This is a B range grade (83 - 87%).

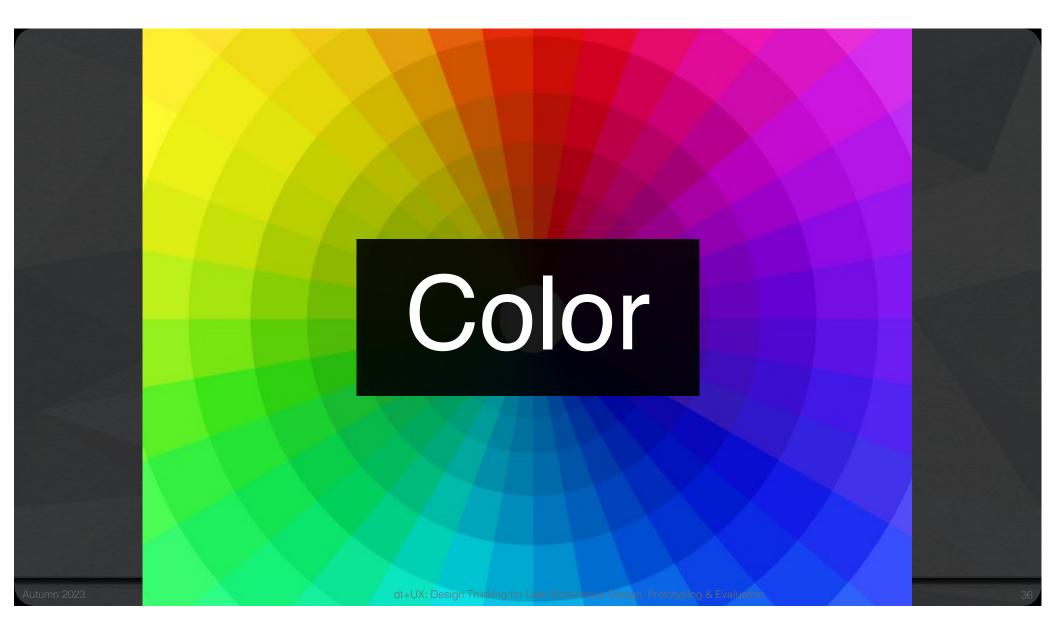


**Incomplete or multiple parts are of unsatisfactory quality**. Shows sub-par engagement with the design process. Presentation likely falls short in many ways. This is a C+/B- range grade (78 - 82%).



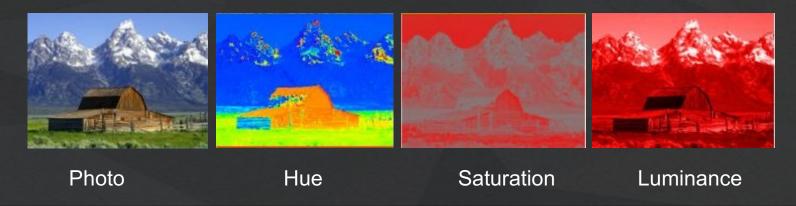
Missing substantial assignment components and/or mostly poor quality. Does not represent engagement with the design process. This is a C range grade or lower (< 78%).





# Color Definitions (digital)

- Hue is gradation of color (i.e., name: "yellow")
- Saturation is purity of the hue (vividness)
  - how much gray is mixed in
- Luminance is the brightness in an image



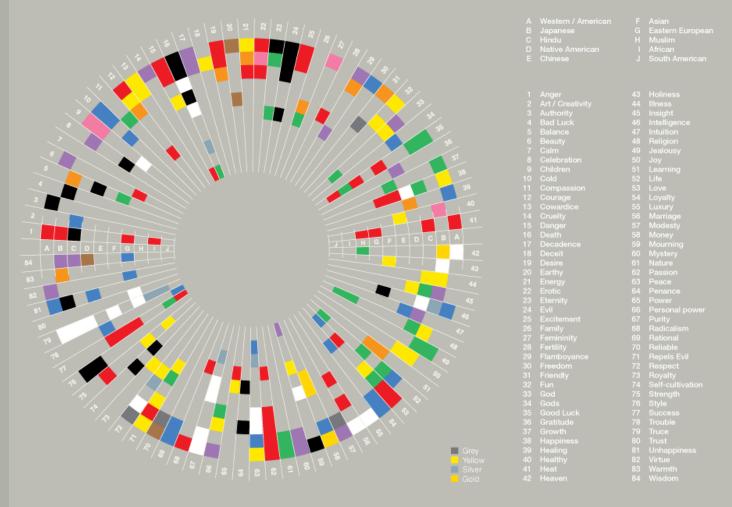
# Color: Edward Tufte – by hue

IMAGE REMOVED

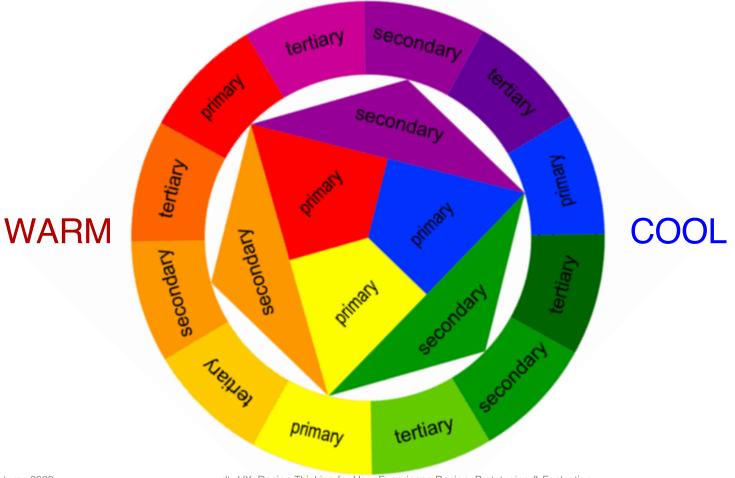
# Color: Edward Tufte – by luminance

IMAGE REMOVED

#### Colours In Culture

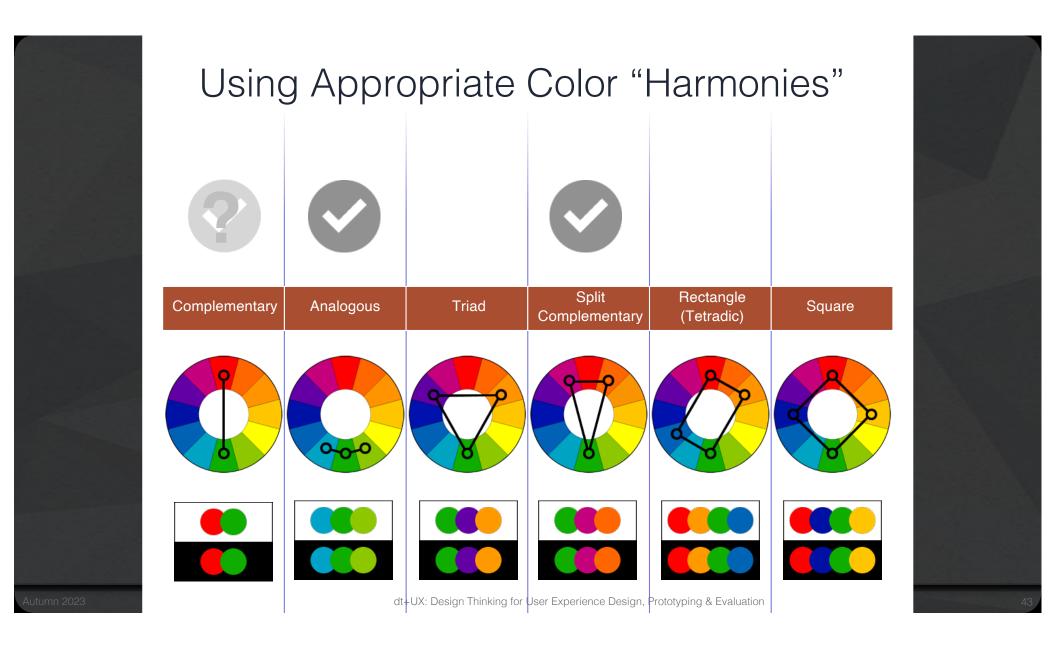


#### The Basics of the Color Wheel



# Color Harmonies

"A pleasing arrangement of parts," whether it be music, poetry, color, or an ice cream sundae."



# Complimentary

Not so good for text

Christmas..maybe Everyday use...

Not so much:

This color scheme must be managed well so it is not jarring. Bad with Text!!

dt+UX: Design Thinking for User Experience Des

Hard on the eyes



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perience Design, Prototyping & Evaluation



# Analogous



Always easy on the eyes, this type of color scheme always looks "natural"

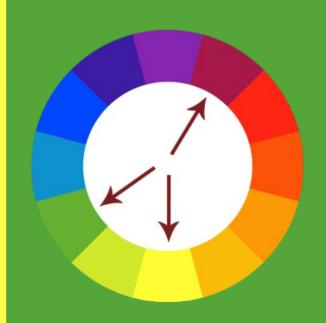
# Analogous (e.g., Beyond Oil)



dt+UX: Design Thinking for User Experience Design, Prototyping & Evaluation

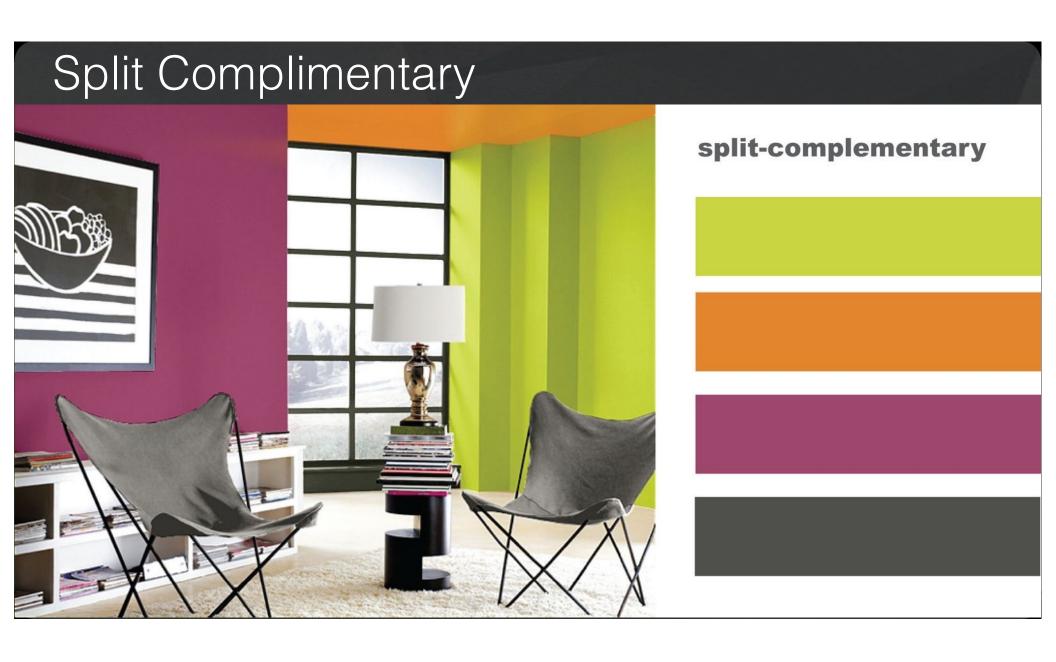
# Split Complimentary

Often a good choice for beginners, because it is difficult to mess up.

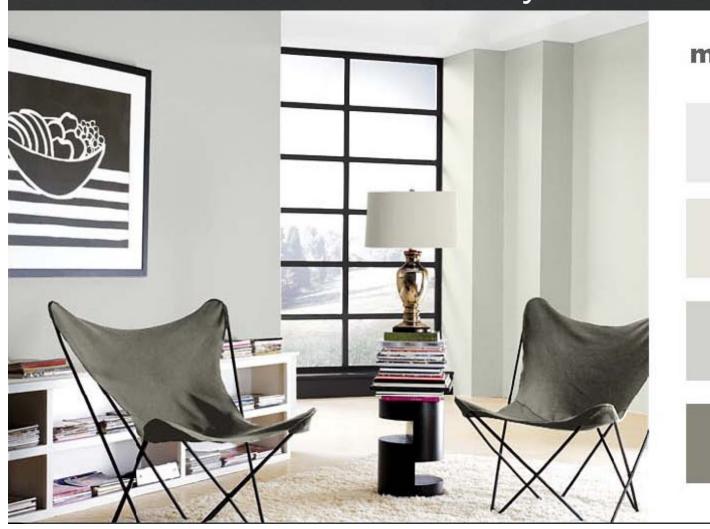


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dt+UX: Design Thinking for User Experience Design, Prototypin

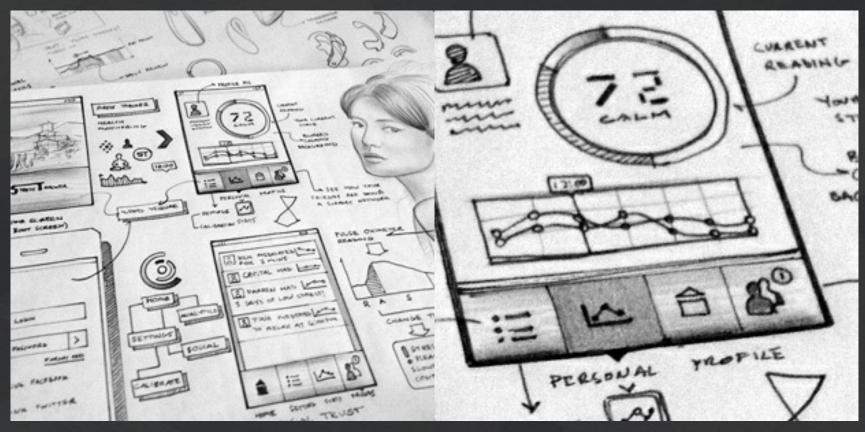


# Monochromatic or Grayscale



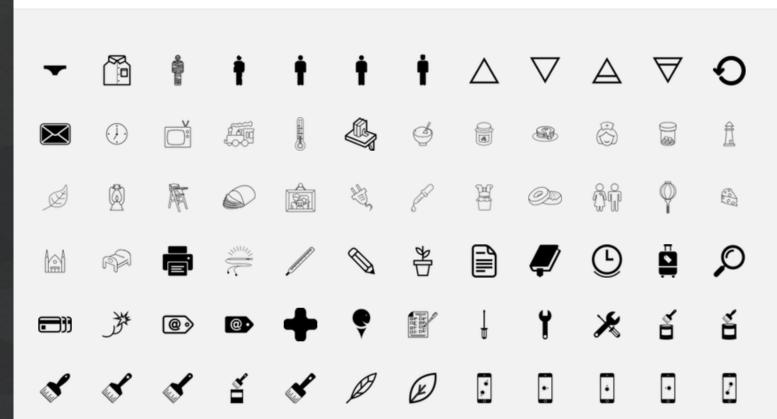
#### monochromatic

# Start with Greyscale



.. then *accent* or *enhance* with color

#### Q Search

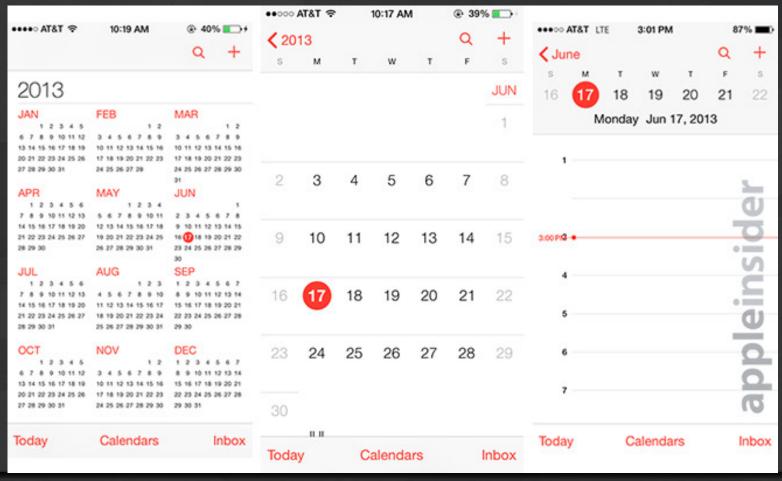


Cards Against Humanity



Advertisements via the Deck

# Action + Passive Colors

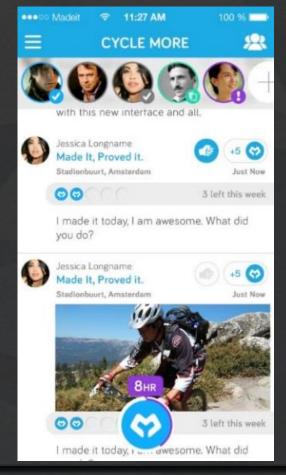


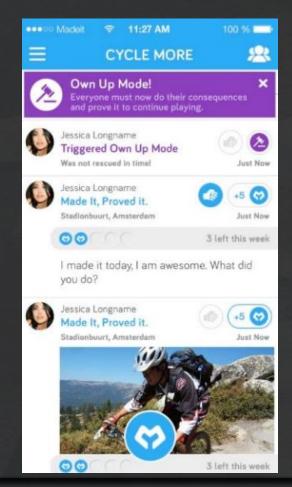
#### Poor Use of Color





# Redesigned to Use 3 Actionable Colors





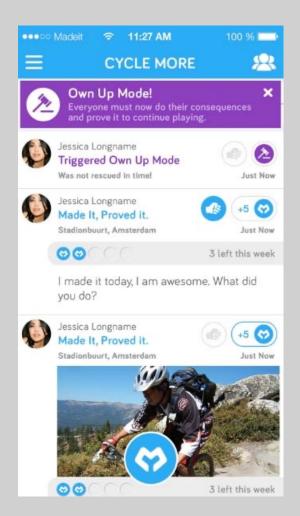


#### Action



#### **Immediate**





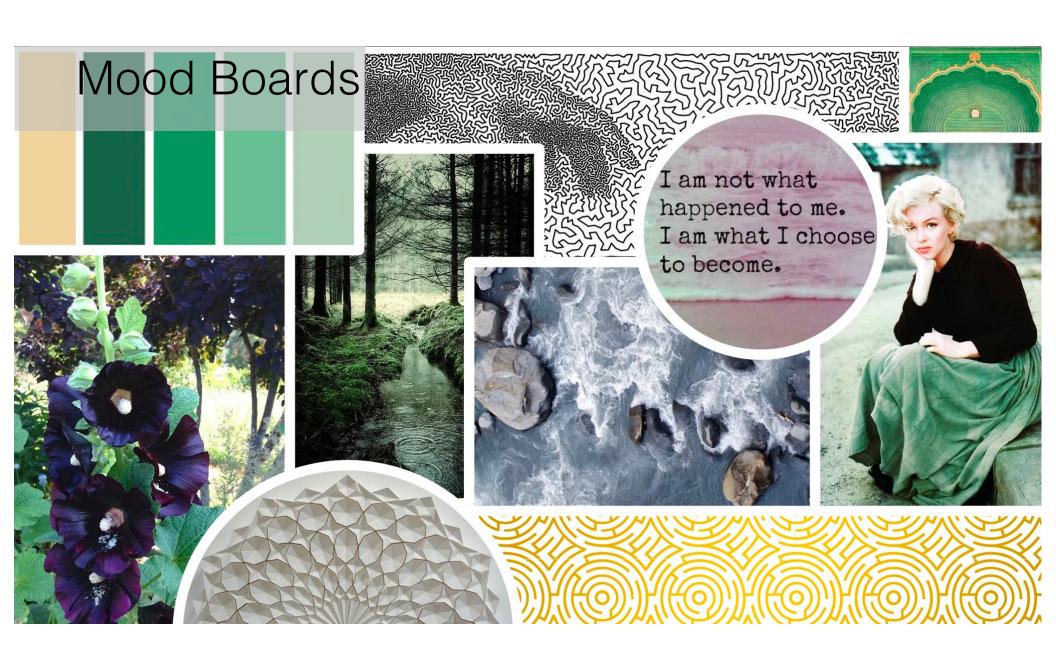
# Tools that help with color selection

https://coolors.co/

http://color.adobe.com/

http://www.colourlovers.com

https://paletton.com/



# Mood Boards



#### LOREM IPSUM DOLOR SIT AMET

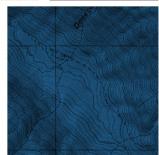
AN EST NIBH ILLUM CONCLUDATURQUE









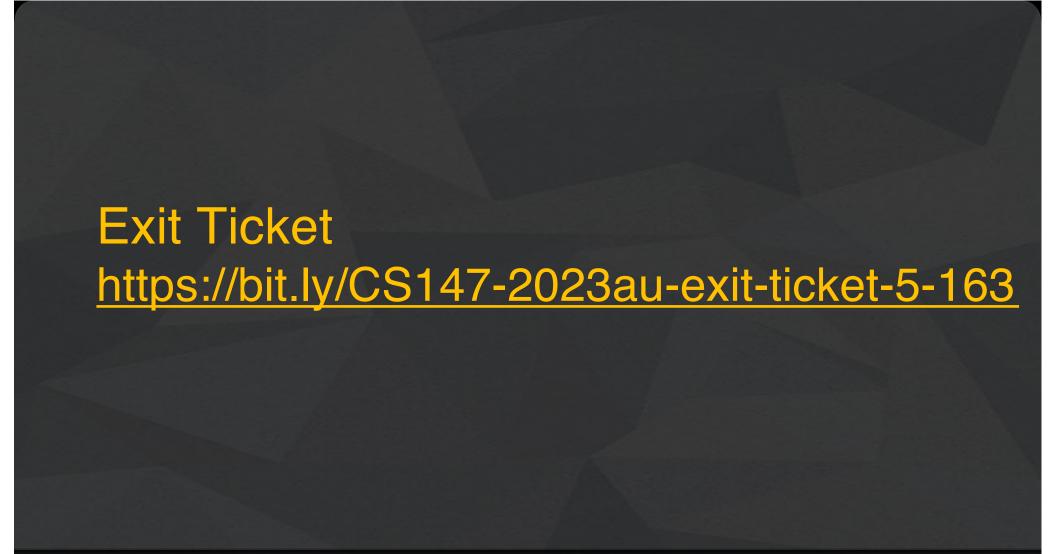




### Mood Boards – Team Exercise (10 min)

- Before starting your mood board, think of 3-5 adjectives giving vibe you'd like your solution to convey to users (write them down)
- From those adjectives, have each team member search online for images to convey that tone & compile them all onto a team slide
- From the images, choose the primary & secondary colors you want to use for your medium-fi
- Copy this slide deck to your team folder
  - https://bit.ly/cs147-mood-board

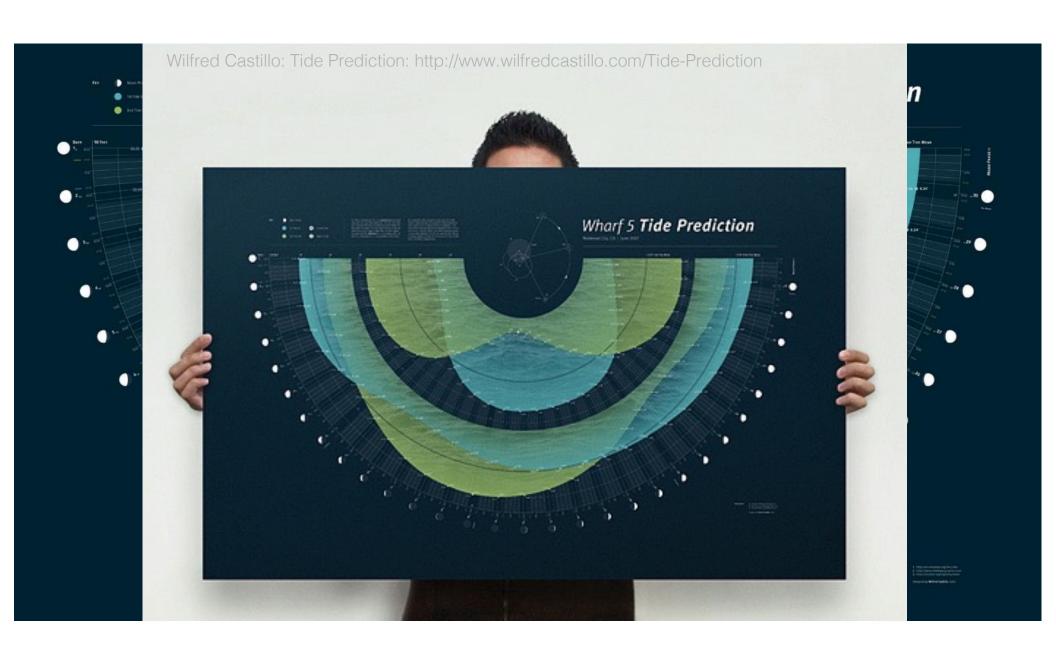




# Visual Design that is <a href="https://nteresting.com/">nteresting</a> [the wow factor]

# Non Conventional Layouts

- Hard to get right & easy to overdo!
- Try new shapes
  - circular charts
  - hexagonal objects
- Like all techniques (color, etc) restrict unconventional layouts to the most important information



# Dynamic Movement / Animation

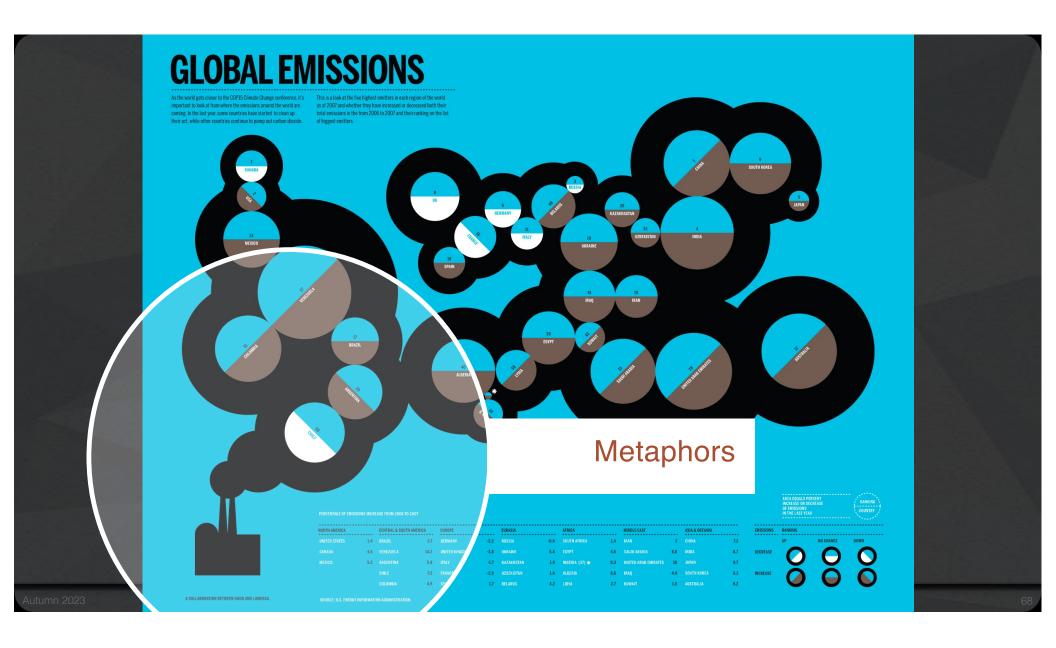
- Hard to get right & easy to overdo!
- Animation is best used to connect information & create "flow"

 Like size, color & unusual shapes, animation draws attention to the eye & suggests importance

#### Metaphors (using the real world to describe info)

- Hard to get right & easy to overdo!
- Very useful to provide meaning and connect information to logic
- The more direct or specific a metaphor, the more contextually relevant it is to a generation or time





# The best designs **balance** the techniques you have seen

and

The **less** techniques used, the easier it is to balance them

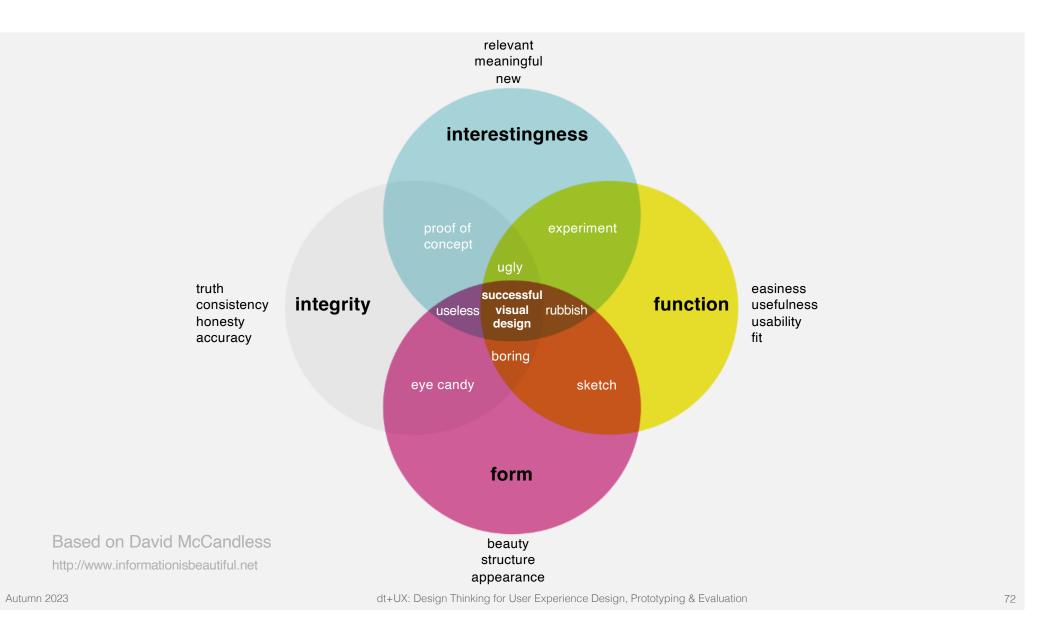
# Overwhelming Use of Different Techniques

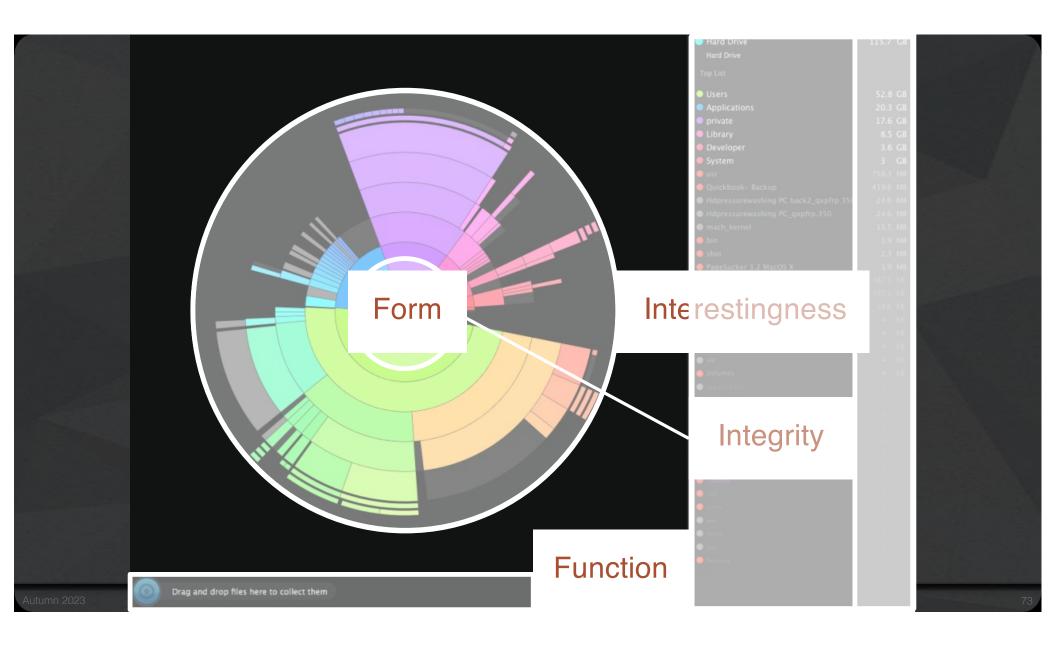


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In other words, Keep it Focused





# Summary

- Start with context what is the nature of the information?
   What is the most important?
- Design first in grayscale to focus on hierarchy
- Small changes help us see key differences
  - e.g., small multiples
- Avoid clutter, focus on the essence of your tasks
- Use color properly not for ordering!
- Only use 1-2 colors at a time, unless absolutely necessary

# Further Reading

- Kevin Mullet and Darrell Sano, *Designing Visual Interfaces*
- Edward Tufte's books and course
- Robin Williams, *The Non-Designer's Design Book*
- Typography
  - Jan Tschichold, The New Typography
  - Robert Bringhurst, The Elements of Typographic Style
- Typography on the web
  - http://www.adobe.com/type/
  - http://www.microsoft.com/typography/

#### **Next Time**

- Wed
  - CS 147 Film Festival
    - Come watch the best videos & vote on prizes
- Studio on Friday
  - present low-fi prototype/user study results key things learned
  - work on sketching out new designs
- Mon
  - Conceptual Models & Interface Metaphors
  - Read
    - <u>"The Psychology of Everyday Things" (Ch 1)</u> from The Design of Everyday Things by Donald Norman