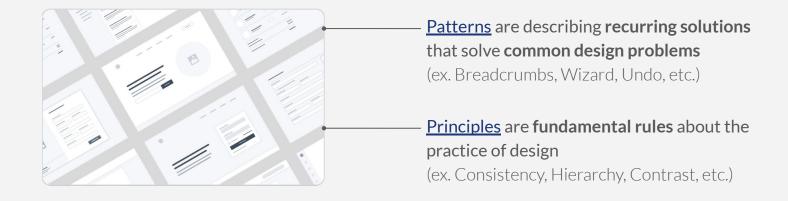
UI/UX **Tips** & **Tricks** for developers

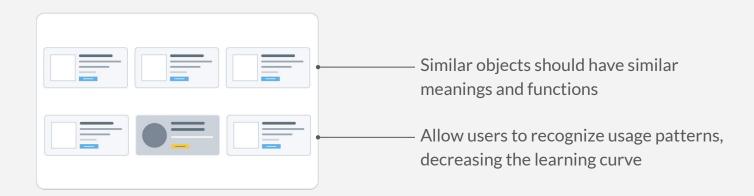


@evalica

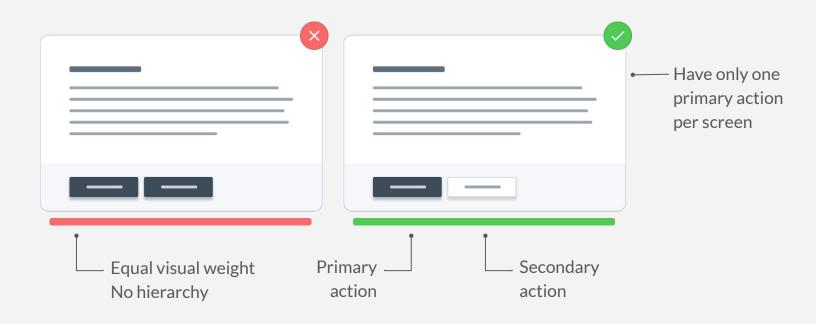
UI Principles & Patterns



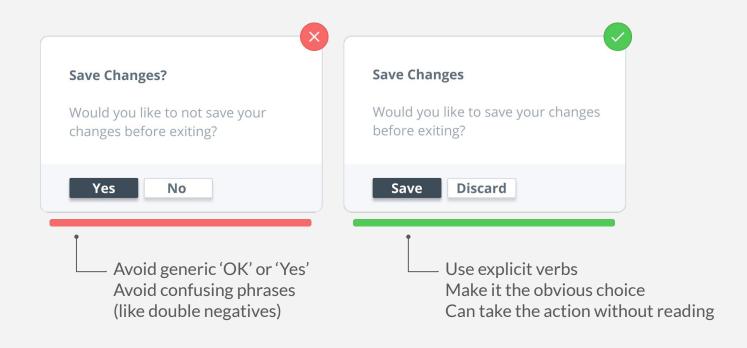
p1# Consistency



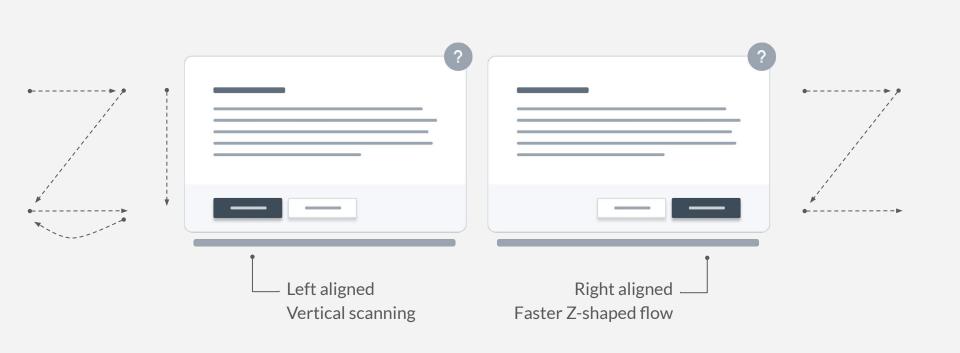
1# Buttons: Primary / Secondary Actions



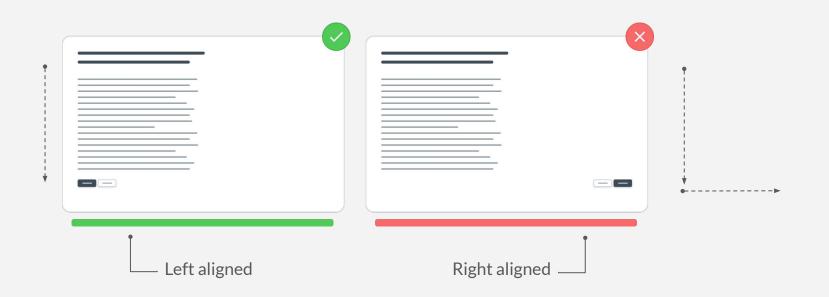
2# Buttons: Verbs as Actions



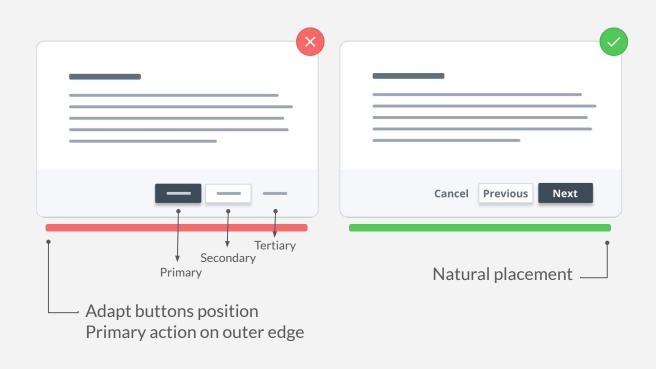
3# Buttons Placement: Modal Layout



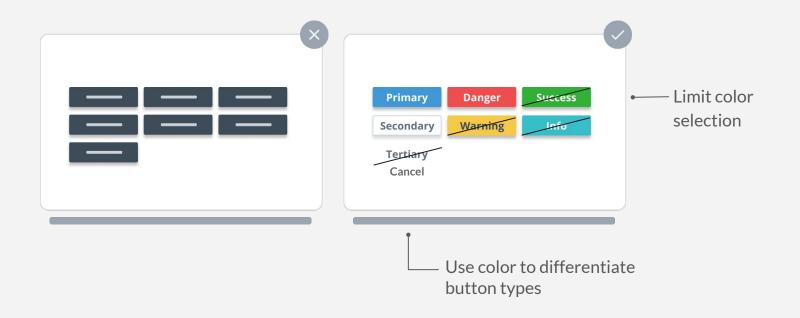
3# Buttons Placement: Full Page Layout



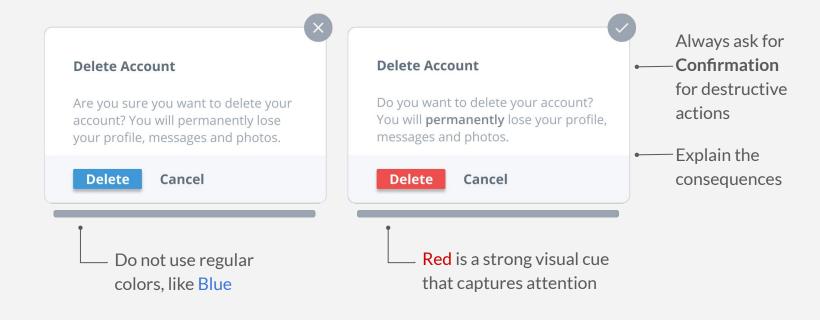
4# Buttons Placement: Primary Action



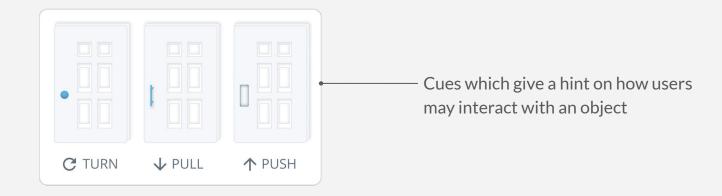
5# Color as meaning



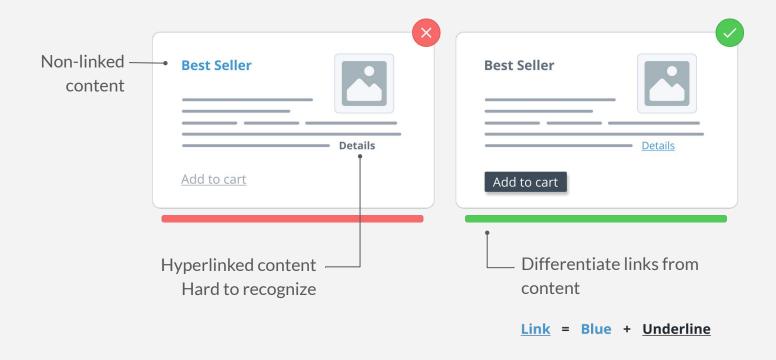
5# Color: Destructive Actions



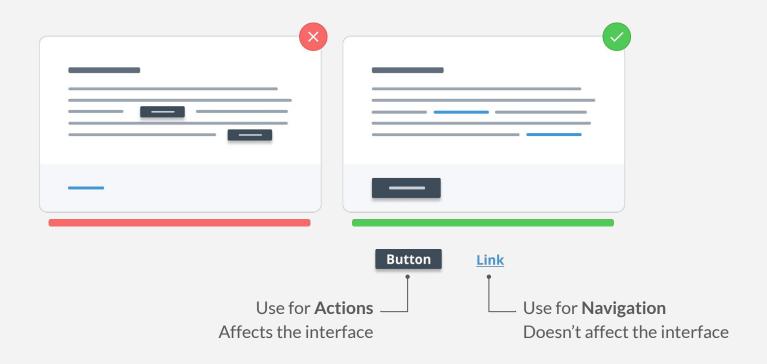
p2# Affordance



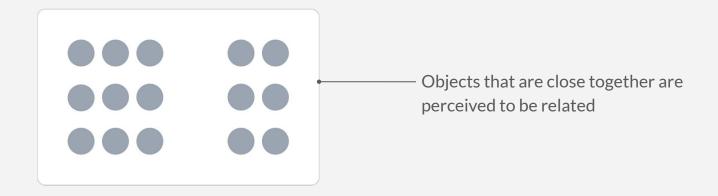
p2# Affordance: Links



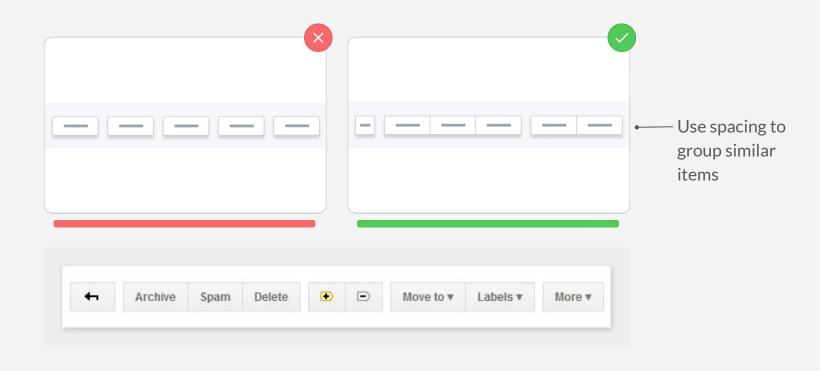
6# Buttons vs. Links



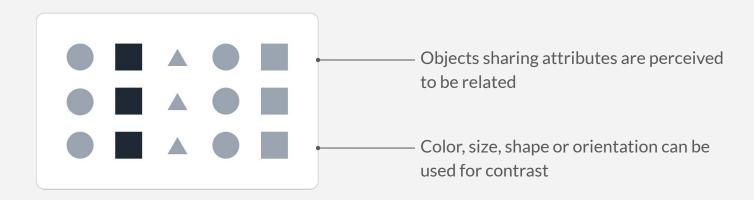
p3# Proximity (Gestalt)



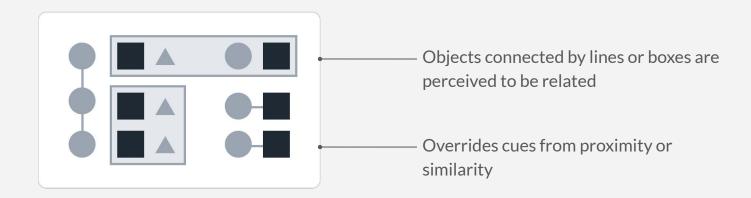
p3# Proximity: Menus



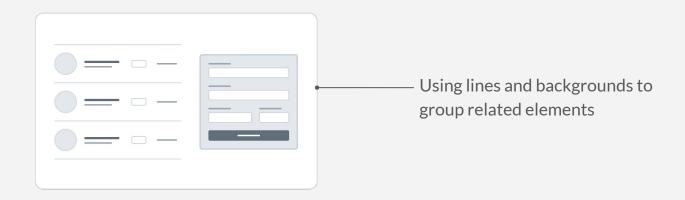
p4# Similarity (Gestalt)



p5# Law of Unity (Gestalt)



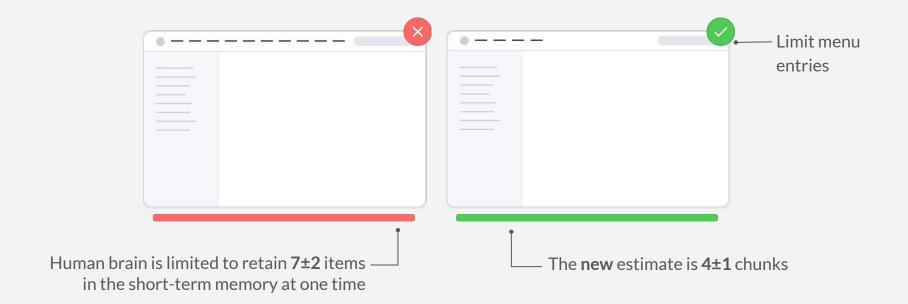
p5# Law of Unity: Grouping



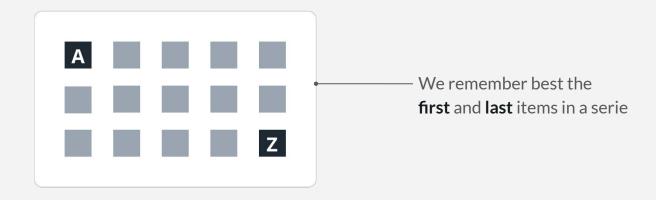
p6# Choice Paralysis (Hick's Law)



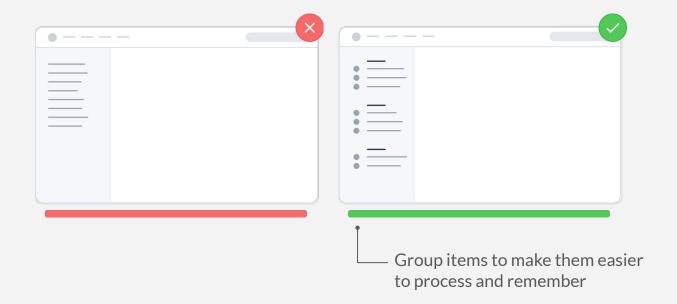
p7# 7±2 Rule (Miller's Law)



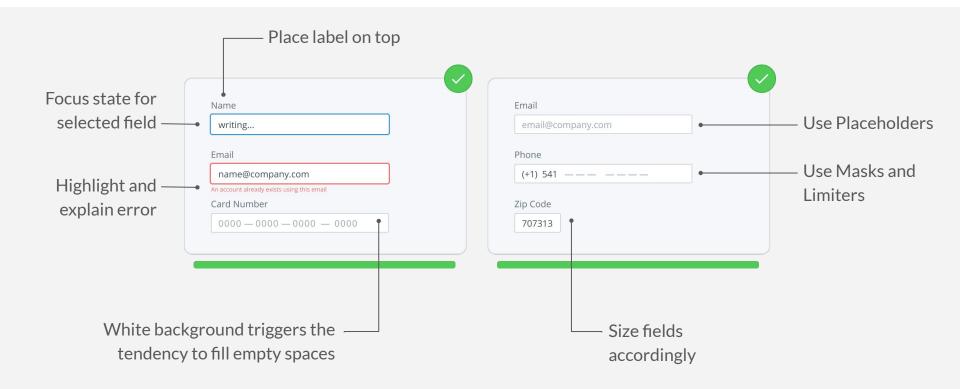
p8# Serial Position Effect



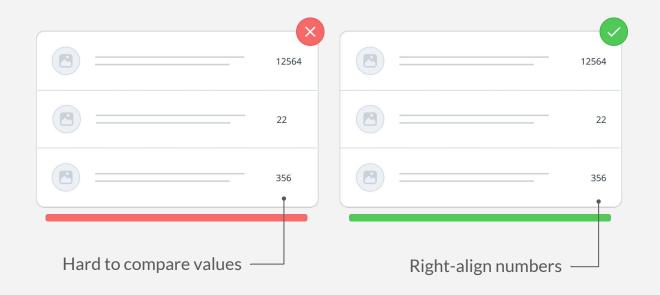
p9# Chunking



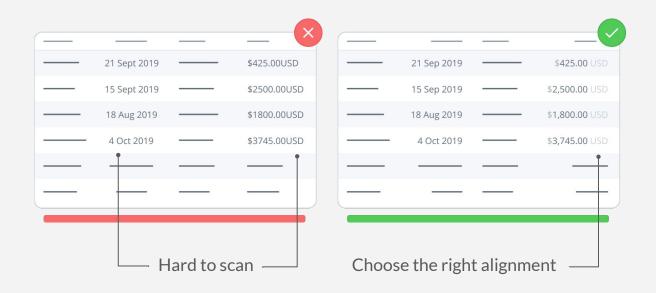
7# Form Fields



8# Text Align: Numbers



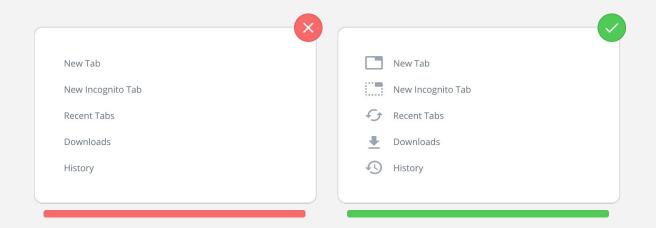
8# Text Align: Tables



9# Icon Metaphor



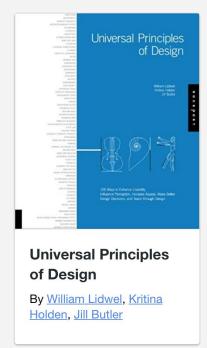
10# Icon + Text



Want more?

Learn more **principles**and **apply** them in an
Open Source project of
your choice





Thank you

Questions?