

## Ergonomics of UX/UI Design interfaces



SII-299 10 Days (70 Hours)

### Description

The UX/UI Design and Interface Ergonomics training is designed to develop the skills of professionals involved in interface design, such as project managers, developers, web designers, marketing managers and UI designers. This certification will allow you to acquire methodological tools for digital ergonomics and user-centered design. Thanks to these skills, you will be able to effectively manage the development or redesign of interfaces, whether software, Web, mobile or tactile.

### Who is this training for ?

#### For whom

The training is intended for teams involved in interface design: designers, web designers, webmasters, developers, project managers, marketing managers, etc.

#### Prerequisites

Knowledge of IT tools and internet uses, touch and mobile terminals

### Training objectives

- Master user-centered design (UX) and its tools – UX Design training Know the ergonomic principles of the mobile and tactile context – Mobile and Tactile UX Training Acquire the right reflexes to graphically design an interface – Graphical interface design training

### Training program

Jour 1 : Acquérir les bases théoriques de la conception centrée utilisateur (UX).

- This day is devoted to the key notions of UX, UI, cognitive ergonomics and human-machine interactions. You will discover how to implement a UX methodology and justify its ROI. In the continuity, you understand how the brain functions when it interacts with a graphical interface.
- **SETUP AN ERGONOMIC AUDIT**
- The ergonomic reference criteria are presented, as well as the different heuristics and how to present them effectively. Your personal projects can be audited and shared with other participants to identify areas for improvement.
- Practical exercise: carry out an ergonomic audit using the heuristics of Bastien and Scapin.

#### Jour 2 : Connaitre les différentes méthodologies de recueil et l'entretien.

- In this part of the internship, you will learn the different collection methodologies and how to carry them out while avoiding cognitive biases. The analysis of the results and the modeling of the activity, the creation of personas and maps are presented.
- Practical exercise: create a protocol and conduct an interview.

#### Jour 3 : Mettre en place une méthodologie d'architecture de l'information.

- From "Content Strategy" to information architecture, this module explores the organization of the content of a site or an application. You will discover card sorting techniques as well as evaluation of the performance of the tree structure.
- Know and know how to define interaction models adapted to the user journey.
- Learn the main principles of design and layout then discover the rules of interaction design to better support the user in their exploration of the interface You will also learn about the concepts of graphics, typography, interface language, color management and the best way to use it. arrange your interfaces (zoning, navigation system, etc.).
- Practical exercise: design a use case and carry out a "Journey" workshop to define interaction models adapted to task.

#### Jour 4 : Élaborer des maquettes papier et des maquettes dynamiques sur l'outil de conception Figma.

- You create your paper models of your interfaces during practical work, then you animate them using the Figma modeling tool Practical exercise: design paper models then a dynamic model with Figma.

#### Jour 5 : Mettre en place un test utilisateurs de façon à évaluer l'utilisabilité de votre interface

- You understand the different user testing techniques, good animation practices and analysis of your results. You finalize your models and then have them tested by the other participants as a moderator to identify the areas for improvement: design a test protocol and carry out a user test

#### Jour 6 : Connaître le contexte du mobile (marché et usages).

- After a state of the art of the market and the uses of the mobile and tactile context, the trainer reviews, based on various examples, the components of a site or a mobile application (functionality, design, technique, originality, etc.). Implement a user-centered design method. In this part of the internship, you will learn the different collection methodologies and more particularly the activity collection, then you will learn how to. define your mobile design strategy.

### Jour 7 : Connaître les critères ergonomiques et les adapter au mobile

- Very operational design tools, the ergonomic criteria of Bastien and Scapin are presented and adapted to the mobile context. You will then learn how to design and/or validate the interface design through these criteria, ...
- Know the constraints, advantages of mobile and the iOS and Android guidelines Learn the advantages, constraints and best practices of mobile and touch design

### Jour 8 : Définir une architecture de l'information pour votre projet tactile.

- You will become familiar with information architecture methods for mobile. The different navigation systems are reviewed. The different types of screens and the related best practices are analyzed You will reuse these recommendations in your design project.
- Design a touch screen interface: zoning and mock-up of navigation, components In this part of the course, the construction of touch screens is discussed: zoning, types of screens, patterns, ... And many examples of the tablet's advantages and constraints will be presented.

### Jour 9 : Comprendre l'enjeu du design graphique

- In this part, you will be made aware of the importance of design. You will understand how this step fits into an overall interface design approach. You will also discover the two key elements of a graphic design: quality:
- - The creation of an intuitive interface by developing a visual journey.
- - The definition of a communication strategy by constructing a brief graphics.
- Build your graphic track
- In order to gradually assimilate the theoretical bases, the day is punctuated by practical workshops. During these workshops, your graphic tracks will take shape. By working directly on your personal projects, you will apply these new skills in a real graphic design situation. You will get to grips with professional graphic design tools.
- The key concepts of graphic design
- In this part of the course, the layout grid and typography are covered. These two elements constitute the essential basis of graphic design. Many examples of good and bad practices will be presented and you will immerse yourself in the lexical field of designers.

### Jour 10 : Couleurs et icônes

- Continuing on, you will learn how to manage color palettes. From emotional language to the application of colors on an interface, you will know how to create a harmonious range using proven methods. Icon design is then discussed : symbolism, formalism, etc. These basic elements will allow you to work on the visual hierarchy of your interface.
- Finalizing the interface
- Based on your graphic brief and your new knowledge in design, you will use your creativity to finalize the interface. To do this, you will use a professional graphic creation tool. This real-life scenario will allow you to understand the concrete problems that designers encounter during the course. a project.
- Evaluate an interface
- You will be asked to give your opinion on the projects of each participant. This last part, generally very appreciated, because it is constructive, will allow you to express yourself. on the projects of others on the one hand, and to take into consideration their comments on the other hand. At the end of this collective evaluation, you will have the necessary perspective to improve your interface. You will benefit from a wealth of experience that will help you better approach GUI projects.