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#android5



Android UI Design Patterns

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May 19, 2010



- ▶ **Android: State of the UI**
- ▶ Application UI design patterns
- ▶ Making Android apps look good
- ▶ Building a great Android app



State of the UI

Chart title or subtitle placeholder

- ▶ Since last I/O
 - Donut + Eclair launched, now Froyo
 - New devices and screen sizes
 - Wealth of new apps and widgets

Continuing, with your help,
to improve the platform

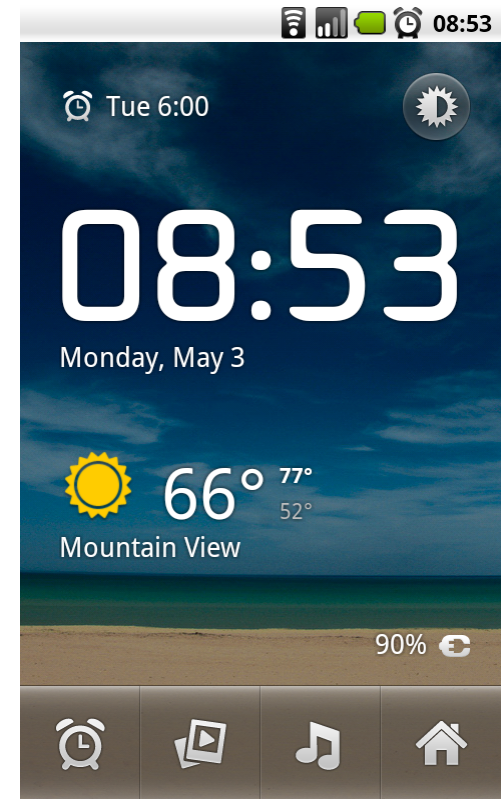


Design philosophy

- ▶ Clear vs. “simple”
- ▶ Content vs. chrome
- ▶ Consistent yet engaging (elegant variation)
- ▶ Enhanced by cloud

“Mere knowledge of the truth will not give you the art of persuasion.”

– Socrates



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UI Design Patterns

- Like a software design pattern, a UI design pattern describes a general solution to a recurring problem
- Patterns emerge as a natural by-product of the design process

- For each pattern:

Title

Example

Problem

Recommendations



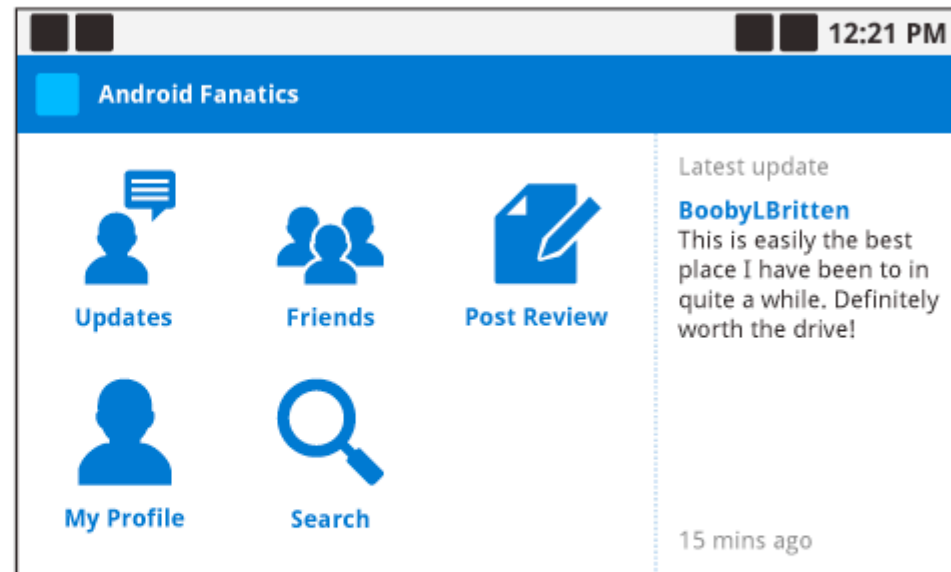
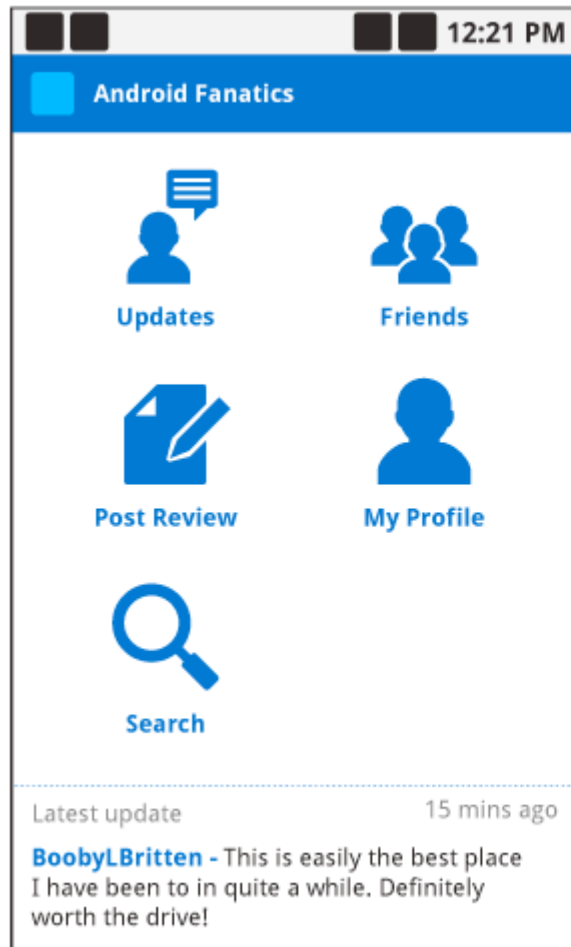
5 UI Design Patterns

- ▶ Dashboard
- ▶ Action Bar
- ▶ Search Bar
- ▶ Quick Actions
- ▶ Companion Widget



Dashboard

Examples



Dashboard

“What can I do with this app? What’s new?”

- A quick intro to an app, revealing capabilities and proactively highlighting new content
- Full-screen
- Can be organized by:
 - Features
 - Categories
 - Accounts



Dashboard

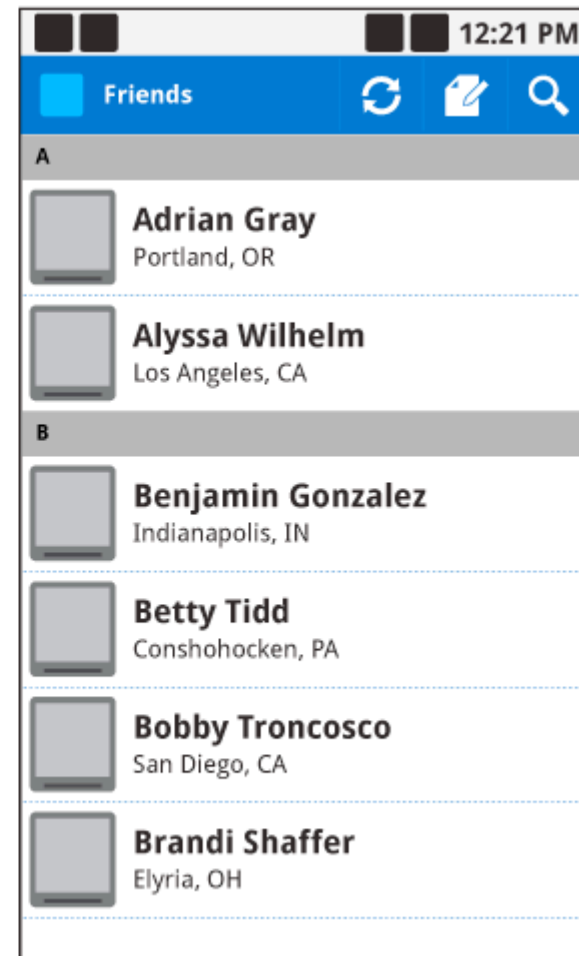
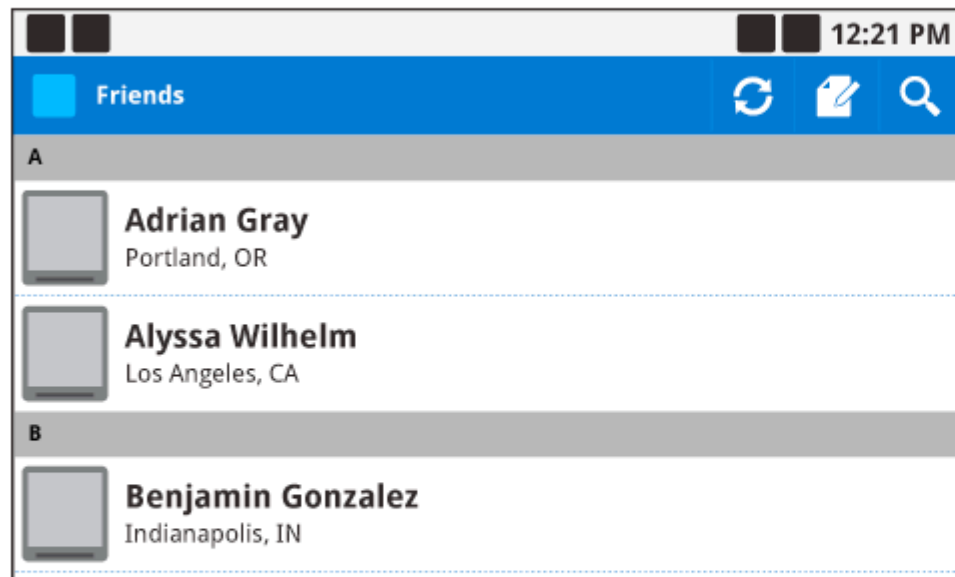
Recommendations

- DO highlight what's new
- DO focus on 3-6 most important choices
- DO be flavorful



Action Bar

Examples



Action Bar

“How can I do <common action> quickly?”

- Dedicated real estate at top of the screen to support navigation and frequently used operations
- Replaces title bar
- Best for actions common across your app
 - Search
 - Refresh
 - Compose (new)
- Can provide a quick link back to dashboard (or other app home)



Action Bar

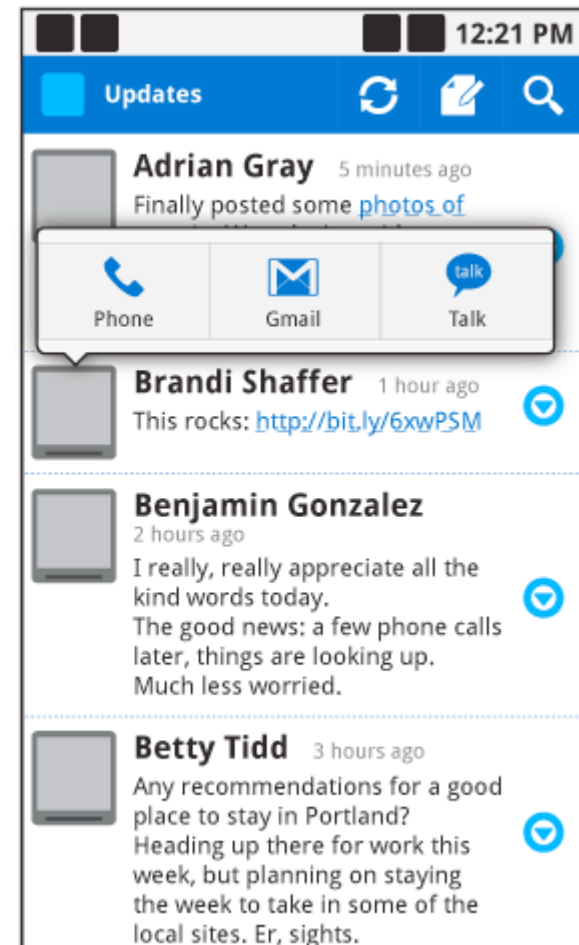
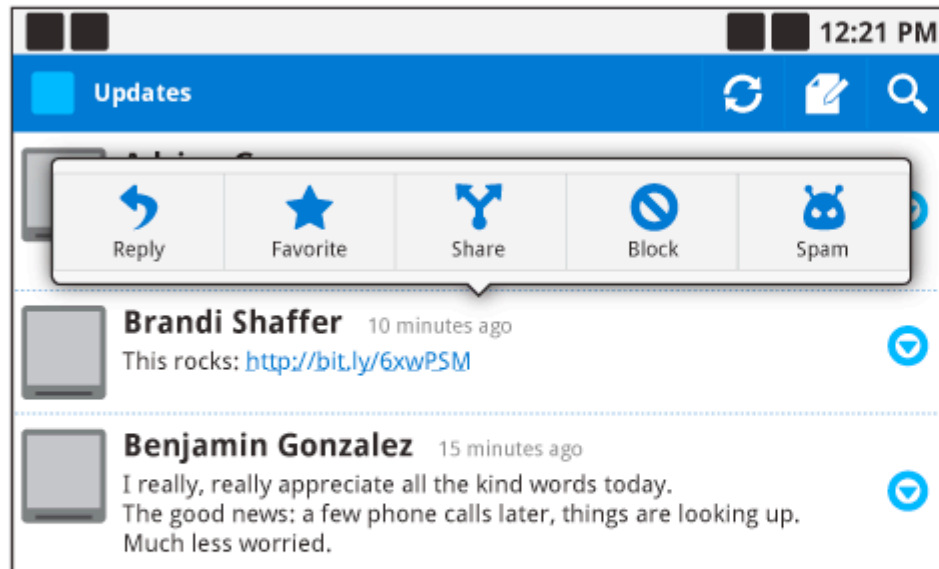
Recommendations

- › DO use to bring key actions onscreen
- › DO help to convey a sense of place
- › DO use consistently within your app
- › DON'T use for contextual actions



Quick Actions

Examples



Quick Actions

“What can I do with this thing?”

- Action popup triggered from distinct visual target
- Minimally disruptive to screen context
- Actions are straightforward
- Fast & fun



Quick Actions

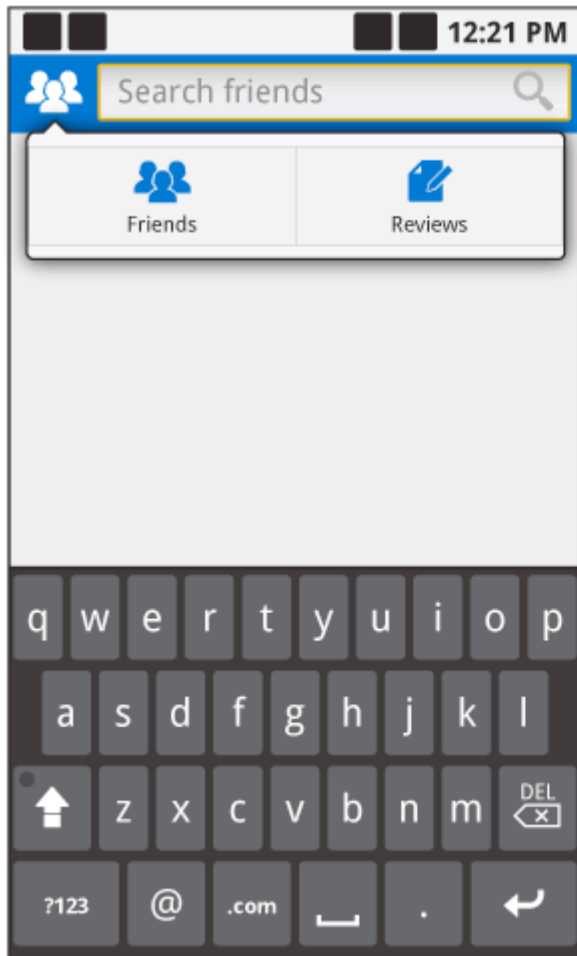
Recommendations

- › DO use when items have competing internal targets
- › DO present only the for most important and obvious actions
- › DO use when the item doesn't have a meaningful detail view
- › DON'T use in contexts which support multiple selection



Search Bar

Examples



Search Bar

“How can I find something?”

- › Consistent pop-in search form anchored to top of screen
- › Replaces action bar (if present)
- › Support suggestions
- › Can use corpora selector to alter search mode

Alternately, can offer suggestions for primary search mode, and additional items for triggering other modes



Search Bar

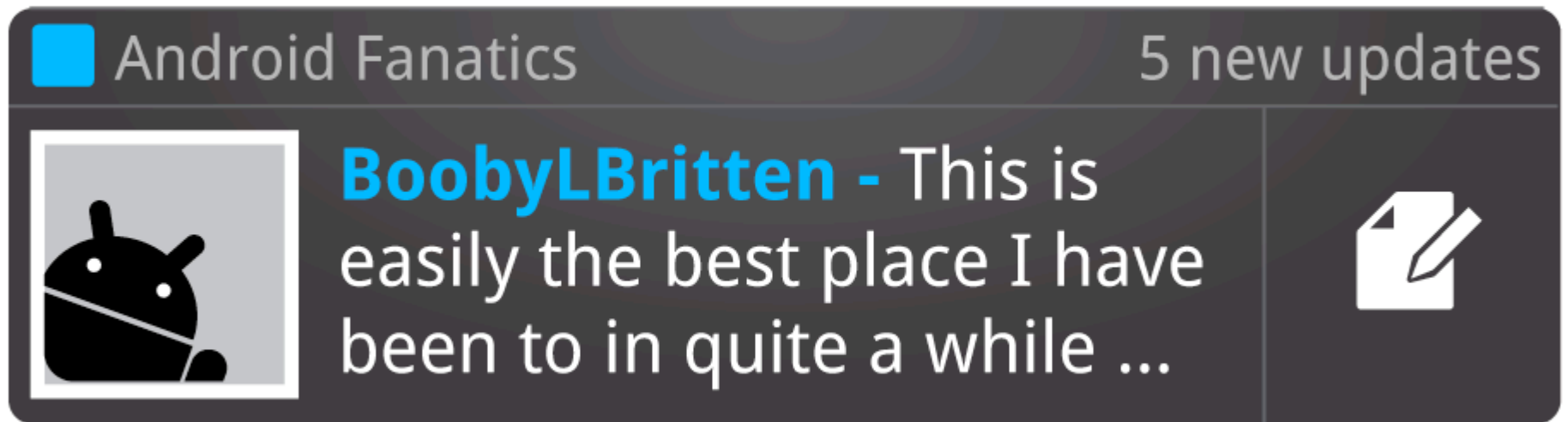
Recommendations

- DO use for simple searches
- DO present rich suggestions
- DO use the same behavior



Companion Widget

Example



Companion Widget

“Can I make this app a fun part of my Home screen?”

- Supports the app by displaying its content and capabilities on the Home screen
- Makes Home feel more custom, personalized



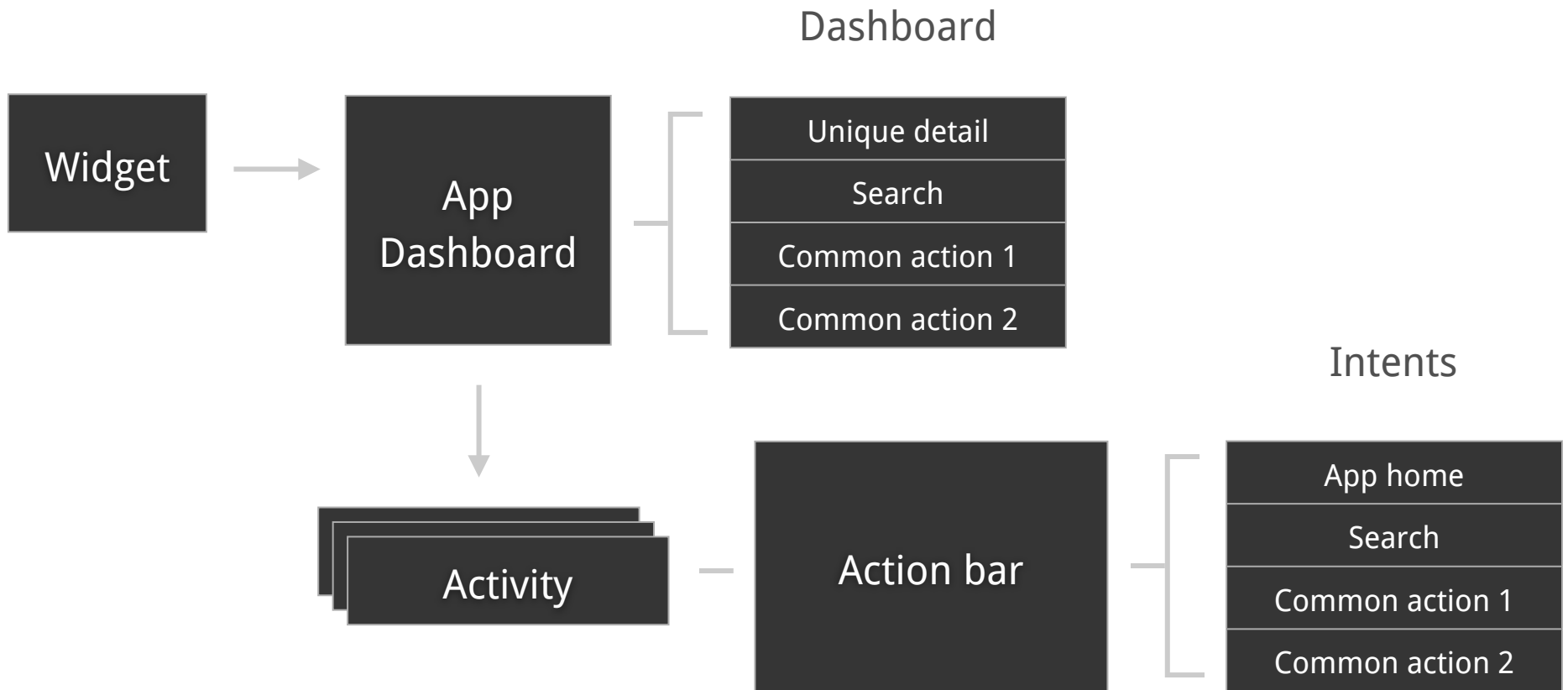
Companion Widget

Recommendations

- › DO provide value above a simple app icon (content)
- › DO handoff to the full app for real tasks
- › DO be space efficient
- › DON'T just provide a larger app launcher



A blueprint for building a great Android app



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Enabling Device Diversity

- ▶ **New devices mean:**
 - A. More choices for users
 - B. Some new screen sizes to consider...



Multiple screen sizes



HDPI



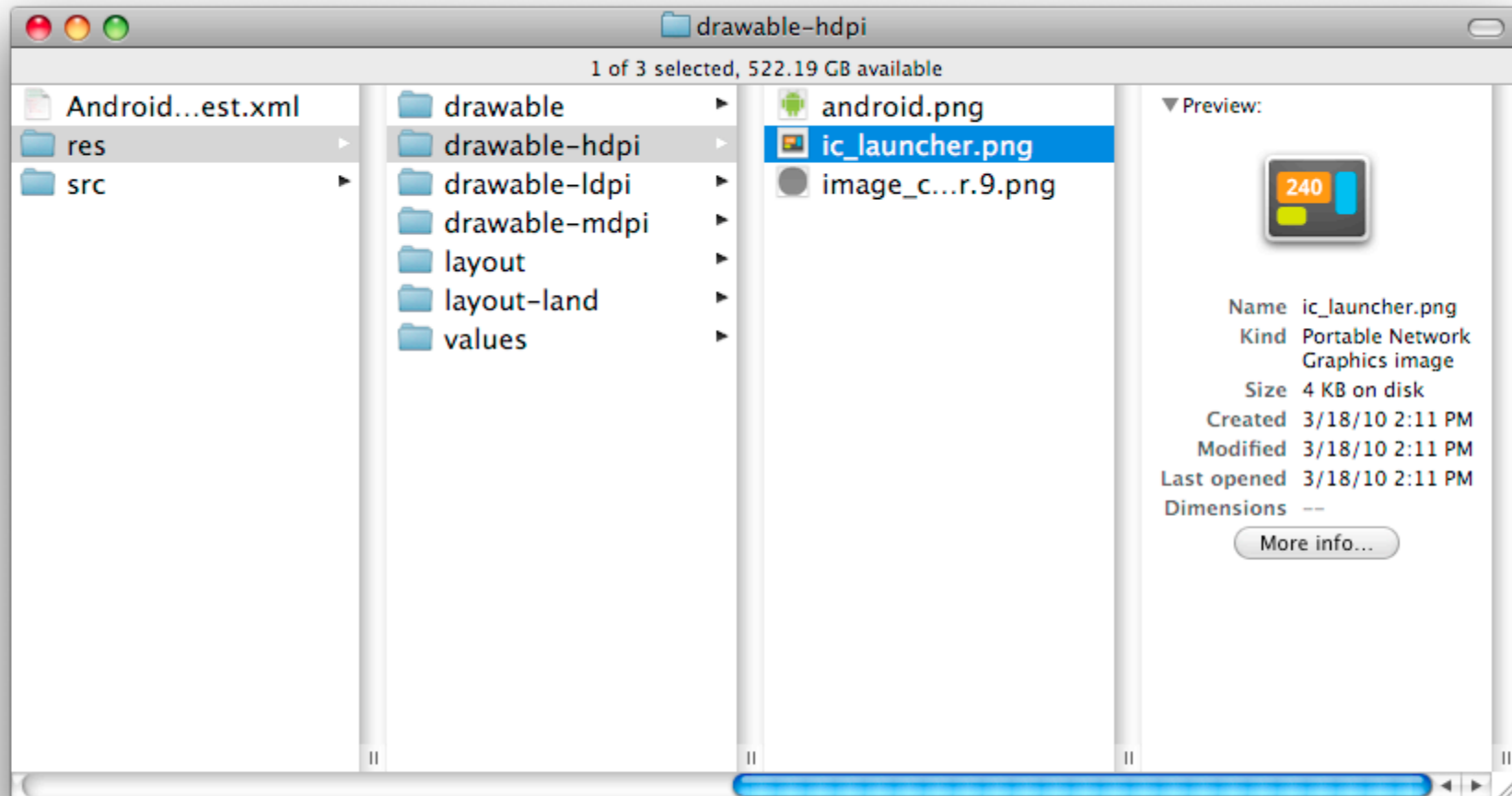
MDPI



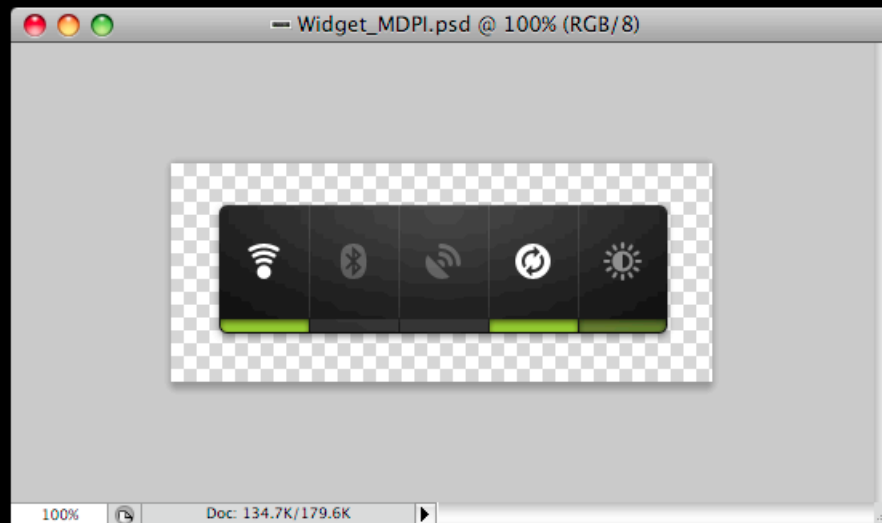
Autoscaling



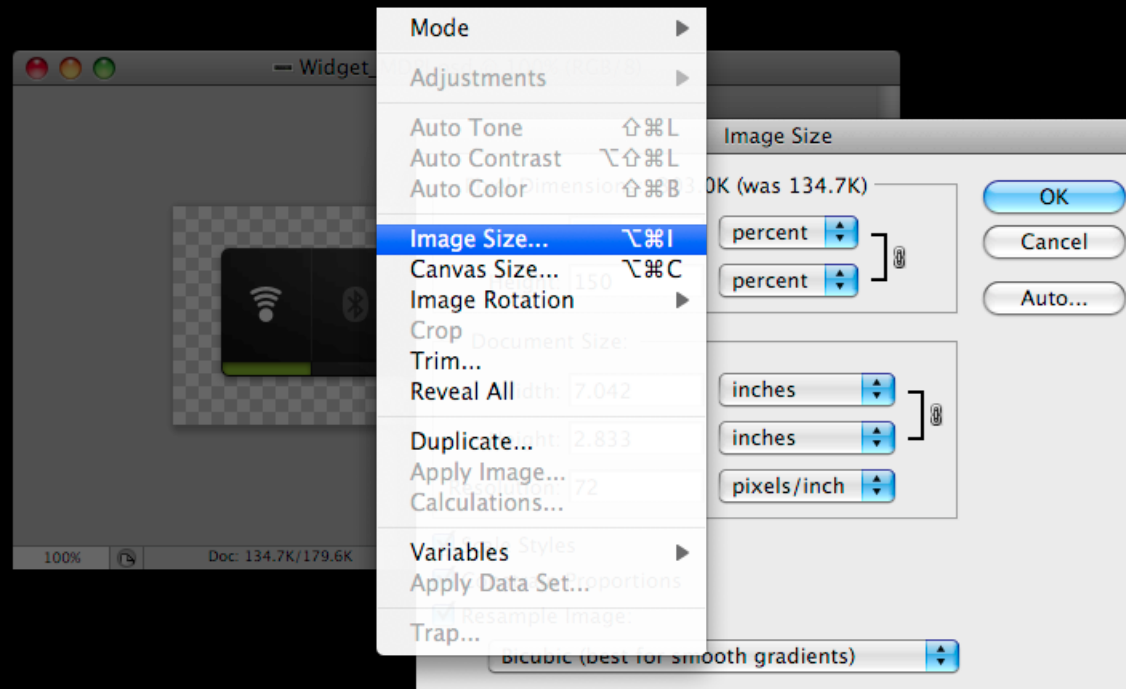
Multi-Resolution Assets Workflow



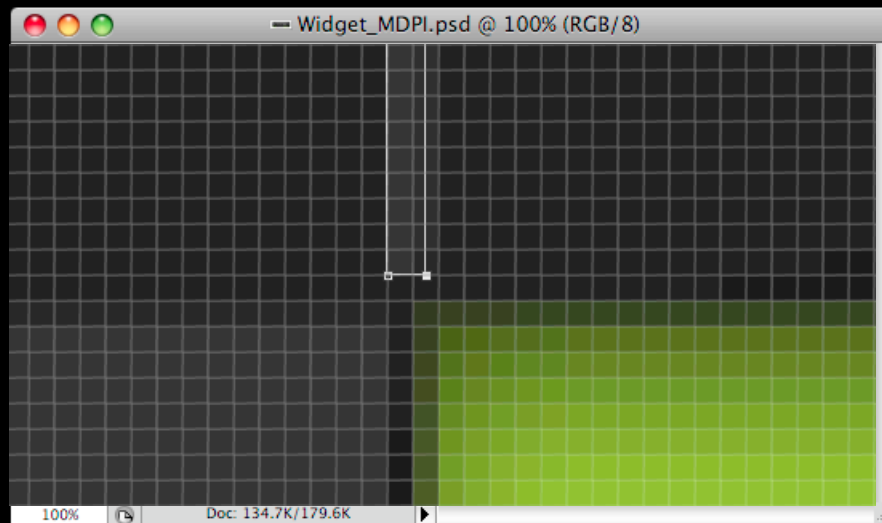
Multi-Resolution Assets Workflow



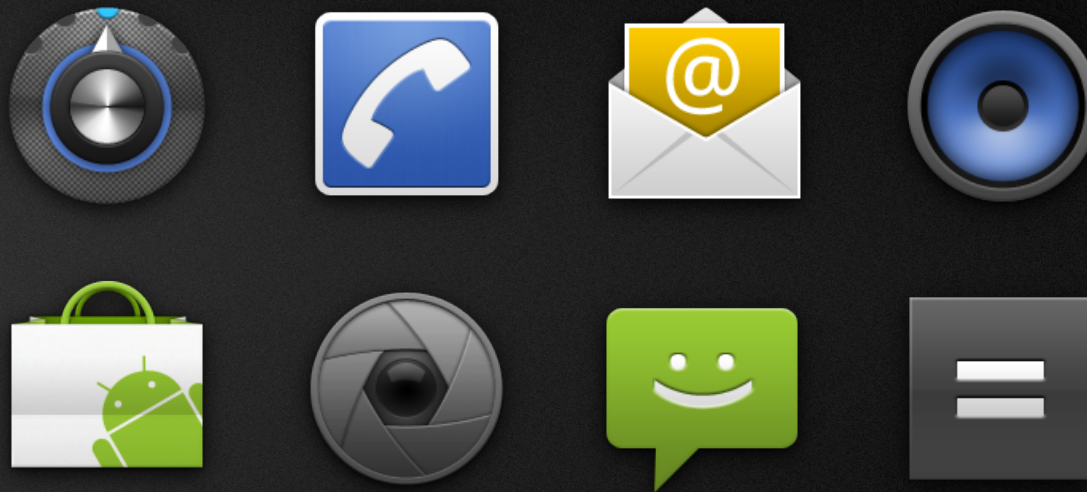
Multi-Resolution Assets Workflow



Multi-Resolution Assets Workflow



New Android Icons

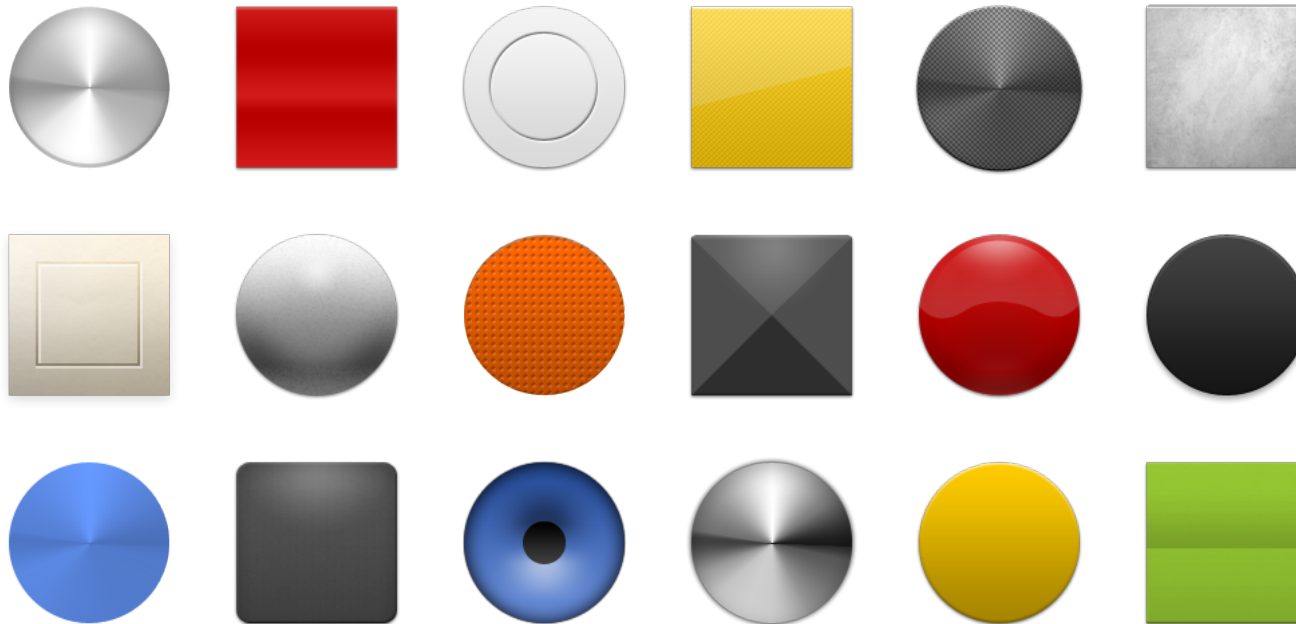


Tactile • Rendered • Forward Facing • Top-lit
Synecdoche • Diverse shapes, materials



How to make an Android app icon

Introducing icon templates

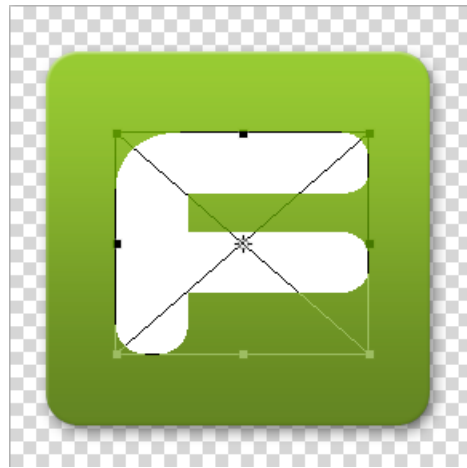


http://developer.android.com/guide/practices/ui_guidelines/icon_design.html



How to make an Android app icon

Introducing icon templates



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Case study



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