

MULTIMEDIA SYSTEM BITM 1113 Interactivity and Screen Design (Part 2)

Siti Nurul Mahfuzah Mohamad¹, Norasiken BintiBakar² ¹mahfuzah@utem.edu.my ²norasiken@utem.edu.my





LEARNING OUTCOME:

At the end of this course, students should be able to:

- ✓ Understand the concept of :
 - a. screen components
 - b. screen design
 - c. screen layout basics
 - d. screen design issues
 - e. Navigation
 - f. Colors





SCREE&

Layout T@xLinag@ryfisual@etty &mation | Color & T@xLr@



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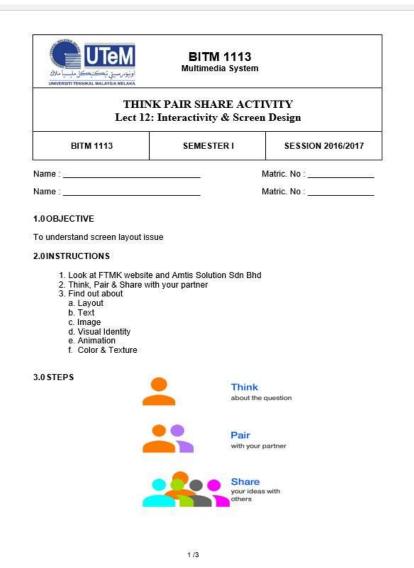
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1 MINUTES TODISCUSS...





Name :	Matric. No :
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THINK PAIR SHARE ACTIVITY Topic 12: Interactivity & Screen Design AMTIS SOLUTION SDN BHD WEBSITE

NO	SCREEN COMPONENT	SCREEN DESIGN
1	LAYOUT	
2	TEXT	
3	IMAGERY	
4	VISUAL IDENTITY	
5	ANIMATION	
6	COLOR & TEXTURE	

2/3









Instructions:

- 1. Look at FTMK website
- 2. Think, Pair & Share
- 3. Find out about
 - a. Layout
 - b. Text
 - c. Image
 - d. Visual Identity
 - e. Animation
 - f. Color & Texture

Source: http://amtis.com.my/amtisv3/ms/main









ESIGN ISSTES

Cont@nt|Polarity| T@xt Color| Imag@s| Layout







Blue on yellow or orange

Yellow or orange on green on green blue

IS THE CH♦SEN
C♦L♦R
PPR♦PRI TE
F♦R THE TE×T
♦R
♦BIECT?

Bad egibility



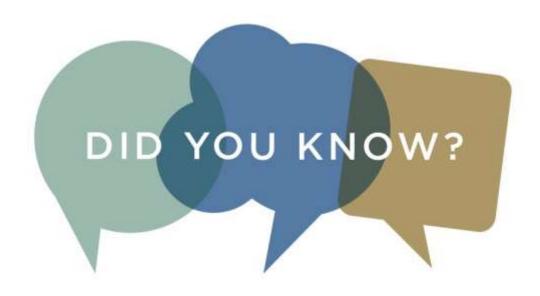




Good egibility







Black & White

Most visual comfort but problem with dyslexia

Generally...

End of spectrum harder to see (red, blue, violets)

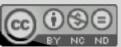
Preferred...

Middle of spectrum easier on eye (green, yellow, orange)





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E×AMPLE 1



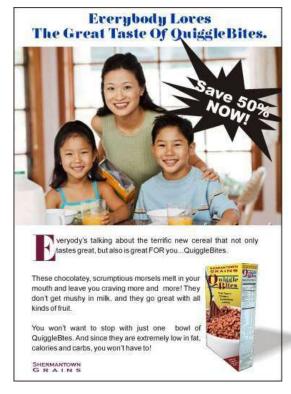


Consistent and relevant imageuse





E×AMPLE ²





Signs, icons and symbols





E×AMPLE 3

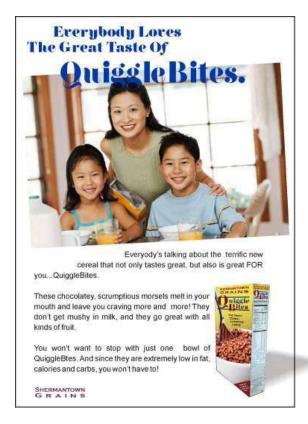




Image Position and type should be related: image (family)





IS THERE NT PR\$BLEMS WITH THESE SLIDES?

1. Introduction

 Gamification has been one of the major interesting research subjects due to mobile application emerging technology.

> Gamification as defined by (Deterding et al. 2011) is the use of game design elements in non-game contexts

(Malamed 2012), Gamification refers to the use of game-based elements such as mechanics, aesthetics, and game thinking in non-game contexts aimed at engaging people, motivating action, enhancing learning, and solving problems.

Gamification



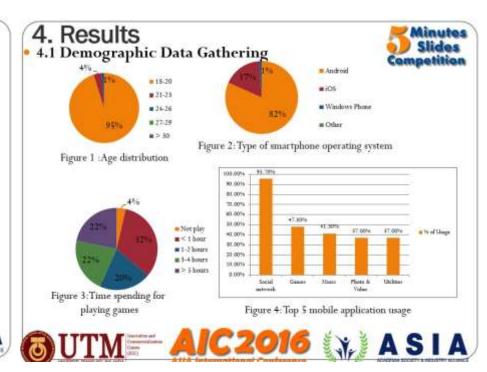
of learning













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SCULPTURE SPECIFICATIONS

TERRETO - ALL SCILLPTURES STULL DECEMBE THE PROPERTY OF THE NEW CENTRAL MEDICALL DIFFICE

SUBMISSION DEAD SCULPTURE ART COMPETICION @ CENTRAL SINGAPORE

DESIGN THEME

- NY NOLE IN STRPPONG CLIMATE CHANGE THROUGH
 SAVE ENERGY
 PRACTISE 3RS (REDUCE, REUSE, RECYCLE)
 TRAVEL GREEN

BACKGROUND INFORMATION

THIS INSUGANI, CHYDIO-RET EXIST IS DECEMBED BY THE CENT-TONI, SINGAPORE COMMONITY DEVELOPEMENT COUNCIL NATIONAL ENVIRONMENT AGENCY (CENTRAL REGIONAL GENERAL AND LABBLES DOLLSSE WE SATTL

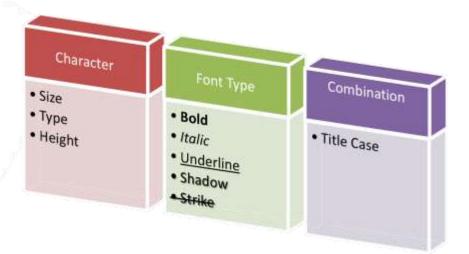
CAPONE CLEAN AND CHEEK CARNOCAL, A 2-DAY CANNIVAL HELD HE INVENT IS MOSTED BY THE MAYOR OF CENTRAL SINGAPONE.

CATEGORY

I LEVELS: SECONDARY ATTENTIONY (INCLUDE JUNIOR COL-LEGES, PROTECOMICS, ITES AND UNIVESTIES; PLACES WILL BE AWARDS TO EACH CREEDED WITH AS-TRACTIVE PRIZES TO SE WON FOR THE SCHOOLS

THIS HOW THE ME ADMINISTED - CHEMINATY AND DRIGHT ITY - APPROPRIATE USE OF COLUMN RELIEFS TO THE CHRISTING TREMS

TEXT







&EGIBI&ITT & RE DIBI&ITT











H\OWMTCH \INF\RM T\ON\N THE SCREEN?



C\$NTEN



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arngren.net



lingscars.com



Examples Of Bad Web Design in 2016



C\$NTEN T

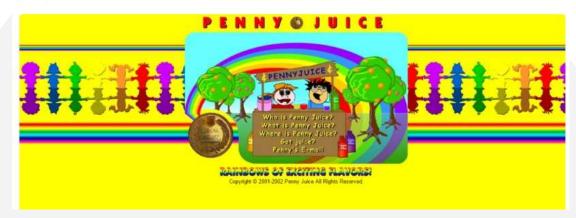


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lingscars.com



Pennyjuice.com



Examples Of Bad Web Design in 2016



ocw.utem.edu.my



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SCREEN LAYOUT ASICS

whit@spa@|id@as|styl@|graphi|animation|sound

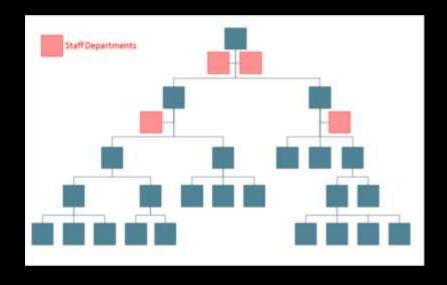






NAVIGATION

Avoid d@@pstru tur@







COLORS

Play with colors
ood us@of color
How w@s@color
How comput@rdo color
Tsing color can b@fun
W@all s@@colors diff@r@ntly Do
mixing color





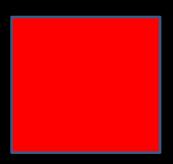
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COLORS

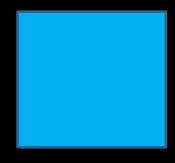
Color can be used to elicit specific emotions and reactions

Color may provide cues for the reader

Some color combinations are used to create a specific identity (corporate colors) or may be used in conjunction with texture to simulate the look of other objects



Red is typically thought of as an attention-grabbing, hot color.



Blues are more calming or convey stability





Complementary Colors

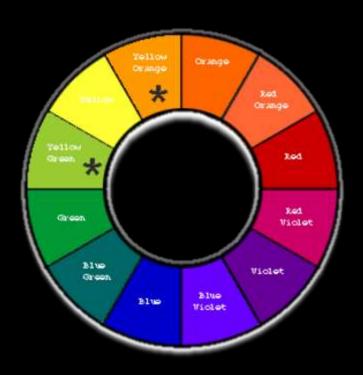


- Pick a color on the color wheel
- Then draw a straight line across the color wheel.
- 3. On the wheel we started with yellow and its complement or opposite is violet.
- 4. The complementary colors are used to offset the main color and are thought to complete each other.





Analogous Colors

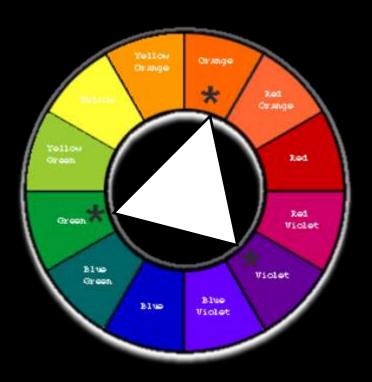


- 1. Choose a color that is next to the color you are choosing.
- 2. If we choose yellow the analogous colors would be yellow green and yellow orange.
- 3. This type of color choice is great to create the dramatic colors.
- Quite often neutrals are used when highlighting the art work such as white, off whites, grays and browns, even black.





Triad Colors



- 1. Choose a color then draw an equilateral triangle to find the two other colors.
- 2. You will notice that each color has 3 colors between them to form the triangle.
- 3. Let's choose violet, the other two colors will be orange and green.
- 4. These colors would be the secondary colors.



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Example



WHAT DO YOUTHINK?







