

Mobile navigation design is all about getting users where they want to go, with the least amount of f



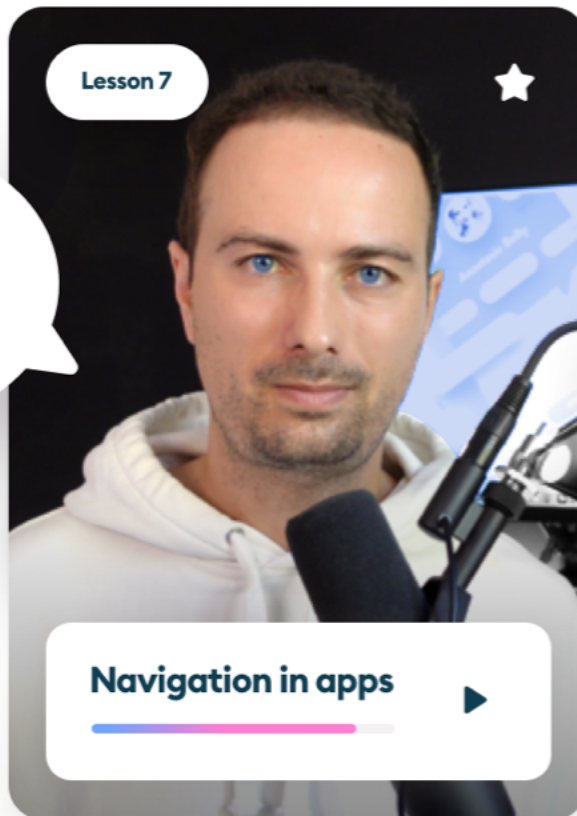
To the next lesson



**Good morning!**

Your next lesson:

Lesson 7



Navigation in apps

Lesson 6

Let's learn UI!



## Navigation in mobile apps

Chapter list

What is navigation?

Types of navigation

Basic patterns

Good practices

Bad practices

1/2021

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# UI in Mobile Apps



Video Course Materials

# Introduction



Hello! Michal Malewicz here.

**Thank you for signing up for my very first UI Design Course!**

After the success of Designing User Interfaces, many of our customers asked us for a hands-on approach. Based on me helping over 200 designers from around the world, doing University classes and online classes I realised what most designers are missing.

**Now I'm sharing all that experience with you!**

Starting in 1999, we have designed hundreds of digital products for all kinds of devices at hype4. That doesn't mean we're all-knowing. We're continually learning, teaching (which is also a great learning exercise), and testing new methods for building beautiful, usable digital products.

Knowledge is there to share it. While writing our ebook and designing the course materials, we've been talking to our friends, co-workers, clients, students, and subscribers, we found out what are the most common problems people encounter while trying to design digital products. My main goal is to give you a solid foundation to build your design skills on.

**Enjoy!**



## How to access the videos?

This PDF contains all the necessary materials that you'll need to complete the course.

### Let's start with the basics.

The course is delivered via the very first version of our own Hype4.Academy platform. You can access the videos using a Magic Link that you can request here:

<https://hype4.academy>

There is no password setting at the moment for security reasons and to avoid shared accounts.

## Important availability notice

Due to some technical constraints that we are working to resolve, the Course will not currently work in Safari. Try using a different browser like Chrome, Brave, Firefox or Edge to access the materials. Safari will be enabled as soon as we're done preparing the videos for its platform.

## License



The course license is for **one person only**. If we notice any violation or leaks, your account will be suspended and feedback round will be void. The videos are watermarked by a barely visible representation of your email on the screen. This is normal and is necessary for us to capture the leaks.



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# Course structure

In the next few hours we'll create a mobile app design using mid-fidelity.



The reason for this is the fact, that to properly learn high fidelity, it's important to understand how layout, structure and hierarchy works.

This course is all about practicing these cornerstone elements that will help you tremendously in your future designs.

It's best to try and follow along, pausing the video every few seconds and trying to recreate what I'm doing yourself.

## App theme

While the course is a lengthy tutorial session, the plan isn't for you to create a direct copy of my design. I will talk about this more in the fourth video in the series, but here's a brief explanation:

**You have to pick the theme and concept for your app before you start designing.**

The reason for this, is that if you'll make your own project, instead of mine, it will look a lot better and unique in your portfolio.

We will however work within some strict guidelines and rules - especially regarding the fonts and the colors, so while you'll be building a "different product" the app itself is going to be largely the same for clarity.

# Fonts

Picking and pairing the right fonts is super difficult. Especially for beginners. That's why I believe being confined to a limited list of safe fonts. I shortlisted some free and paid fonts that you can use in your first project. Remember to pick just one of these - the one you like the most.

## Free fonts

Lato

Montserrat

Poppins

Sora

Epilogue

Inter V

Segoe

Helvetica

San Francisco

Roboto

Ubuntu

+Jakarta Sans

## Paid fonts

Gilroy

Sofia Pro

Circular Std

Gordita

When you're working on your first couple of projects, try to only use fonts from this list (unless your client has their own font specified). There are many sans serif fonts out there that don't work as well for UI design, so going with the safe approach is the best way to achieving great results.

# Colors

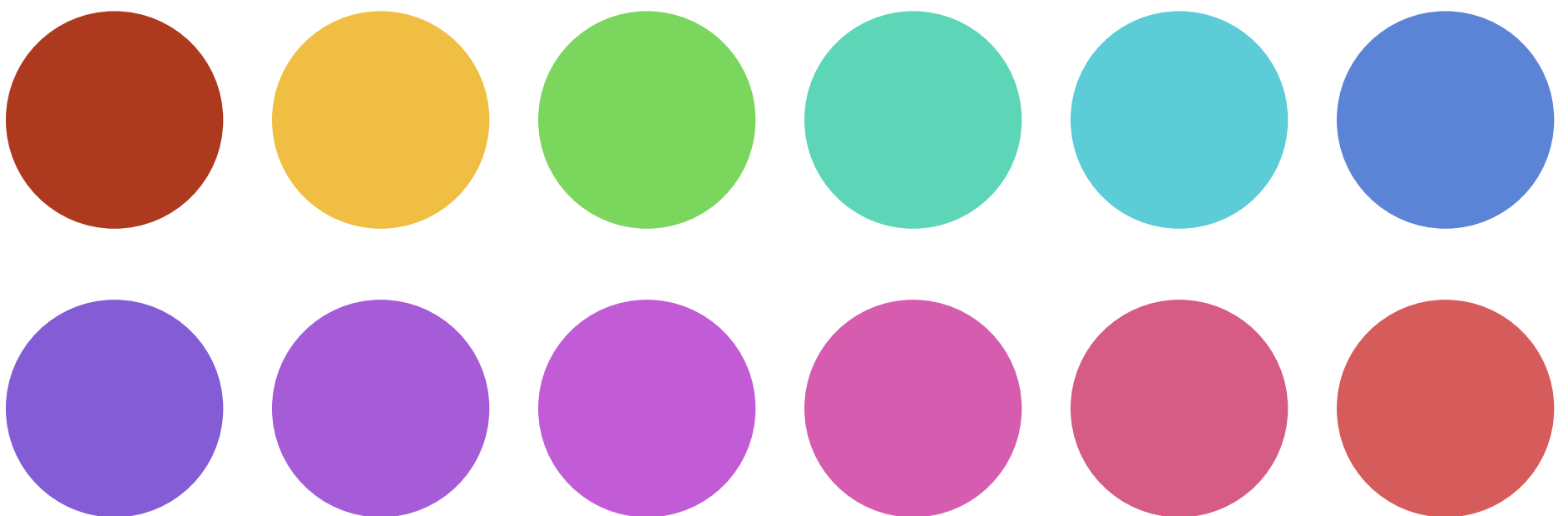
You can pick your primary color in one of two ways.

## 1. The maximum saturation way

Select any color you like, but make sure the saturation is within the 50-85 range, and the lightness is between 30 and 60.

## 2. Use our predefined swatches

You can simply pick any of the colors from the list below as your main color, and then modify the hue / saturation and lightness by up to 10-15 points in each direction to make it truly your own. Just make sure your Saturation value doesn't exceed 85 and Lightness is not higher than 60.





# Map source

You can simply take a screenshot from Google or Apple Maps and drop it into your design tool as an image.

If you'd like to use a simple, light map similar to the one I'm using, simply go to: **<https://www.mapbox.com/maps/light>**

Scroll down to the map of Boston, then simply use the mouse wheel to zoom out and move the globe to your desired location. Then simply take the screenshot.



Example map of Sopot, my home-town that I'm using in my project.



# Final Review

The final reviews will start on June 20th. Make sure to invite us to your project in either Sketch, Figma or Adobe XD to this email:

**uicourse1@hype4.com**

For the final assignment prepare **at least 12 screens** of your own app, using your own theme and idea.

Those 12 screens should be from **different sections of the app** (like Login, Detail Pages, Map view and more)

Make sure your app **has a distinct theme** and isn't just a replica of the app that I've done.

Aim for **AA contrast** setting for all the important UI elements - if necessary adjust the colors at the end of your project (just like I have in mine)

## Important



**Do NOT send image files as your project review. Instead INVITE that email address to your Sketch Cloud, Figma or Adobe XD project with an option to add comments turned on.**

# Extra materials

There are two extra materials added to this purchase.

1. A special set of 100 icons for both Sketch and Figma that you can use in all your projects.
2. The first 50 pages of Designing User Interfaces.

You can simply download them via the GumRoad link that you got this PDF from.

## More free content



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