Design User Interface

Personal Website

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Abstract—**This document contain kind of design and give brief explanation what kind of design. This document tell about how to design a personal website. In this document also contain the basic of design, how to make a good design.**

Keywords—design; user interface; user experience; website;

I. INTRODUCTION

Design is the most important to develop a system. Design not just only consider aesthetic, but design is consider how everything fits together in harmony[1]. There are many kind of design.

Today, there are two stream of design in software development. The first stream is User Experience(UX). According to Jenny Preece et al. (2015, pg. 25), user experience is the central of interaction design. User experience tell us how the product behave to the customer[2]. The second stream is User Interface(UI). User interface is a visual design or an interface, like how the software look. But user interface and user experience is a combination that one each can stand alone.

I am very beginner in design. My knowledge about design just come from Human Computer Interaction course, after that I never learn about design.

There are many tool to build a design website such as Adobe Illustrator, Inkscape, Sketch, Adobe Photoshop and Corel Draw. The tool to help us design is divided by two. First, the software use bitmap image to help us design user interface. Second, the software use vector image to help us design user interface.

I use inkscape in this project. Inkscape is the tool to help us make vector design so we can build a wireframe about design interface of a software. I think this is a great tool to help us design user experience or user interface. My skill in Inkscape just basic, for example make a basic shape like rectangle and circle.
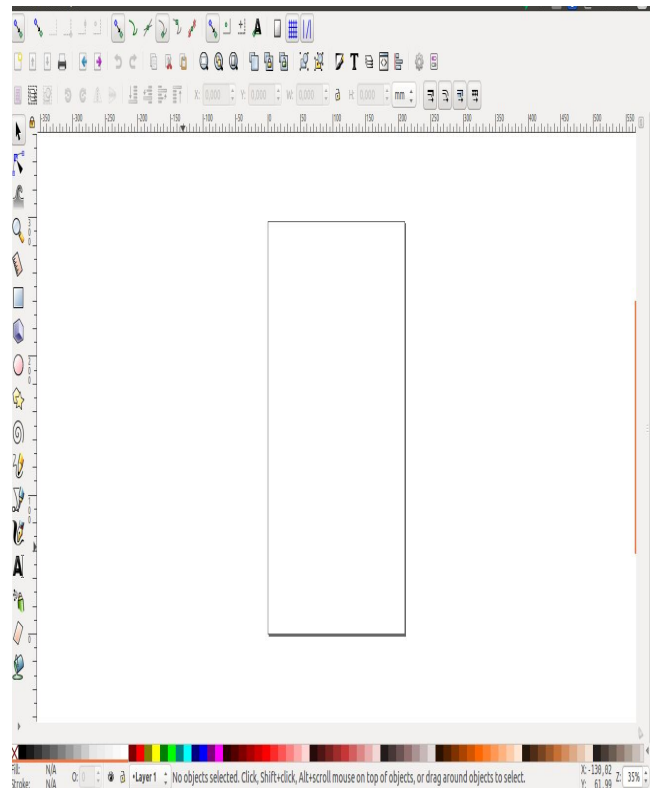
Img 1. Inkscape Interface

II. Basic Design

The are two things that must consider to design, there are Usability Goals and User Experience Goals. This things can be used to measure is it a good design(Jenny Preece et al., 2015)[2].

A. Usability Goals

There are six things in usability goal, there are:

- effective to use (effectiveness)
- efficient to use (efficiency)
- safe to use (safety)
- having good utility (utility)
- easy to learn (learnability)
- easy to remember how to use (memorability).

This usability is a perspective of a user. So to know the where is the usability that have achieved by design we must test it to user.

B. User Experience Goals

User experience goals is the emotion of the user when user use the product. There are many desirable aspect, such as:

- Satisfying
- Enjoyable
- Engaging
- Pleasurable
- Exciting
- Entertaining
- Helpful
- Motivating
- Challenging
- Enhancing sociability
- Supporting creativity
- Cognitively stimulating
- Fun
- Provocative
- Surprising
- Rewarding

III. Concept Design

The concept is to split into several part of website. The website just one page website, but it is contain several part.

Every transition between part there is an animation, so this give user aesthetic view.

Every part in website contain specific topic, so the readability of the website increase.

A. Home
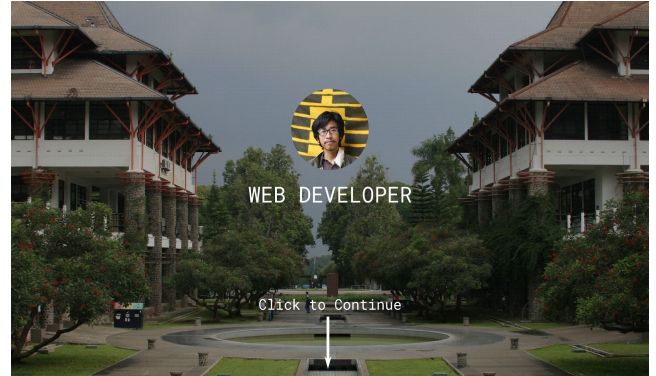

Image 2. Home Section

In the home part contain a hero image and my photo. The hero image is the view of Institut Teknologi Bandung. I choose ITB for hero image because I want to tell to user that I am studying in Institut Teknologi Bandung.
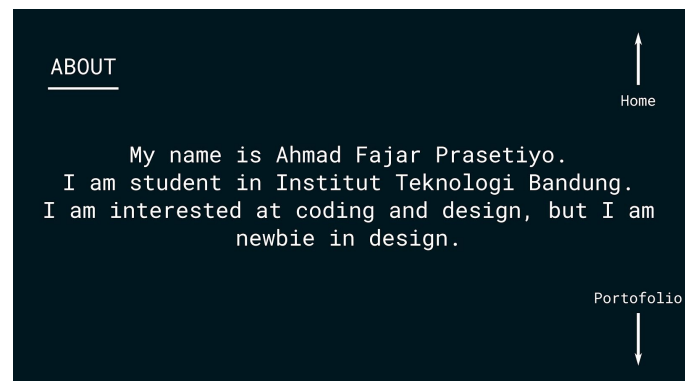
B. About

Image 3. About Section

In this part contain my story, and contain my interest. In this part and rest of the other part contain navitor that navigate us to switch the part that we want to show.
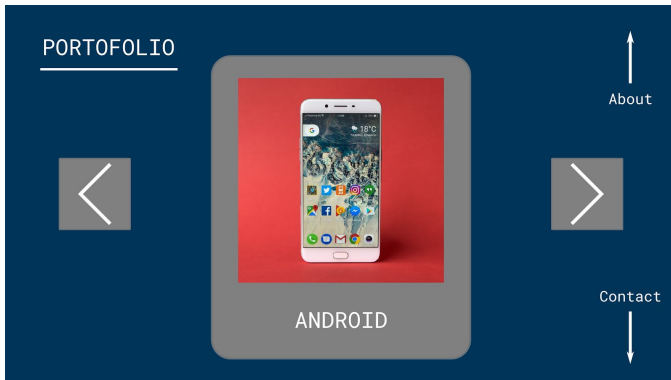
C. Project

Image 4. Project Section

In this part contain project that I have been made. Because more than one project that I have been made, there is a navigator to swap left and right to switch the project. In every project have title in the bottom of picture.

D. Contact

Image 5. Contact Section

The contact section contain my contact. In this section I share several of my contact such as email, facebook, instagram and phone number. I use icon to represent email, instagram facebook and phone number.

REFERENCES

[1] https://hackdesign.org/lessons/1, access at 4 May 2017.

[2] Preece, Jenny, Helen Sharp, and Yvonne Rogers, "Interaction Design: Beyond Human-Computer Interaction" Wiley, pp. 25-33, Februari 2015.

STATEMENT

I hereby state that the paper I have been writing is original, not an adaption, nor a translation of one's paper, nor a plagiarism.

Bandung, May 5 2017

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