UX Design for Win 8 Apps, Part 1: UI & Planning

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Prerequisites: This course assumes some familiarity with Windows 8 development. This course is part of a 3 part learning series. Please view the courses in the following order, UX Design for Windows 8 Apps: Intro to UI and Planning; UX Design for Windows 8 Apps: Settings and Commands; and UX Design for Windows 8 Apps: Animation, Touch and Tiles.

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Course description: Master UX Design for Windows 8 apps in this 3 part learning series, Windows 8 has plunged head first into the app market, and now, you can learn the ins and outs of developing Windows 8 apps from a user perspective – from app development best practices to sharing your app with the world – with UX Design for Windows 8 Apps. Understand the Windows 8 platform, how it works, and what features work best for mobile and desktop platforms Utilize popular features like Layout, Charms, App Bars, and more. Design user-friendly apps that perform well and are beautiful and simple in their purpose.

Course outline:

Introduction to Win 8 Design • Summary

- Introduction
- Design Principles
- Design Concepts
- Windows 8 Overview
- Windows 8 Charms
- Advantage of Charms
- Simulating Views
- Summary

Layout, Grid, & Typography

- Introduction
- The Layout
- Using the Grid
- The Standard Template
- Typography
- Microsoft Fonts
- Summary

Planning App, Choose Features

- Introduction
- Planning Your App
- Best At Statement & Scenarios
- Creating a Story
- Choosing the Right Features
- Summary

Charms & Searching

- Introduction
- The UI & Charms
- The Search Experience
- Responsibility & Scenarios
- Search Criteria

