UX Design Win 8 Apps, Part 1 of 3: Aesthetics and Design

Meet the expert: David Kelley is a Silverlight MVP with over 10 years of experience building Targeted Customer eXperiences. He is currently the Principal User eXperience Architect for [wire] stone specializing in touch experiences such as digital price tags and Silverlight-based kiosks for retail. David publishes a blog called Hacking Silverlight and helps to run the Seattle Silverlight User Group and Interact Seattle, Seattle's Designer Developer Interaction Group.

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Course description: Windows 8 changes the design pattern from previous versions of Windows in a grand way. This course will show the basics of Windows 8 aesthetics, how the look and feel of applications needs to be in order to look like they are part of the Windows 8 environment. The course will also show how to design applications for the touch interface. Then the course will show the design patterns for Windows 8.

Course outline:

Basic Windows 8 Aesthetics
- Introduction
- Design Philosphy
- Problems of Windows Aesthetic
- Elements of Good Windows8 Apps
- Design example: App Silhouette
- Demo: App Silhouette
- Design: Content before Chrome
- Design: Leverage the Edge
- Fast and Fluid
- Fast and Fluid: Touch Language
- Press and Hold/Swipe to Select
- Demo: Press and Hold/Swipe
- Tap, Slide, and Pinch Actions
- Demo: Tap, Slide, and Pinch
- Rotate and Swipe
- Demo: Swiping
- Summary

Windows 8 Aesthetics part two
- Introduction
- Snap and Scale
- Use the Right Contracts
- Invest in a Great Tile
- Feel Connected and Alive
- Roam to the Cloud
- Embrace Modern App Principles
- Discoverability and Touch
- Designing for Touch
- Summary

Designing for Touch
- Introduction
- Touch Targets
- Touch Posture for Interaction
- Touch Posture for Reading
- Touch Postures for Holding
- Branding Patterns
- Demo: Expression Blend Intro
- Demo: Expression Blend XAML
- Demo: Expression Blend HTML
- Solution types and Languages
- Multiple Screens and Devices
- Demo: Solution Types
- Demo: Split App in XAML
- Demo: HTML Framework
- Summary

Patterns
- Introduction
- Navigation Patterns
- Hierarchical System
- Demo: Hierarchical System
- Flat System
- Demo: Flat System
- Navigation Anatomy
- Demo: Navigation Anatomy
- Navigation Anatomy (cont.)
- Navigating with edge swipe
- Navigating with the header
- Demo: Navigation Pattern
- Filters, Pivots, and Views
- Demo: Filtering
- Commanding Patterns
- The AppBar
- Command Placement
- Using the Canvas
- Using Charms
- Context Menus
- Summary