UX Design Win 8 Apps, Part 2 of 3: Building UI in Blend

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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.

Prerequisites: This course assumes that students have some programming experience and a background in building user interfaces on the Microsoft platform.

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Course description: This course will show how to use Expression Blend to build the user interface for Windows 8 applications. The course will show how to be graphic and designed focused, including what the design elements of Windows 8 applications are. Next the course will cover how to use animation tools, motion tools, and the visual state manipulation. Then the course will cover using HTML 5 and XAML to create a user interface and then see the tight integration with Visual Studio 2012. Then you will work directly with Blend 5 to see the attached properties for layout and events. Working with styles and design assets in the Blend environment will be shown.

Course outline:

Building UI In Blend
- Introduction
- Understanding Expression Blend
- Design Tools for Windows 8
- Project Folders
- Grid App Projects
- Split App Projects
- Working with Live Tiles
- Live Tile Badges
- Live Tiles things to remember
- Best Practices for Tiles
- Splash Screens
- Splash Screen Scale Factor
- Demo: Splash Screens
- Demo: Splash Screens in Blend
- Summary

Blend 5 Primer
- Introduction
- Expression Blend 5 Primer
- Attached Properties
- Layout in XAML
- Demo: Layouts in Blend
- Summary

Blend 5 Primer part two
- Introduction
- Applying Styles
- Demo: Applying Styles
- Demo: Blend UI
- Summary