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

• 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