

UX Design for Win 8 Apps, Part 3: Animation & Tile

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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:

Animations

- Introduction
- Embracing Animation
- Animation Basics
- Animation Library
- Designer Considerations
- Summary

Designing for Touch

- Introduction
- The Win 8 Touch Language
- Turn to Rotate & Edge Swipe
- Touch Truths
- Touch Patterns
- Targeting
- Mouse, Keyboard, & Pen
- Summary

Tiles

- Introduction
- Live Tiles & User Control
- Tile Templates
- Peek Templates
- Secondary Tiles & Branding
- Tile Sizes & Badges
- Summary