UX Responsiveness & Animations
Making your Application Come Alive

The webinar will start at 5:30 PM CET
UX Responsiveness & Animations

Making your Application Come Alive
Setup

- Questions
- Different polls during the webinar
- Survey after the webinar
UX Responsiveness & Animations

Speakers:
Henrik Goul – UX Specialist – Mjølner Informatics

Søren Mikkelsen – Account Manager - TouchGFX
• Mjølner Informatics & TouchGFX

• TouchGFX – STMicroelectronics
  • Accelerated roadmap
  • TouchGFX 4.10 soon

• The place for Embedded UI Development

• Enjoy!
Learn more about Mjølner’s UI Concept here:
www.mjolner.dk/en/user-interface-concept/
What’s in it for you?

- Happier end-users
- Higher product success rate
- Lower need for product support
- Bridging gap between embedded developers & UI/UX designers
1. Creating a Responsive UI
2. The Importance of Feedback
3. Animations in TouchGFX
4. Animation Speed
   + Animation Examples
1. Creating a Responsive UI
Creating a Responsive UI (1/1)

• Applying physical domain knowledge to the digital embedded domain.
  • Users want to know where to interact
  • Users expect to be delighted with visual effects as they interact with the screen
  • Users want to understand the context of the system as it is navigated

• Things to consider when making a UI feel responsive:
  • Responsiveness
  • Engagement
  • Activity
2. The Importance of Feedback
2. The Importance of Feedback (1/2)

• For every single action, acknowledge the user instantly
  • Was the action successful?
  • Do I have to wait for a while?

• Appropriate user feedback is vital for good UI design
  • **Frequent or minor** actions need **modest** feedback (button states, grey out unavailable features)
  • **Rare or major actions** need **substantial** feedback (progress indicator, error message)
2. The Importance of Feedback (2/2)

• Feedback Speed
  • Immediate feedback teaches the user cause-and-effect relationships in your application; I press this button – I get a new screen. I adjust this slider - The volume changes.
  • Too slow? Research shows that even 100 ms is noticeable and annoys the user.
  • Delayed feedback diffuses the cause-and-effect relationship, and the user does not know exactly why the result happened.
3. Animations in TouchGFX
3. Animations in TouchGFX (1/3)

• Two approaches to animation (very simplified):
  1. Take advantage of ready-made TouchGFX widgets and transitions as they are optimized for a lot of commonly used animations seen on modern Smart Phones (Pro tip: TouchGFX widgets can customized as well)
  2. Fully customizable animations that will set you apart from competition.
3. Animations in TouchGFX (2/3)

1. TouchGFX widgets & transitions:
   - Carousel menu
   - Transitions
3. Animations in TouchGFX (3/3)

- Fully customizable animations:
  - Custom logo animations
  - Set apart from competition
  - Requires some memory (to all images in the animation)
4. Animation Speed
4. Animation Speed

• First of all
  • Keep it short and sweet – animations should compliment the user’s purpose interacting with the UI, not take over the stage.

• Guidelines (simplified)
  • Frequent or minor actions (instantly: no more than 50-80 ms animation)
  • Rare or major actions (above 300-400 ms is an issue – if you need more time, consider progress indication)
  • Screen transitions (no more than 250-300 ms, or the UI will feel slow and sluggish)
• Q&A after the webinar

• Upcoming webinars:
  • EDT’s Smart Embedded Display Modules
  • Embedded UI/UX Webinar
  • The New TouchGFX 4.10
  • Other suggestions?

• Try TouchGFX for free at www.TouchGFX.com

• Visit www.Mjolner.dk for more information or learn more about Mjølner’s UI Concept here: www.Mjolner.dk/en/user-interface-concept/
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www.TouchGFX.com

www.Mjjolner.com

Or learn more about Mjjolner’s UI Concept here: https://mjjolner.dk/en/user-interface-concept/
Thank you for attending. 
Hope to see you next time.