

The Design Anatomy of UI Decisions for Program “X”.

The Main Structure Points

- Contents
- An overview of The Main Design Points of Program X
 - Our Design Philosophy
 - Program “X” Main Icon Redesign
 - Work Centers
 - Ribbon Icons
 - Designs for future use
 - A Brief Overview of the “process”
 - Q & A

The Beginning of Metro

Backstory in a Nutshell: *Issues with Current Design*

- Major Overuse of Skeuomorphism
 - Skeuomorphism - design concept of making items represented resemble their real-world counterparts
- The user’s eye gets tired trying to figure out what to look at since everything pops
- Complicated layouts

Our New Philosophy: *Create a clean and simplistic UI to prevent confusion.*

- The Old Program “X” Icon
- The New Program “X” Icon
- Work Centers

A Brief Overview of the “process”

An Icon was created for each of the Work centers.

- These icons were created for the sole purpose to base color palette off of for each Work center screen
1. Billable Work Center
 - a. Main purple already chosen from main icon's shirt
 2. Accountable Work Center
 - a. Since this Work center is so closely related to billing it is an off- shoot of the main billing purple color

3. Service Area Work Center
 - a. Green- representative of Land (locales)
 4. Delinquent Work Center
 - a. Red -representative of the “universally known” past due color but in a non - offending shade with the normal warning sign
 5. Delivery Work Center
 - a. sky blue- representative of traveling (delivering)
 6. Request Work Center
 - a. Orange (service is usually represented in a 1-5 star system which usually uses a yellow to orange color)
 7. Processor Work Center
 - a. Dark Blue (chosen mainly for complementary reasons, processing charts also usually use blue as the primary representative color)
- Colors chosen come from or complement the main Program X Icon

Questions? Thank you.