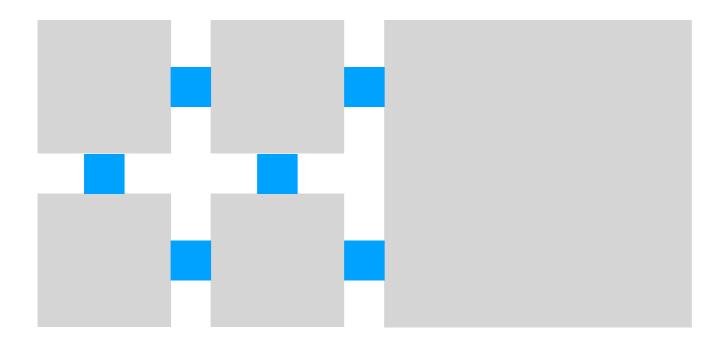
Space

Using space effectively helps ensure components look similar but also creates a relationship between elements. This essentially becomes an invisible grid that will help bring aesthetics and harmony to each screen.



Typography

Font sizes could share a ratio: either an old typographic system or modular scale system to allow for a clean and harmonic hierarchy.

Text should try to follow a consistent line heights so that data and information is legibility but also feels balanced.

Designing for systems makes different use of typography: font colours, spacing and contrast becomes a vital part of the design system.

Colours

"At age 40, only half of the light gets through to the retina as it did at age 20. For 60-year-olds, it's just 20%."

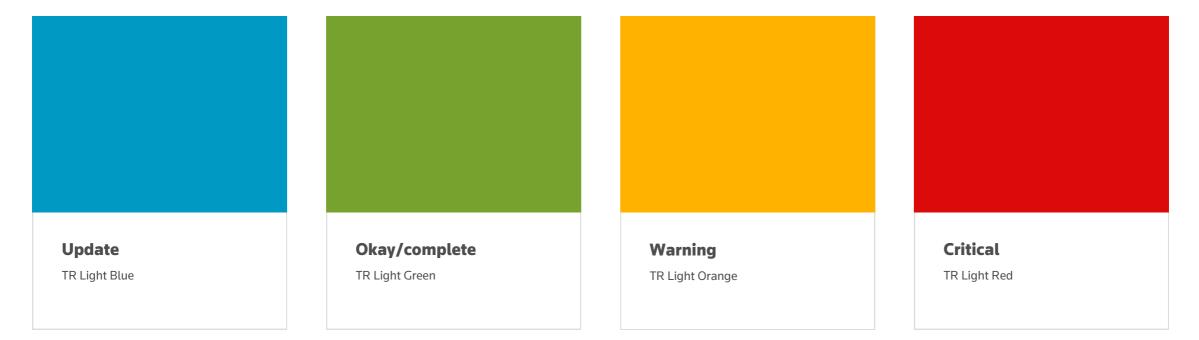
Colours become a major factor in making sure that digital elements are legible and have enough meaning, to allow each user to make the correct decisions during a process.

It's also important to simplify the use of colour so that ambiguity is reduced.

Colours

System status colours provide with good recommendations for how where colour can be used to provide feedback.

System status & alerts



Colours

Accessibility standards recommend a 4.5:1 for regular text (14pt) and 3.0:1 (18pt) contrast ratio for large text for a AA rating.

Button label

Contrast ratio: 2.5:1

White text (approximately 14pt) on the TR Orange colour background doesn't provide enough contrast for legibility.

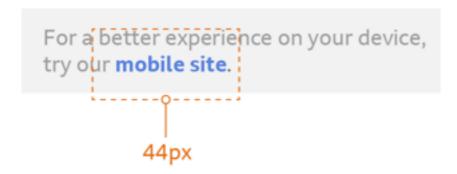
Touch devices

The recommended sizes for our tap target depths.



9

An example of an exclusion zone for text links

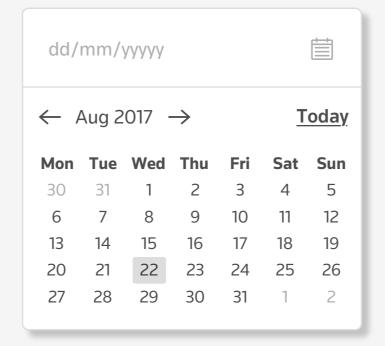


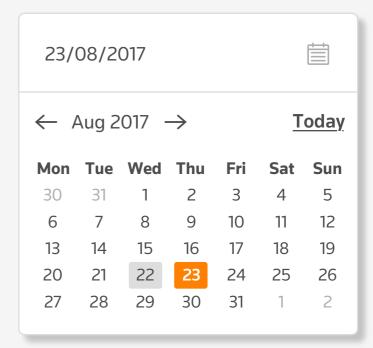
Source: BBC GEL website

Touch devices

Calendar module might not work effectively on any touch device.

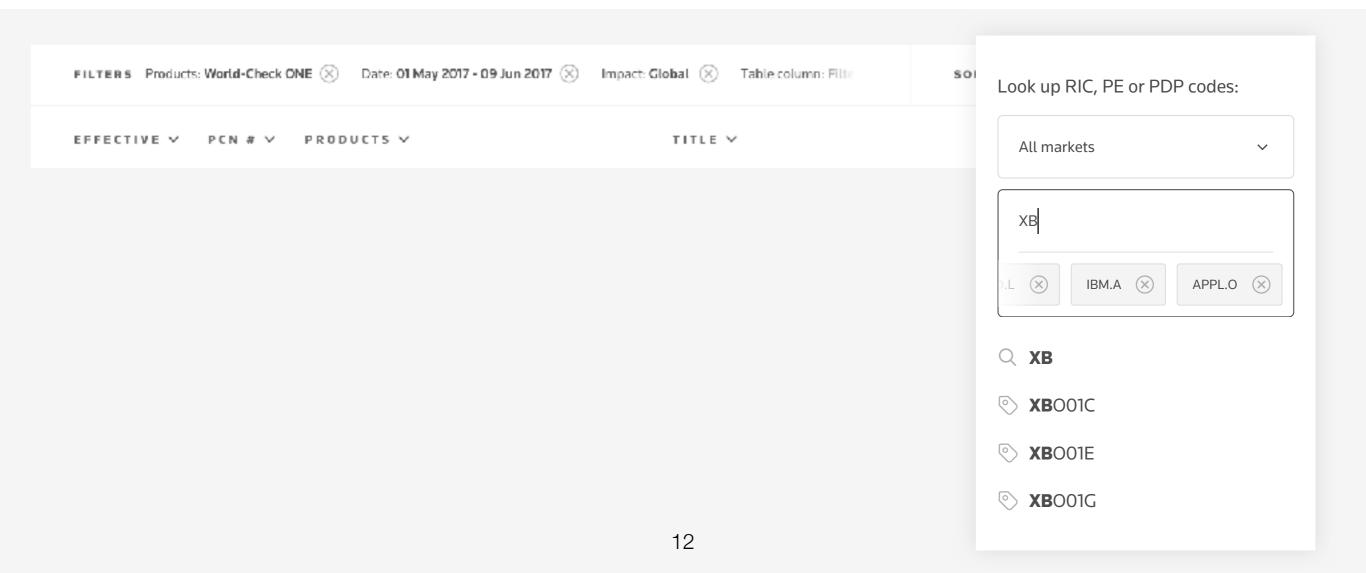
dd/mm/yyyy





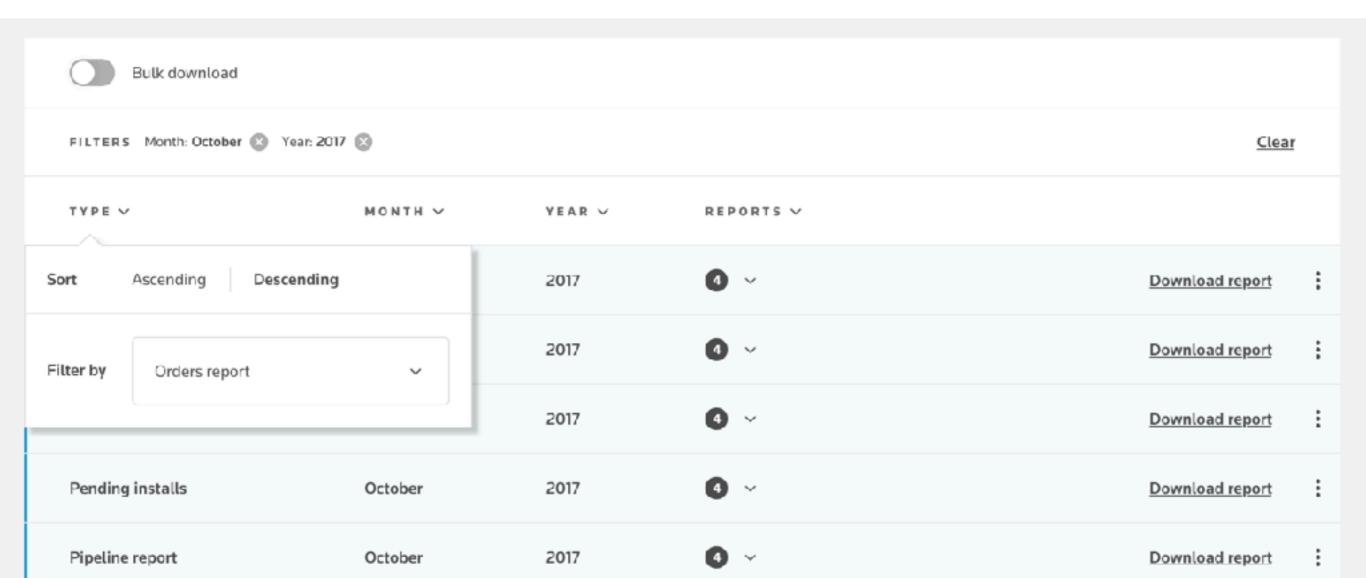
Computers

Hiding elements using gradient fade, could work effectively on touch screen devices but would be make it difficult on a computer due to its input devices.



Patterns

The table headers use up and down chevrons, which could conflict with how people understand common table symbols and behaviours.



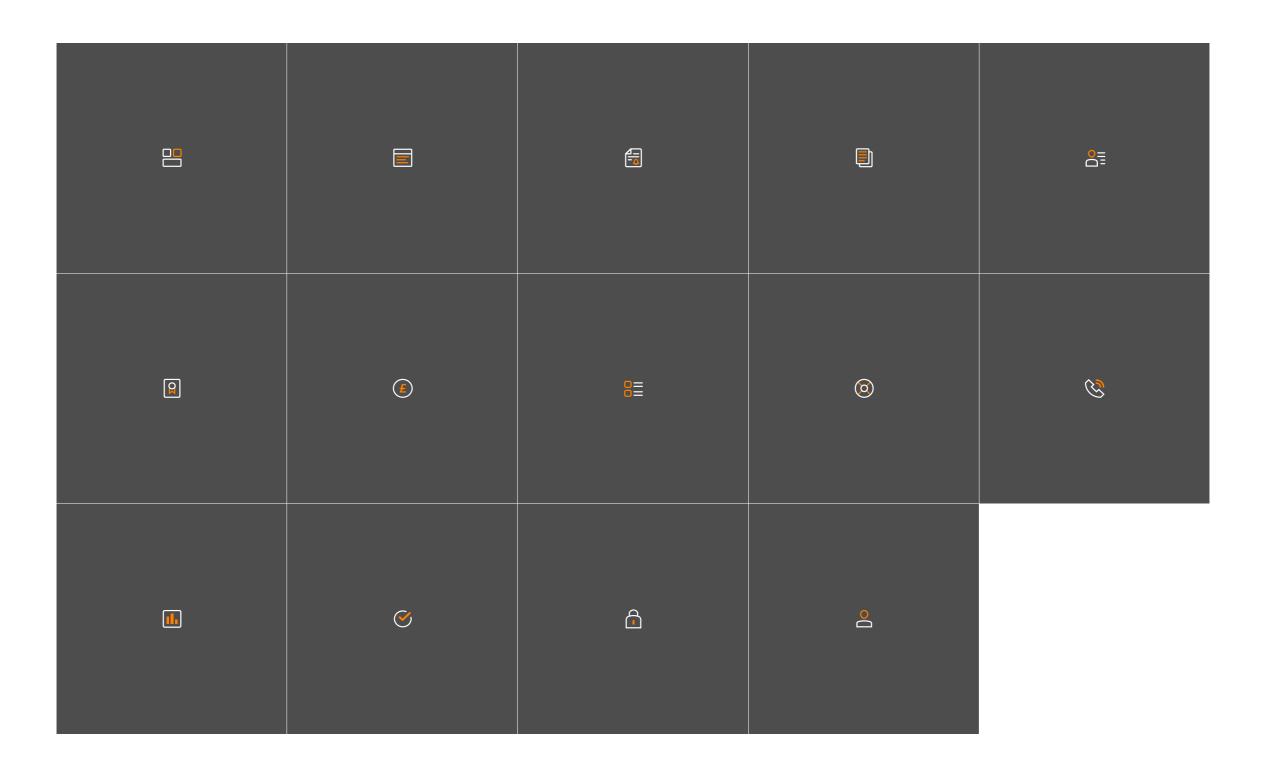
Iconography

Iconography tends to add extra cognitive learning for all users unless it has a functional attribute.

Memory retention of complex icons is limited.



Name the icons



Dashboard	Products	Change	Policies	Users
				<u>°</u> =
Licensing	Billing	Activity	Support	Call
○	(5)	8=	©	
Reports	Orders	Login	Profile	
11.	⊗	î	° (1	

Orientation

An important factor for users is to understand the orientation of the system. This includes knowing:

- 1. Signposts
- 2. Progress bars
- 3. Consistent mechanisms
- 4. Feedback

Progress bars

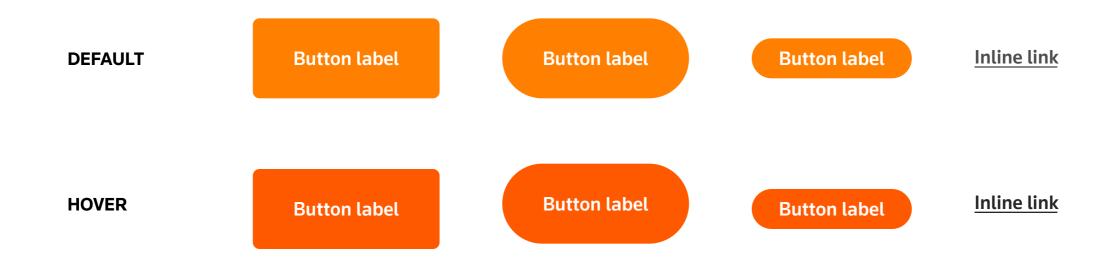
Provide users with a map of where they are within any given process.



Consistent mechanisms

Users need to build trust in the system they're using. It is important to ensure that all digital elements have a consistent look and feel as well as behaviour users.

When similar digital elements start to look different it might lead to disorientation.



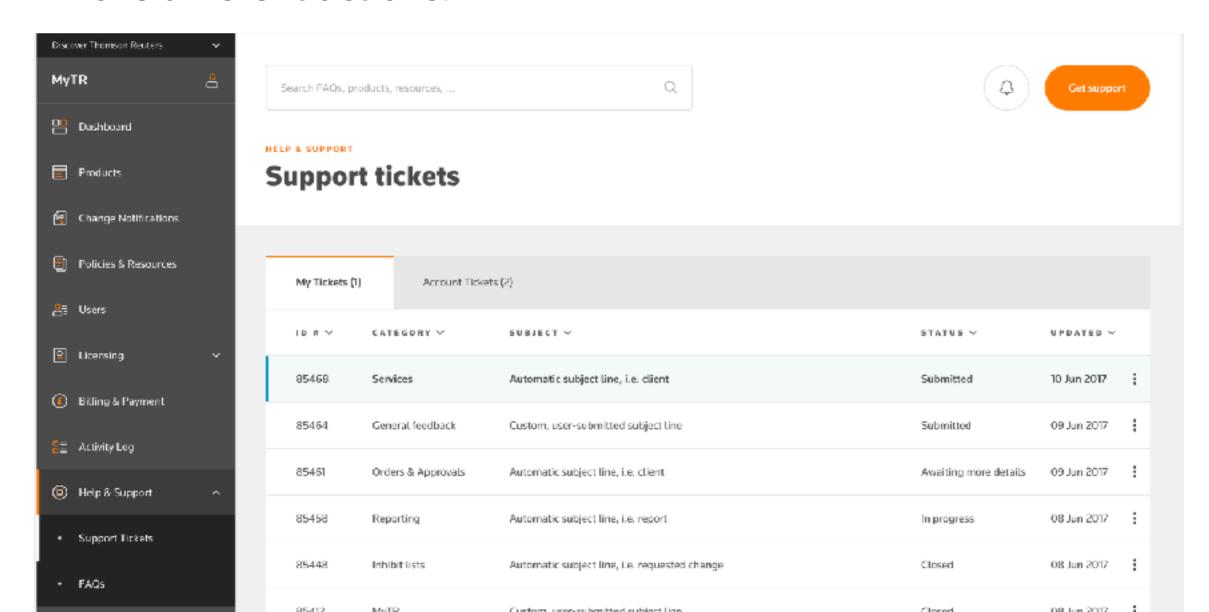
Copy

Studies showed that "concise, scannable and objective copywriting" improved usability by up to 124%. To find the right tone and language as just as important as getting the UX and UI to work properly.

Are you sure you want to cancel? Yes cancel or No cancel?

Copy

A good example of confusing copy is when there several pages, links that have the same meaning but go to different sections or invoke different actions.



Repetition

Systems are designed to be used again and again. This kind of repetition creates a rhythm within the page. These rhythms need help create an innate understand of a system while adding productivity. It can range from aspects like page templates, shortcuts, autofill and loading times.

