

Module II. Technical

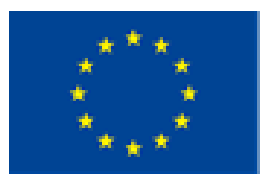
Infographic course

Topic 1. Design Process and Visual Design Basics in UX

Lesson 2. Visual Language and Principles

Activity T1.L2.2.

Create icons for user interfaces and information visualizations



Co-funded by the
Erasmus+ Programme
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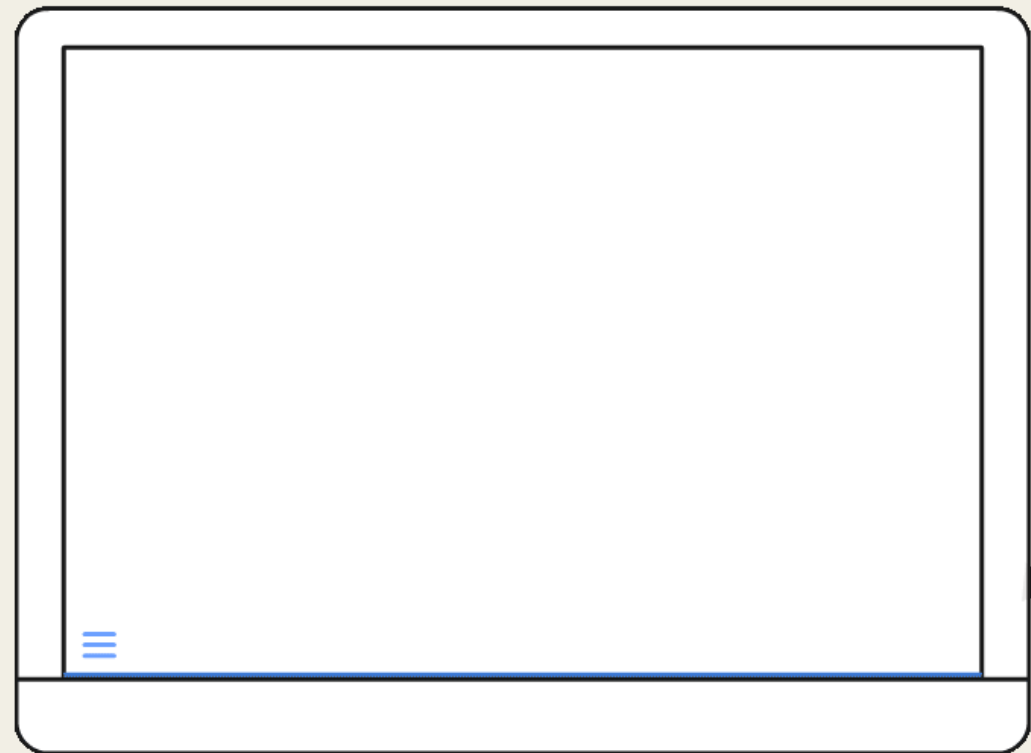


THIS TOPIC IS ADDRESSED TO THOSE INTERESTED IN
LEARNING ABOUT VISUAL DESIGN AND HERITAGE
PROMOTION!



THE AIM IS TEACHING
HOW TO CREATE **USABLE**
AND EFFECTIVE
INFOGRAPHICS.

Once the topic is completed, learners will be able to:



1

Applying the knowledge received in the field of visual design for User Experience and heritage promotion.

2

Designing user interfaces elements and information visualizations that enhance the values of the chosen assets.

3

Evaluating the most desirable choices when confronting different user interfaces and information visualizations.

WORKSHOP

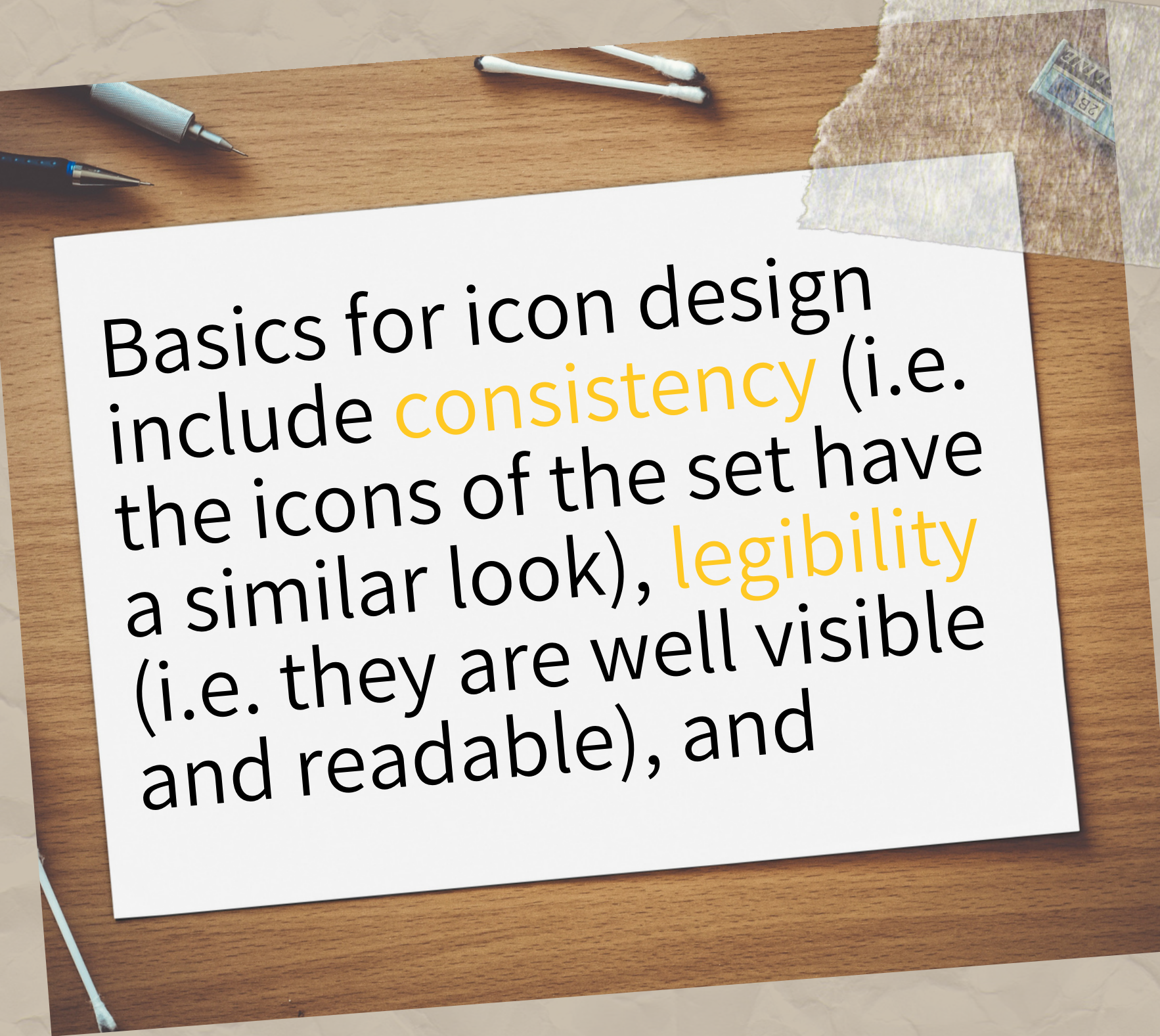
CREATING ICONS

CREATE ICONS THAT CAN BE
USED FOR **USER INTERFACES**
AND **INFORMATION**
VISUALIZATIONS.

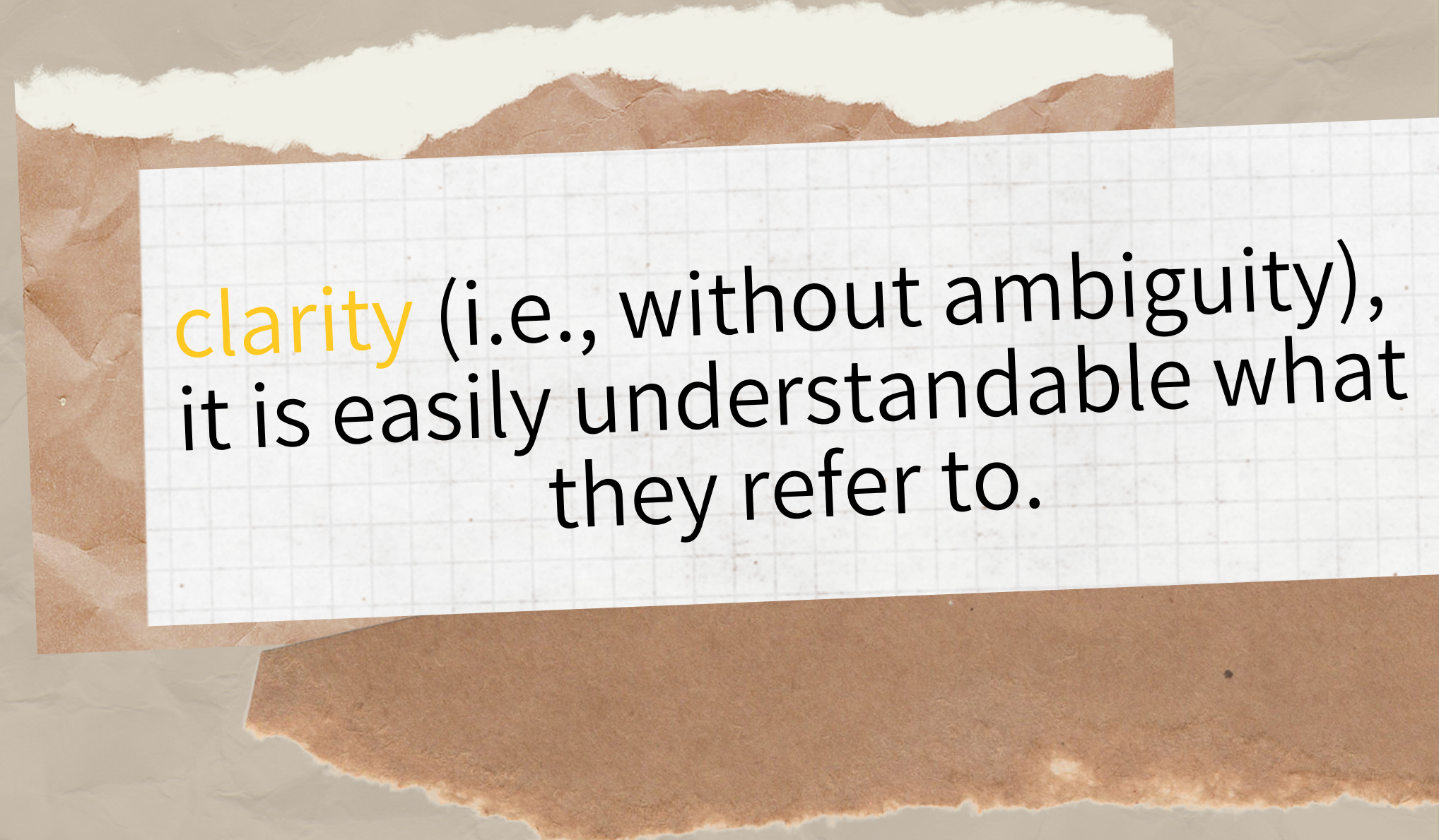
Icons are **visual elements** usually included in user interfaces and information visualizations...



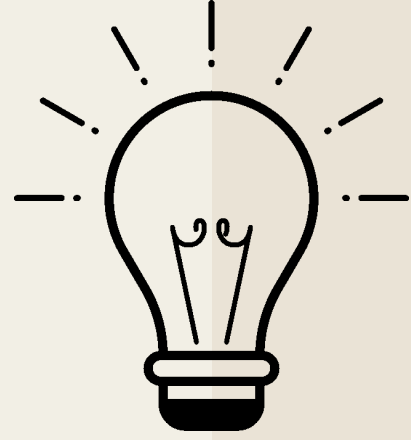
...**for supporting** the users in completing their tasks and evoking emotions.



Basics for icon design include **consistency** (i.e. the icons of the set have a similar look), **legibility** (i.e. they are well visible and readable), and



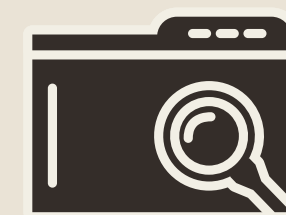
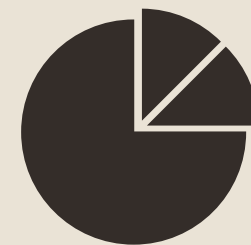
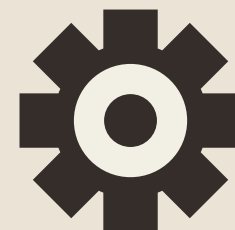
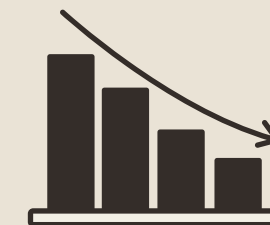
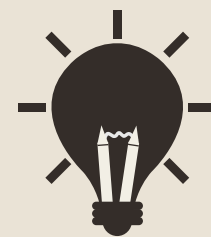
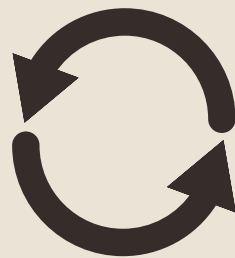
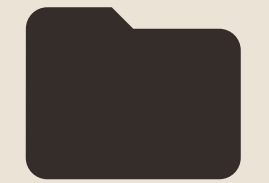
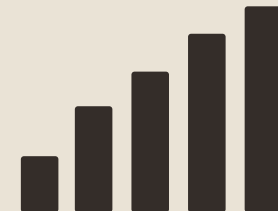
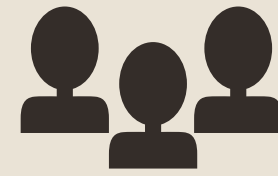
clarity (i.e., without ambiguity), it is easily understandable what they refer to.

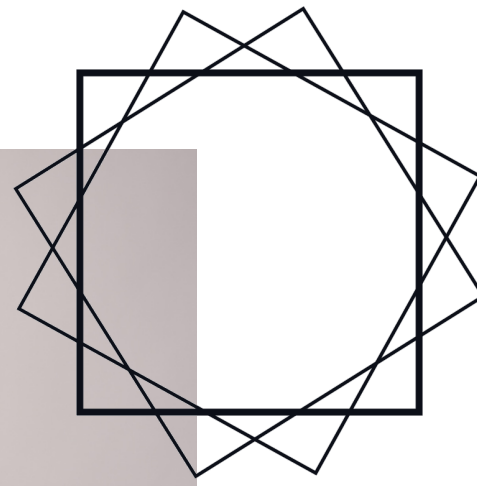


Activity!

Create a set of icons for user interfaces and information visualizations.

Create a new set of icons that represent the main contents and functions of one of the websites or infographics analyzed in Activity T1.L2.1.





OCITY

Creativity + Innovation & Technology

