



# UX/UI



# UX process and Governance

## UX process

Grounds up design – Discovery, Define, Design and Test, Iterate; Develop; Test; Roll out

Module development - Requirement analysis; design and Test; Develop, Test; Roll out

Design tweaks - heuristic improvements - Evaluate; Design, Test, Develop, Test; Roll out



# UX process and Governance

## Governance

1. Design requirement should come to central design team
2. Based on the scope, UX process will be followed
3. HTML will be signed off by Designer post accessibility testing
4. Design prototype and HTML handover
5. Establish UX and accessibility testing gate,
6. Sign off from Design lead before go live







## 1. Know your Audience

Great dashboard UX is created when you [know the target audience](#). A dashboard view for the manager will be different from the team member's view. It is important to know what kind of data the targeted users will be interested in or what is their level of expertise. Doing some [user research](#) will help you understand your users.

## 2. Choose the right kind for data visualization

Choosing the right kind of visual to showcase the data is very important for a well-designed dashboard. If incorrect visualizations are chosen, then there is a high possibility of missing the concept of a user-friendly dashboard design. It is crucial to learn what type of data needs to be shown to the user in a manner that tells the story of the entire data set.

Knowing your audience will help in determining what data needs to be provided to them. The following are commonly used data visualization types:



# Design guidelines for dashboards

Knowing your audience will help in determining what data needs to be provided to them. The following are commonly used data visualization types:

- Line Chart
- Bar Graphs
- Tables
- Pie Chart
- Scatter Chart
- Spatial Map
- Gauge Chart
- Area Chart

**HCL Dashboard guidelines**

- Color
- Typography
- Buttons
- Forms
- Tabs
- Breadcrumbs
- Placeholders
- Segments
- Steps
- Menus
- Tables
- Cards
- Comments
- Feed
- Statistics
- Progress indicators
- Messages
- Tables

### Graphs & charts

#### Overall Open Risks

Open Risk	Mar - 22	Apr - 22	May - 22
Critical	0	0	0
High	29	40	31
Medium	6	13	6
Low	0	0	0
<b>Total</b>	<b>35</b>	<b>53</b>	<b>37</b>

#### Open Risks: Contractual Vs UCRA vs Baseline - Month Wise

Month	Baseline	Contractual	UCRA
Mar - 22	10	27	7
Apr - 22	17	33	1
May - 22	10	30	1

#### Top 5 Engagements, Needs Attention

Bank Group	Engagements
Bank of Ireland - AppsFS	0
ING Group - AppsFS	2
RBS - AppsFS	13
Standar bank group - AppsFS	7
UBS AG - AppsFS	9

#### Open Risks, Owner wise

Tier	Owner	Count
Tier 1	Delivery	6
	HR	3
Tier 2	Delivery	25
	HR	3

# Accessibility standards

Accessibility in design allows users of diverse abilities to navigate, understand, and use your UI.

## Accessibility standards

- Accessibility guidelines and best practices
- Accessibility training
- Accessibility should be by design – Design and HTMLs have to be accessible
- Accessibility toll gate for developers



# Accessibility standards

## Understanding accessibility

Improving our product's accessibility can enhance the usability for all users, including those with low vision, blindness, hearing impairments, cognitive impairments, motor impairments or situational disabilities (such as a broken arm).

### Clear

Help users navigate by designing clear layouts with distinct calls to action.

### Robust

Design your app to accommodate a variety of users.

### Specific

Support assistive technologies specific to your platform, just as you support the input methods of touch, keyboard, and mouse.



# Accessibility standards

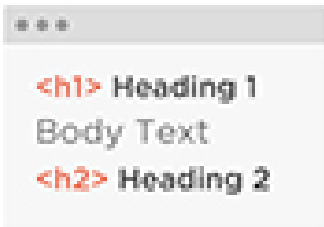
## Assistive technology

Assistive technology helps increase, maintain, or improve the functional capabilities of individuals with disabilities, through devices like screen readers, magnification tools, and hearing aids.



### 1. Give your content a unique title

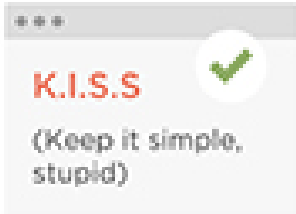
Assistive technology helps increase, maintain, or improve the functional capabilities of individuals with disabilities, through devices like screen readers, magnification tools, and hearing aids.



### 2. Use headings to organise content

Make use of the heading structures in your content management system using the correct heading level and structure your content using meaningful headings.

# Accessibility standards



## 3. Use plain English

Keep your language simple, at a high school reading level. If acronyms, jargon or technical language is required, provide plain English alternatives or a glossary.



## 4. Make your text easy to read

Choose left aligned text, rather than justified to improve readability and use the ordered lists provided in your content management system to present appropriate content.



## 5. Make links descriptive

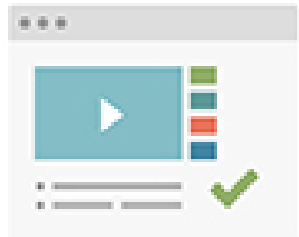
Avoid using catchalls like 'Click here', 'More info' and 'here'. Give your link a meaningful description to assist scan reading and screen readers.



## 6. Use meaningful alt-text on images

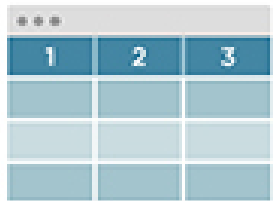
If an image is purely decorative set alt text to null (i.e. alt="") otherwise use a description that would help a visually impaired person understand what is being represented.

# Accessibility standards



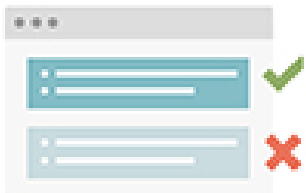
## 7. Provide text alternatives for audio/video

Add synchronised captions to your video and provide a full transcript for both audio and video.



## 8. Use tables appropriately

When presenting tabular information, use an actual table, not an image and ensure headings are used.



## 9. Pay attention to colour contrast

Before overriding the default colours of your content management system, consider the colour contrast. If in doubt use a colour contrast analyser to check.



## 10. Images of text are bad

Avoid using images of text except for purely decorative purposes. Instead, use real text or ensure there is a text alternative (like an alt tag) available.