



Unit 7

Styling and finishing

HMI Design Masterclass handout

You're almost there: You completed your prototype, you have compiled user feedback, now it's time to give your HMI those finishing touches. Learn what details you should pay special attention to and how to use color, effects and icons so that they help and not impede user interaction. And finally, we want to give you some inspiration for a good rollout of your new design and talk about archiving the valuable insights and assets you have created during the design process.

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Design Tips

Here are the tips from the unit for your convenience.

1	Plan and orchestrate the final steps	Three topics have top priority: optimizing your HMI based on the results from the testing, visual fine-tuning, and planning the rollout.
2	Don't mistake your HMI for a coloring book	Keep these fundamental rules in mind: shaded white as a background, low-key colors for components, and bright colors for elements that need to stand out.
3	Don't waste time with effects that are just for show	As a rule, 3D effects and color gradients seldom have merit, and they should be used only when they do.
4	Observe the fundamental rules for icons	Don't mix icons with different styles: use either black-and-white or colored, planar or outlined styles.
5	Orchestrate the rollout	Be sure to communicate the added value of your HMI for users and the application, and design the marketing materials with the same care and quality as your HMI.
6	Think ahead	Archive insights and assets that you can use in future projects, such as user personas, basic designs and elements, and so on. Which functions have a high relevance and so on.

Keywords

These terms are worth noting.

Styling	In an HMI context this refers to the graphical style elements such as colors, icon style, fonts, etc.
Icon	A small pictogram used to represent a function or a function cluster. Will often save space compared to a textual function description.
Rollout	Releasing a product on the market. Also referred to as a launch.

Short Exercise

Choose one screen of your HMI that contains several HMI elements. Experiment with colors, icon styles, and fonts and design three alternative stylings for this screen design.

Try putting your new skills into practice with this exercise.