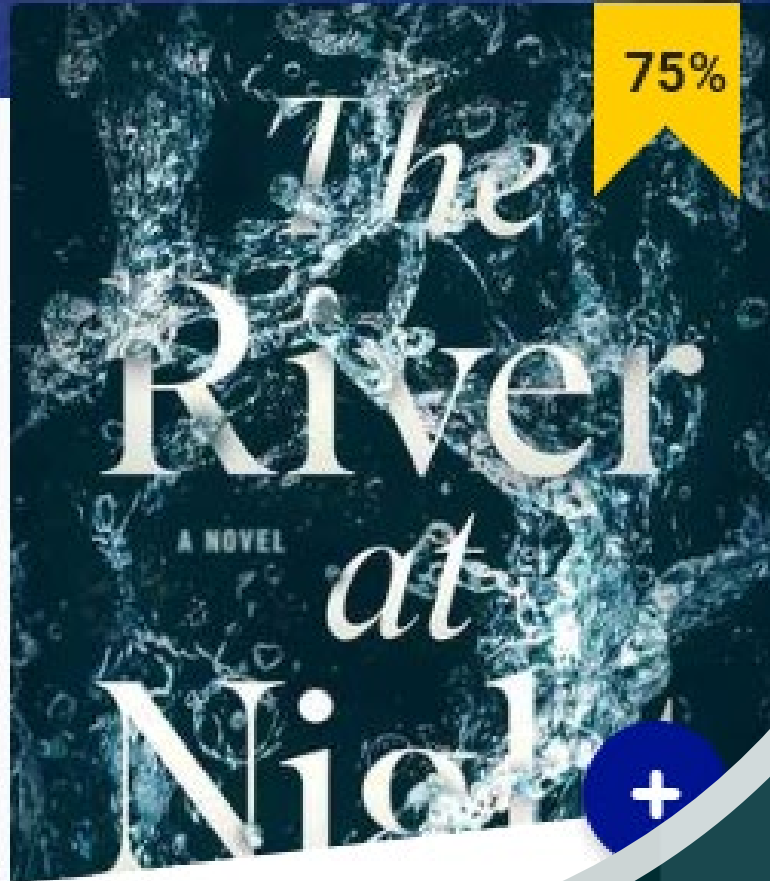


All Books

Currently Reading



Jonathan Maas

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BiblioFile

UI for A Material Design
Android App

+ an Overview of Material
Design in General

What this document is

This document is meant to –

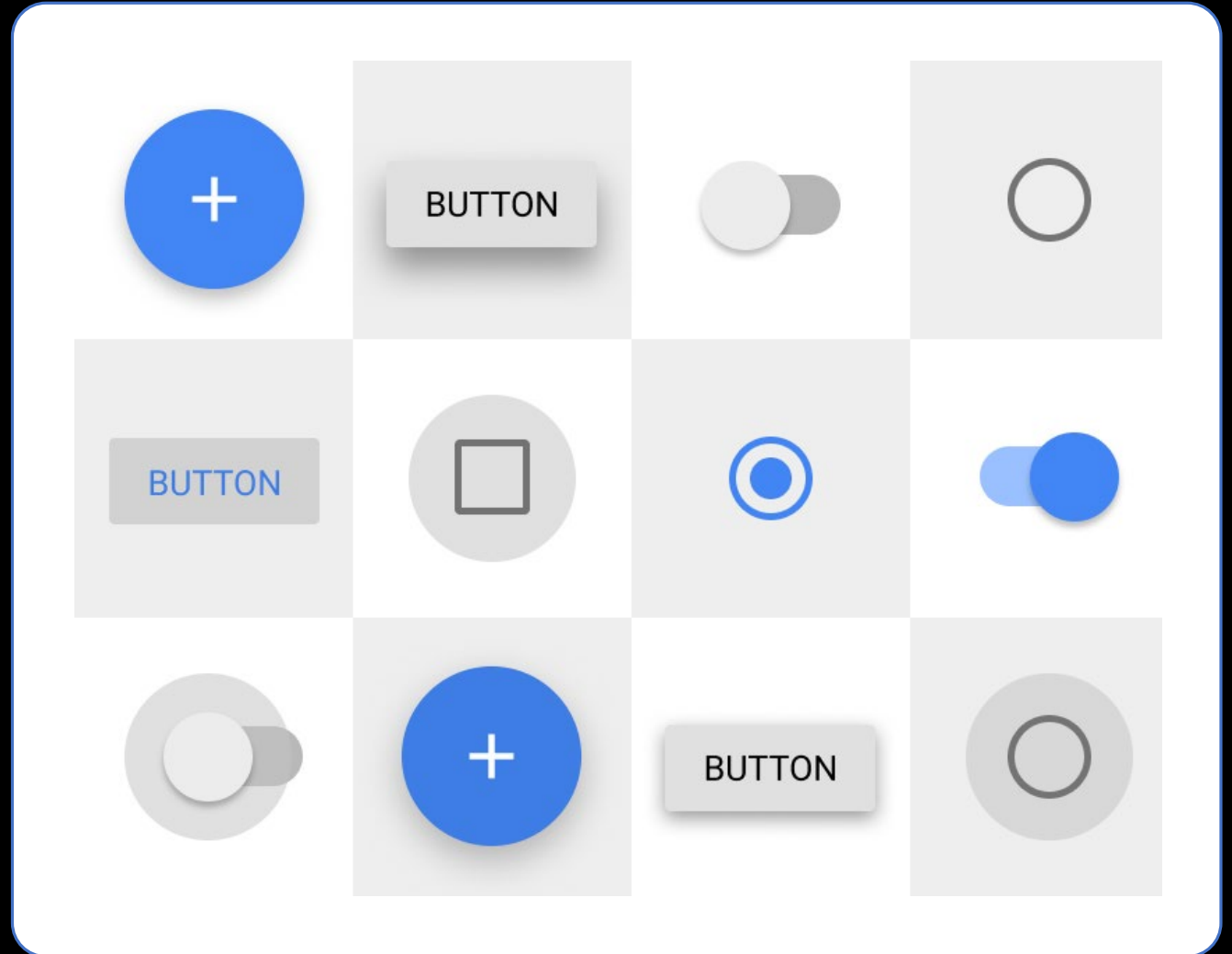
- 1) Give an overview of Google Material Design
- 2) Show my UI for BiblioFile, a Material Design Android App I am currently developing

Google Material Design – a Brief Overview

First of all, what is Google Material Design?

In short –

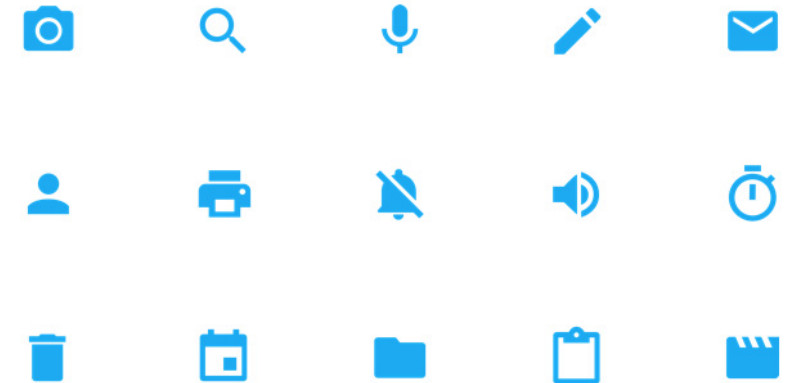
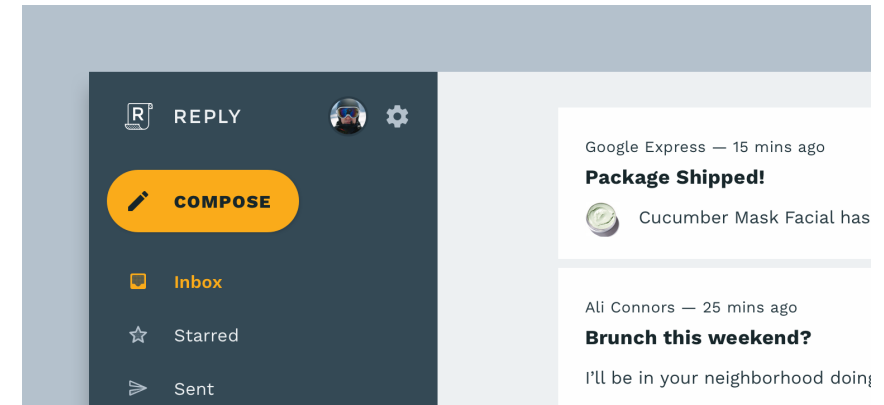
- It's a Design Language for Android introduced in 2014.
- It employs a lot of basic shapes.
- It measures itself in DP, or *Device Independent Pixels*. IE it thinks in terms of percentage of screen size for each element – so that the design can work on any screen size.



Google Material Design – Continued

How should a Designer approach Material Design?

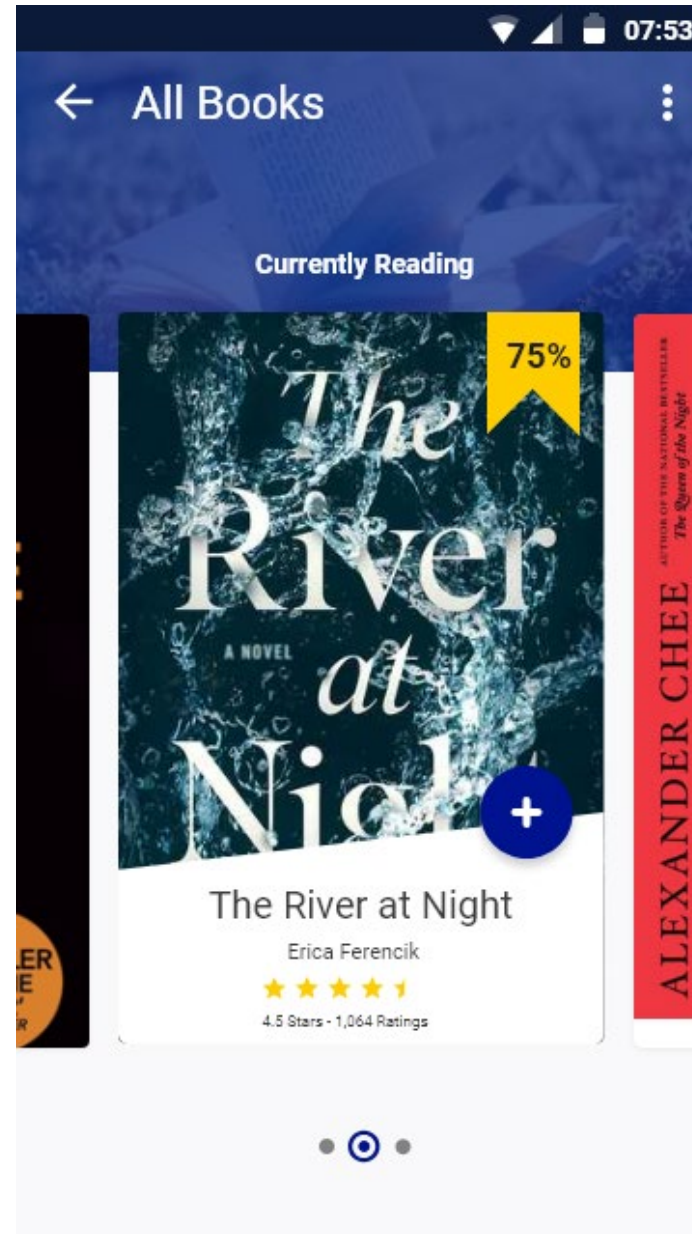
- Be bold and deliberate – strong, solid shapes.
- The user should feel like they are ‘Interacting with Material’ – moving and interacting with shapes.
- Bring natural Newtonian motion – animate when you can, but in a quick, understandable way.
- Stick to Android system fonts and Material system icons whenever you can – there should be a feeling of familiarity even for First Time Users.

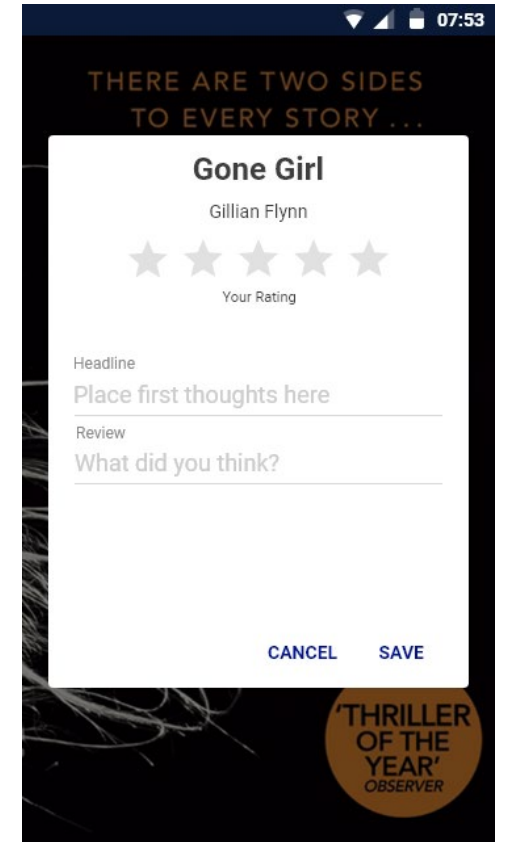
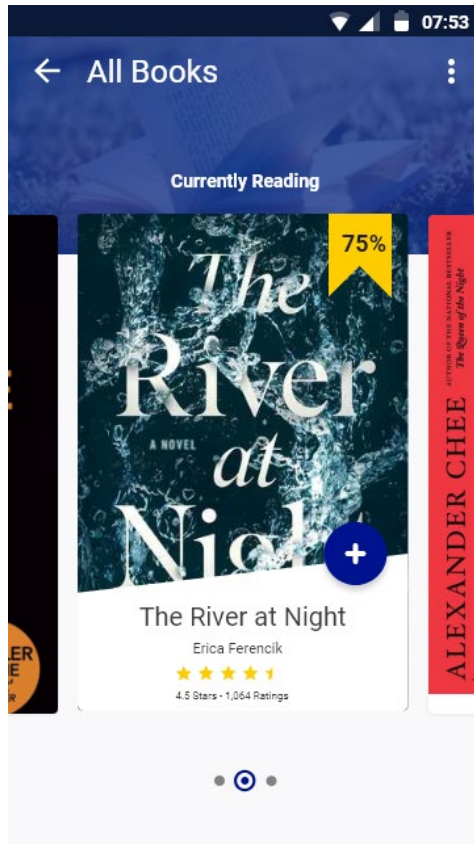


BiblioFile

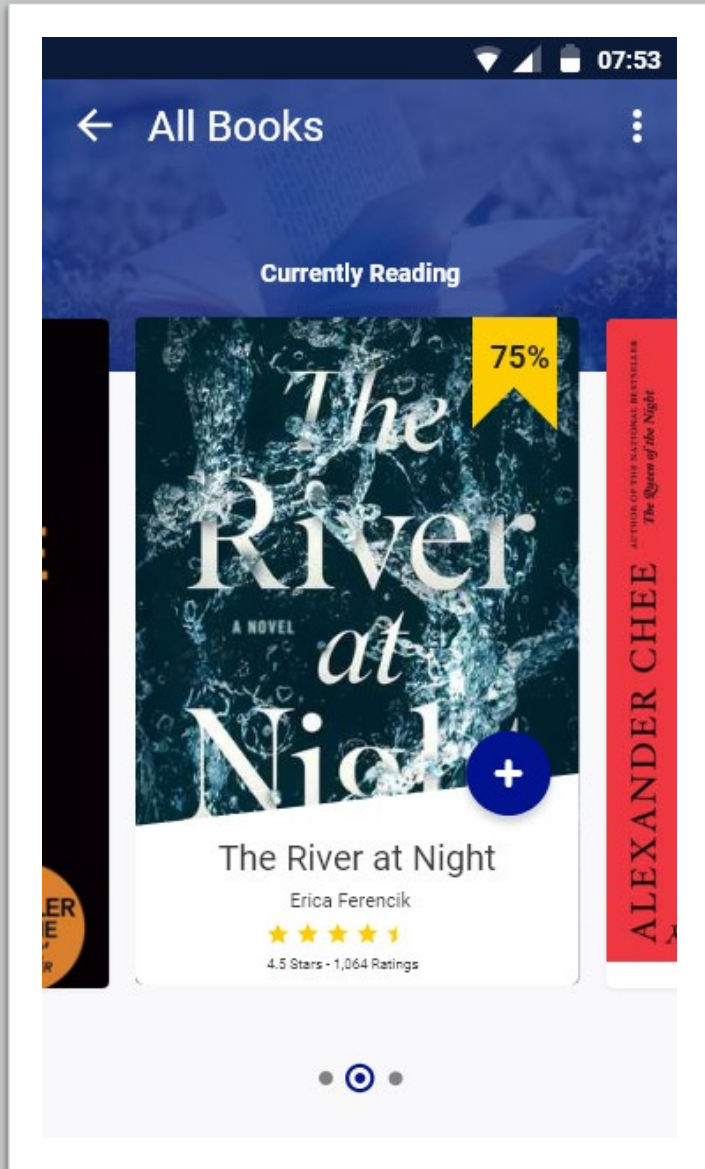
And now the app itself.

BiblioFile is an Android App I am currently designing. It is an Android App that employs Material Design, and helps you manage your online bookshelf.





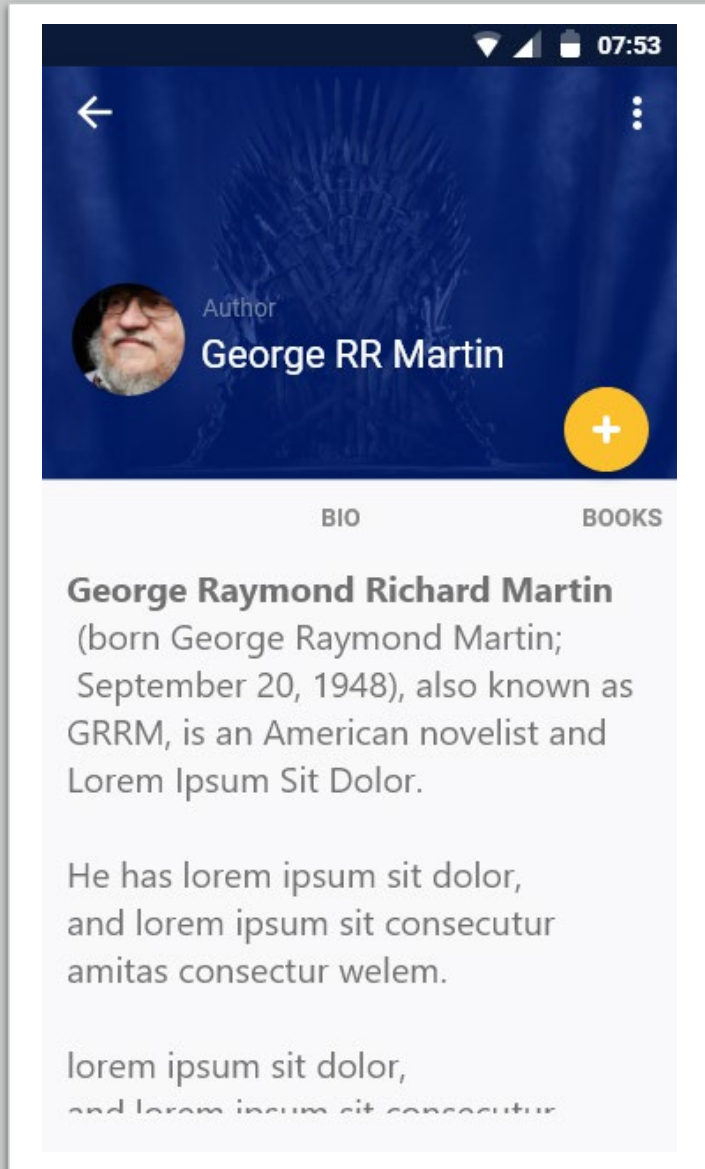
The Screens



Scrolling Through Content

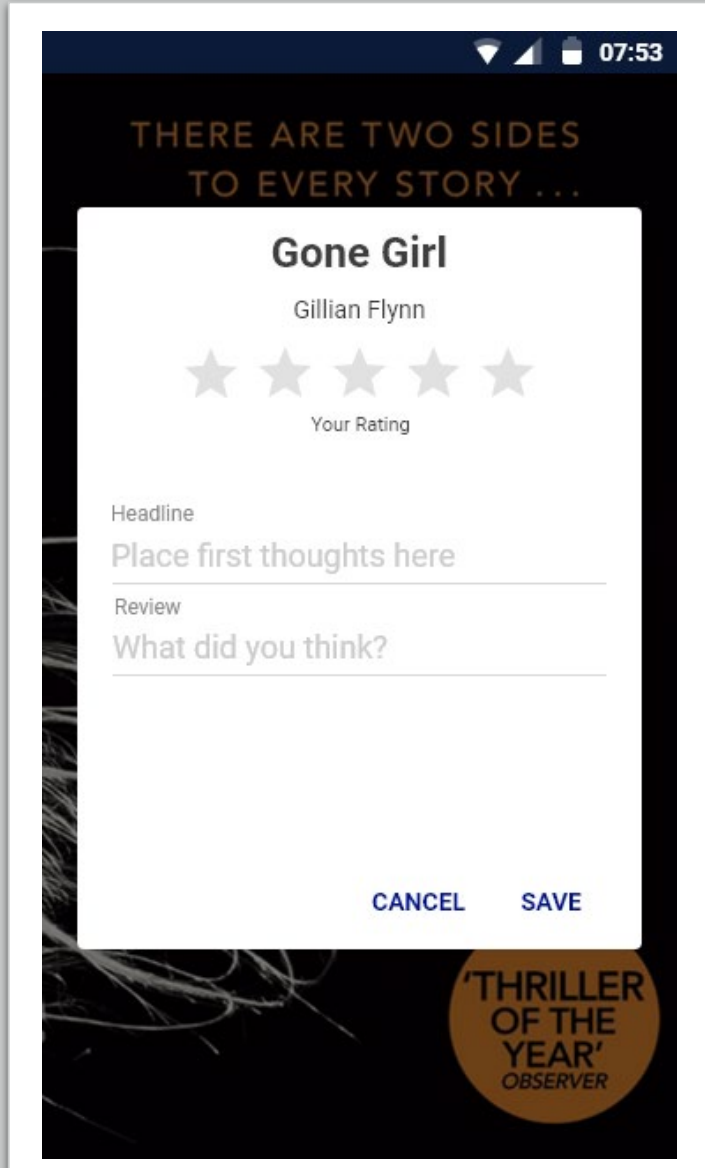
User should see high resolution versions of the books they have in their library.

Data should be there, but kept to a minimum.



Author View

We should bring as much author data as we can, but compartmentalize it so it still feels light.



Book Review View

Allow reader to write a review with three points of data –

- Star rating
- Headline
- Review