

Canvas

Welcome!

Writing interfaces for a heterogeneous group of products as FenixEdu can lead to uneven user experiences.

The FenixEdu Canvas is a set of visual components and design guidelines and patterns that communicates our values through our products' experiences. This is a living document describing our visual language for all our products enabling us to create experiences that work together, work the same and work for our users.

All products, new and old, from FenixEdu must follow this document. A user should be able to recognize a FenixEdu product just by its look and feel. However, the statements in this document are guidelines, not rules. You should always try to adhere to these guidelines. If you choose not to, you must have a sensible reason. This reason can be ascribed to aesthetics or usability, but not taste.

This is a radically new and different way to produce software. Writing new interactions will now require a constant awareness of our interface guidelines. Although initially cumbersome for some, this will inevitably yield better experiences for our users.

Humanistic Interfaces

Our software is made for human beings. From system administrators to computer illiterate people. Every decision made regarding our software takes must take this into consideration. Conditions will not always be optimal, and our software must be ready to meet those needs. Special attention must be taken into our software devolving into a paternalistic caretaker. Our software must empower the user on its tasks. Our software plus the user work must be greater than just the task result.

For many people, our software will be the way they interact with their organizations for years. More than our calling card, our software must be an avatar of our personality, a interactive representation of our values and beliefs that touches peoples lives every day.

Clarity and Complexity

Clarity enhances understanding by helping distinguish between elements. We want simplicity and minimalism, but many of our solutions are complex. Design for clear and straightforward interactions to instill a feeling of confidence and ease. Our users should always know what to do and how to do it.

Make the useful beautiful

Utility satisfies needs, but beauty drives desire. Don't simply make something that works. Design for experiences that people love to have repeatedly. Create aesthetically pleasing offerings that carry a consistent meaning in their form and function.