

# UX & UI CHECKLIST

*Take note of the following when analyzing the assets & functionality of your course*



## Typography (text)

- Is the text easy to read on a smaller screen?
- How much text appears on screen at one time?
- Can readability be improved by using a different font or increasing the font size?
- Can the word count be reduced? If not, can the content be split onto multiple screens?
- How much white space is around your text? Does the text appear crowded?



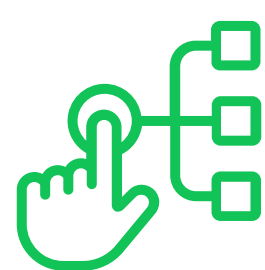
## Images

- What are the dimensions of your images, graphics, charts, etc.?
- How much white space is around your images?
- Can you resize the dimensions of images to be no larger than the course's stage size?
- Does the screen appear crowded?



## Video & Animation

- What are the dimensions of your video?
- What is the file size of each video? Can the size be reduced without significant loss in quality?
- Can the video dimensions be resized to be no larger than the course's stage size?



## Interactions/Selectable Objects

*List all types of interactions*

- What does each interaction look like?
- Can these actions be easily completed without a mouse and keyboard?
- How do they function?
- Are buttons and hotspots large enough for the learner to easily select with their finger?
- What action must the learner take to complete each interaction?



## Additional Questions

- What are the dimensions and aspect ratio of your course?
- Can you remove the course player frame to maximize screen space?  
*Note: Storyline 3 removes the player frame automatically*
- How can you minimize the number of objects on screen at one time?
- Will your mobile course be viewed in portrait or landscape mode?