

# Welcome



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## What we will cover

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|---------------------------|------------------------|
| Terminology               | Roles and skills       |
| Messaging components      | Planning the content   |
| Messaging states          | Usability              |
| Help text                 | Writing best practices |
| How do we create UI text? | Standards              |
| The purpose of UI text    | Global writing         |

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## What we don't cover

This is not a course on designing applications or the wider field of User Experience design

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## We'll use PowerPoint for our exercises

Because it's a file format everyone can open

The exercises are based around screen mockups of a mobile banking app

You will need to download the PowerPoint files that come with this module

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## Don't worry about getting them right first time

We'll first look at each type of UI content, do an exercise on it

You can look at best practice, and review your first attempt

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## We've drawn on best practice

Apple

Google

Gov.uk

Microsoft

Salesforce.com

SAP

Technical communication research

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# Questions

[info@cherryleaf.com](mailto:info@cherryleaf.com)

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# End of module

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