

DES510 • Typography for Interfaces

School of Design • Graduate • 6 ECTS

Overview

Treat typography as a system for interfaces: hierarchy, rhythm, spacing, and editorial restraint. Students design type scales and component rules, test readability across contexts, and integrate typography decisions into design-system documentation.

LOGISTICS

Credits: 6 ECTS

Level: Graduate

School: School of Design

Prerequisites: DES120 (or equivalent design foundations)

Tags: typography, ui, design-systems

Meeting time: Seminar + critique lab

Instruction mode: Typography as a system: constraints, rhythm, and editorial restraint

LEARNING OUTCOMES

You will be able to:

- Choose type systems that improve readability and hierarchy
- Design interface typography with accessibility constraints
- Document type decisions and critique them clearly
- Design typographic hierarchies for UI and long-form content
- Use spacing and rhythm to improve readability and scannability
- Evaluate type choices for accessibility and platform constraints

ASSESSMENT

Components

- Type studies: 35%
- Interface typography project: 45%
- Critique participation: 20%

Projects are graded on readability, consistency, and rationale. Each submission includes a brief spec: type scale, spacing rules, and examples of component states.

WEEKLY PLAN

Schedule

Week 1: Hierarchy and rhythm

- Scale
- Spacing
- Scanning patterns

Week 2: Legibility and accessibility

- Contrast
- Line length
- Assistive tech considerations

Week 3: Systems

- Tokens
- Component constraints
- Documentation

Extended outline

- Foundations: x-height, contrast, weight, and readability
- Hierarchy: scales, headings, small caps, emphasis
- Rhythm: line-height, spacing, and alignment
- UI typography: labels, tables, dense layouts
- Accessibility: contrast, font size, and user settings
- Final: a typographic system spec + component examples

POLICIES & RESOURCES

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- No decorative hacks: explain every exception.
 - Accessibility checks are required.
 - Academic integrity: cite references and type specimens used.

Suggested resources

- Typography spec template
- Readability checklist (hierarchy, rhythm, contrast)
- Examples: tables and dense UI patterns