



UDK: 711.45:004.5

004.51

COBISS.SR-ID 148910345

DOI: 10.5281/zenodo.12594366

Professional paper

TRANSFORMATION OF URBAN SPACES OF SMART CITIES THROUGH ADVANCED GRAPHICAL USER INTERFACES (UI)

Luka Alebić²¹, Dejan Viduka²², Davor Vrandečić²³

Abstract

This paper explores the key aspects of user interface design for smart cities. We analyze the key elements and challenges in creating smart city interfaces that support the needs of diverse populations, the complexity of urban environments, data security, and the integration of technology platforms. Implementation and evaluation of the user interface are key steps in ensuring efficiency and compliance with user needs. We study the processes of testing, evaluating and optimizing interfaces, as well as metrics for measuring performance and user satisfaction. We also explore future directions and trends in user interface design, including integration of advanced technologies, personalization of experience, connectivity and interoperability, innovative models of citizen participation, and an emphasis on sustainability and social responsibility. Through the application of these insights and approaches, it is possible to create interactive, user-oriented platforms that support the vision of inclusive, sustainable and technologically advanced smart cities. Continuous monitoring and adaptation to new trends and technologies are key to ensuring that user interfaces are ready for the challenges of the future and provide an optimal experience to their users.

Keywords: *user interface (UI), user experience design (UX), smart cities, computer graphics and digital transformation*

Introduction

In the 21st century, cities are evolving into dynamic and intelligent entities known as smart cities. This transformation is the result of the convergence of technological innovations, urban planning, and digital transformation [1]. One of the key factors for this transformation

²¹ Luka Alebić, 1979, Assistant Professor, Academy of Arts and Culture, J. J. Strossmayer University of Osijek, Osijek, Croatia, laebic@aukos.hr, <https://orcid.org/0009-0004-0223-6460>

²² Dejan Viduka, 1980, Associate Professor, Faculty of Applied Management, Economics and Finance, Belgrade, University of Business Academy, Novi Sad, Serbia, dejan.viduka@mef.edu.rs, <https://orcid.org/0000-0001-9147-8103>

²³ Davor Vrandečić, 1970, Senior laboratory for IT design, Faculty of Electrical Engineering, Computer Science and Information Technology, J. J. Strossmayer University of Osijek, Osijek, Croatia, davor.vrandecic@ferit.hr



is the development of advanced user interfaces (UI) that enable citizens, city administrations, and other users to interact with various aspects of the smart city [2].

This paper addresses the importance of designing user interfaces for smart cities with a focus on the need for intuitive, efficient, and inclusive interfaces that encourage active citizen participation in urban life [3]. Through the analysis of current practices, challenges, and opportunities, the aim is to identify key guidelines and strategies for the development of user interfaces that promote sustainable development, improve quality of life, and foster inclusive communities [4].

Through this paper, we aim to lay the foundation for further research and the development of innovative approaches to designing user interfaces that promote participatory urbanism and enhance the quality of life in urban environments [5].

Most commonly used tools for user interface design

In this segment, I showcase several tools that are most commonly used in practice for user interface design. These tools enable designers to create intuitive, functional, and aesthetically appealing interfaces that support the needs of users and the goals of smart city projects.

- Adobe XD - is one of the leading tools for UI design. Some of the advantages of this tool include integration with other well-known Adobe tools, the ability to create prototypes, and collaborative project work.
- Figma - is a highly popular tool among designers and enables real-time collaboration, integration with development tools, and automation of design processes.
- Sketch - is a popular tool that allows vector drawing, components, and symbols, and has a rich ecosystem of additional resources that facilitate the work of designers.

By using these tools, user interface designers have powerful resources at their disposal that support their creative process and enable them to create interfaces that are aligned with the vision of smart cities as inclusive, sustainable, and technologically advanced urban environments.

Challenges in User Interface Design

Designing user interfaces for smart cities brings forth a myriad of challenges stemming from the complexity of urban environments, diversity of users, and requirements for high levels of functionality and practicality [9]. Understanding these challenges is crucial for creating user interfaces that are efficient, intuitive, and useful for a wide range of users. Below are some of the main challenges encountered in designing user interfaces for smart cities.

- **Diversity of Users**

Smart cities gather a diverse population, including people of all age groups, socioeconomic statuses [10], and cultural backgrounds [11]. Designing a user interface that meets the needs and preferences of this diverse audience requires careful adaptation to ensure inclusivity and accessibility for all.



- **Complexity of Urban Environment**
Urban space is dynamic and complex with various layers of infrastructure, traffic flows, public spaces, and cultural sites. The user interface must successfully navigate through this complexity, providing users with relevant information and services tailored to their needs and context [12].
- **Integration of Different Technological Platforms**
Smart cities employ a wide range of technological platforms and systems, including sensor networks, mobile applications, web platforms, and IoT devices [13] [14]. User interface design must enable the integration of these diverse platforms to ensure a coherent user experience and efficient interaction with urban systems.
- **Education and User Training**
To fully harness the potential of smart cities, it is important to provide adequate education [1] and training for users to use digital tools and platforms. User interface design should be intuitive and accessible, but also provide opportunities for educating users about the capabilities and functionalities available to them.

Addressing these challenges requires a multidisciplinary approach involving experts [15] from the fields of design, technology, urban planning, sociology, and other relevant disciplines [16]. Through careful planning, research, and testing, it is possible to develop a user interface that supports the vision of smart cities as inclusive, sustainable, and technologically advanced urban environments.

Guidelines for User Interface Design

Designing user interfaces for smart cities requires a careful approach to ensure an intuitive, efficient, and user-oriented experience. Some of the key guidelines and strategies [17] for designing user interfaces that support the needs of diverse users and promote inclusivity, sustainability, and technological advancement in smart cities.

1. Inclusive Design
2. Simplicity and Intuitiveness
3. Adaptability and Flexibility
4. Interactivity and Citizen Participation based on User Experiences

By adhering to these guidelines, user interface designers can create interactive, user-oriented platforms that support the vision of inclusive, sustainable, and technologically advanced smart cities. These guidelines are crucial to ensure that user interfaces contribute to a positive urban experience and enhance the quality of life [18] in urban environments.

Implementation and Evaluation

An important aspect of user experience design is the process of implementing the user interface, including steps such as introduction, testing, and optimization. We also analyze the



evaluation methodology to assess the effectiveness of the user interface and user satisfaction (UX) [19] [20].

The methodological implementation describes the steps in the process of implementing the user interface from planning, design, development, testing to deployment. Throughout this process, we must pay attention to identifying key participants and their roles, including urban planners, designers, programmers, and end-users. The next step is testing and evaluation, which should provide insights into the achieved usability for the end-user through different phases of implementation [21]. Based on the evaluation of the achieved results, improvements and optimizations of the user interface are made with the aim of making it more accessible and user-friendly, thus encouraging greater adoption.

Through careful implementation and evaluation of the user interface, we can ensure that smart cities provide an intuitive, efficient, and user-oriented experience that supports the needs of diverse populations [22]. This process also enables continuous improvement and innovation to ensure that user interfaces remain relevant and effective in rapidly changing urban environments.

Future Directions and Trends

The concept of smart cities is still evolving, and it's difficult to predict all future directions of user interface design as well as the trends that will shape the future of urban spaces and digital technologies.

One reason is the integration of advanced technologies such as augmented reality (AR), virtual reality (VR), and mixed reality (MR) into the user interface, which will enable a completely new experience of interacting with urban spaces. In addition to the mentioned challenges, new technologies also provide opportunities for the implementation of 5G networks, blockchain, [23] cloud computing, [24] quantum computing, and how these will also impact the design of the user interface.

Innovation is crucial in modern business, especially in the digital world we are slowly but surely transitioning into. Besides the already mentioned technologies, it is clear that the challenges and opportunities are enormous [25] for innovating and thus ensuring a better and more advanced user interface that will strive to adapt to all users and thereby ensure a positive user experience. It is particularly important to involve as many citizens as possible [15] in the development to gather as much user experience as possible to facilitate implementation and thus accelerate adoption among users. One of the tasks is to promote sustainability and flexibility in the design of the user interface for smart cities, encouraging users to behave environmentally responsibly and supporting resilience to challenges such as climate change and natural disasters.

Understanding these future directions and trends is crucial for shaping innovative and relevant user interfaces for smart cities that support progress, sustainability, and quality of life in urban environments. Through proactive monitoring and adaptation to these trends, we



can ensure that smart cities are ready to respond to future challenges and provide the best possible user experience.

Conclusion

In this study, we explored key aspects of designing user interfaces for smart cities, considering challenges, future directions, and trends. Smart cities represent complex ecosystems that rely on digital technologies to improve the quality of life of their citizens, enhance governance efficiency, and promote sustainable development.

Key challenges in user interface design include user diversity, complexity of urban environments, data security and privacy, integration of technological platforms, and the need for user education and training. Through careful design approaches, it is possible to overcome these challenges and create interfaces that are inclusive, intuitive, adaptable, and encourage active citizen participation in city management.

Future directions and trends include the integration of advanced technologies, personalization and contextualization of experiences, connectivity and interoperability, innovative citizen engagement models, and a focus on sustainability and social responsibility. By monitoring and adapting to these trends, we can ensure that smart cities are ready for future challenges and provide optimal experiences for their users.

Ultimately, designing user interfaces for smart cities requires a multidisciplinary approach, collaboration among different stakeholders, and continuous innovation and improvement. Only through such an approach can we realize the vision of smart cities as inclusive, sustainable, and technologically advanced urban environments that enhance the quality of life for their citizens.

References

- [1.] Leyla Zhuhadar, Evelyn Thrasher, Scarlett Marklin, Patricia Ordóñez de Pablos, The next wave of innovation—Review of smart cities intelligent operation systems, *Computers in Human Behavior*, Volume 66, 2017, Pages 273-281, ISSN 0747-5632, <https://doi.org/10.1016/j.chb.2016.09.030>.
- [2.] David, Bertrand & Zhou, Yun & Xu, Tao & Chalon, René. (2012). Mobile User Interfaces and their Utilization in a Smart City, <https://liris.cnrs.fr/Documents/Liris-5326.pdf>
- [3.] Elenia Carrasco Almaraz and Fatemeh Golpayegani, 2019, Are Mobile Apps Usable and Accessible for Senior Citizens in Smart Cities?, *Human Aspects of IT for the Aged Population. Design for the Elderly and Technology Acceptance*, Print ISBN 978-3-030-22011-2, [Springer International Publishing](https://www.springer.com/9783030220112), DOI <https://doi.org/10.1007/978-3-030-22012-9>
- [4.] Virgil Chichernea, 2015. "[Smart Cities Communities And Smart Ict Platform](#)," [Romanian Economic Business Review](#), Romanian-American University, vol. 9(1), pages 26-36.
- [5.] Bacco, Manlio & Delmastro, Franca & Erina, Ferro & Gotta, Alberto. (2017). Environmental Monitoring for Smart Cities. *IEEE Sensors Journal*. PP. 1-1. <https://doi.org/10.1109/JSEN.2017.2722819>.



- [6.] Eduardo Felipe Zambom Santana, Ana Paula Chaves, Marco Aurelio Gerosa, Fabio Kon, and Dejan S. Milojicic. 2017. Software Platforms for Smart Cities: Concepts, Requirements, Challenges, and a Unified Reference Architecture. *ACM Comput. Surv.* 50, 6, Article 78 (November 2018), 37 pages. <https://doi.org/10.1145/3124391>
- [7.] Batty, M. (2018). Artificial intelligence and smart cities. *Environment and Planning B: Urban Analytics and City Science*, 45(1), 3-6. <https://doi.org/10.1177/2399808317751169>
- [8.] Sarah Barns, Smart cities and urban data platforms: Designing interfaces for smart governance, *City, Culture and Society*, Volume 12, 2018, Pages 5-12, ISSN 1877-9166, <https://doi.org/10.1016/j.ccs.2017.09.006>.
- [9.] Montori, L. Bedogni and L. Bononi, "A Collaborative Internet of Things Architecture for Smart Cities and Environmental Monitoring," in *IEEE Internet of Things Journal*, vol. 5, no. 2, pp. 592-605, April 2018, doi: <https://doi.org/10.1109/JIOT.2017.2720855>.
- [10.] Yin, C., Xiong, Z., Chen, H. et al. A literature survey on smart cities. *Sci. China Inf. Sci.* 58, 1–18 (2015). <https://doi.org/10.1007/s11432-015-5397-4>
- [11.] F. De Filippi, C. Coscia, G. Boella, A. Antonini, [A. Calafiore](#), A. Cantini, R. Guido, C. Salaroglio, L. Sanasi, C. Schifanella, MiraMap: A We-Government Tool for Smart Peripheries in Smart Cities, *IEEE Access*, VOLUME 4, 2016, <https://doi.org/10.1109/ACCESS.2016.2548558>
- [12.] Skouby, K. E., Kivimäki, A., Haukiputo, L., Lynggaard, P., & Windekilde, I. M. (2014). Smart Cities and the Ageing Population. Paper presented at The 32nd Meeting of WWRF, Marrakech, Morocco, <http://www.wwrf.ch/files/wwrf/content/files/publications/outlook/Outlook12.pdf>
- [13.] Saleem Ibraheem Saleem, Subhi R. M. Zeebaree, Diyar Qader Zeebaree, Adnan Mohsin Abdulazeez, Building Smart Cities Applications based on IoT Technologies: A Review, *Trku*, Volume 62, Issue 03, April, 2020, ISSN: 04532198
- [14.] M. J. Kaur and P. Maheshwari, "Building smart cities applications using IoT and cloud-based architectures," 2016 International Conference on Industrial Informatics and Computer Systems (CIICS), Sharjah, United Arab Emirates, 2016, pp. 1-5, doi: <https://doi.org/10.1109/ICCSII.2016.7462433>.
- [15.] Delmastro, Franca & Arnaboldi, Valerio & Conti, Marco. (2022). People-centric computing and communications in Smart Cities. https://www.researchgate.net/publication/357823594_People-centric_computing_and_communications_in_Smart_Cities
- [16.] Harmon, Robert & Castro-Leon, Enrique & Bhide, Sandhiprakash. (2015). Smart cities and the Internet of Things, 2015 Proceedings of PICMET '15: Management of the Technology Age, 485-494. <https://doi.org/10.1109/PICMET.2015.7273174>
- [17.] Lorenzo Adreani, Pierfrancesco Bellini, Marco Fanfani, Paolo Nesi, and Gianni Pantaleo. 2023. Design and Develop of a Smart City Digital Twin with 3D Representation and User Interface for What-If Analysis. In *Computational Science and Its Applications – ICCSA 2023 Workshops: Athens, Greece, July 3–6, 2023, Proceedings, Part VIII*. Springer-Verlag, Berlin, Heidelberg, 531–548. https://doi.org/10.1007/978-3-031-37126-4_34
- [18.] Harrison, C. and Donnelly, I.A. 2011. A Theory of Smart Cities. *Proceedings of the 55th Annual Meeting of the ISSS - 2011*, Hull, UK. 55, 1 (Sep. 2011).
- [19.] Antonio J. Sánchez, Sara Rodríguez, Fernando de la Prieta, Alfonso González, Adaptive interface ecosystems in smart cities control systems, *Future Generation Computer*



Systems, Volume 101, 2019, Pages 605-620, ISSN 0167-739X,
<https://doi.org/10.1016/j.future.2019.06.029>.

- [20.] A. K. Darmawan, D. O. Siahaan, T. D. Susanto, Hoiriyah, B. A. Umam and B. Bakir, "User Interface and Usability Assessment of mobile- based Smart City using Webqual 4.0 Approach: an insight of Madura Island Districts," 2020 6th International Conference on Science and Technology (ICST), Yogyakarta, Indonesia, 2020, pp. 1-6, doi: <https://doi.org/10.1109/ICST50505.2020.9732788>.
- [21.] Mora H, Gilart-Iglesias V, Pérez-del Hoyo R, Andújar-Montoya MD. A Comprehensive System for Monitoring Urban Accessibility in Smart Cities. *Sensors*. 2017; 17(8):1834. <https://doi.org/10.3390/s17081834>
- [22.] Hopkins, T., Bae, S.S., Uhr, J., Zheng, C., Banić, A., Do, E.YL. (2021). User Interfaces in Smart Cities. In: Augusto, J.C. (eds) *Handbook of Smart Cities*. Springer, Cham. https://doi.org/10.1007/978-3-030-69698-6_94
- [23.] C., RICARDO & Ortiz, Miguel & Carreño, Luis & Acosta Banda, Adán. (2021). Blockchain CNN Deep Learning Expert System for Health Care Emergency. *Fractals*. 29. <https://doi.org/10.1142/S0218348X21502273>
- [24.] Gómez-Carmona O, Casado-Mansilla D, López-de-Ipiña D. Multifunctional Interactive Furniture for Smart Cities. *Proceedings*. 2018; 2(19):1212. <https://doi.org/10.3390/proceedings2191212>
- [25.] Breetzke, Thayne & Flowerday, Stephen. (2016). The Usability of IVRs for Smart City Crowdsourcing in Developing Cities. *The Electronic Journal of Information Systems in Developing Countries*. 73. 1-14. <https://doi.org/10.1002/j.1681-4835.2016.tb00527.x>.

—