

# Gooney: Soft & sticky.

## TOG on Interface

By H.Bruin, K.Greef & R.Brankaert

# 1. What is control?

“The user’s sense of control arises from neither tyranny nor anarchy but from the freedom of a supportive environment constructed of reasonable and consistent rules.”

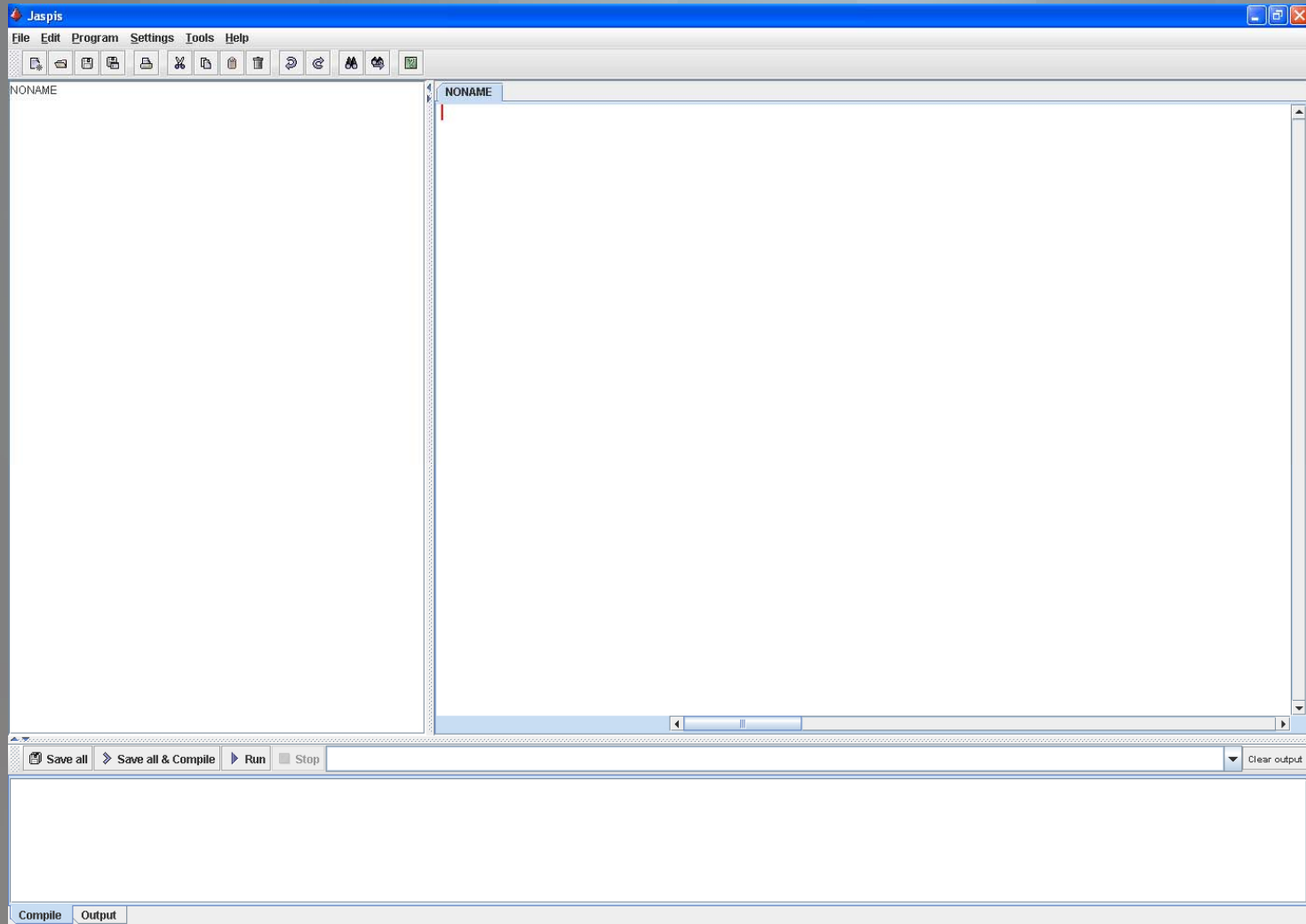
# Bad Example

```
Microsoft Windows XP [Version 5.1.2600]  
<C> Copyright 1985-2001 Microsoft Corp.  
C:\Documents and Settings\s060601>cd..  
C:\Documents and Settings>cd..  
C:\>_
```

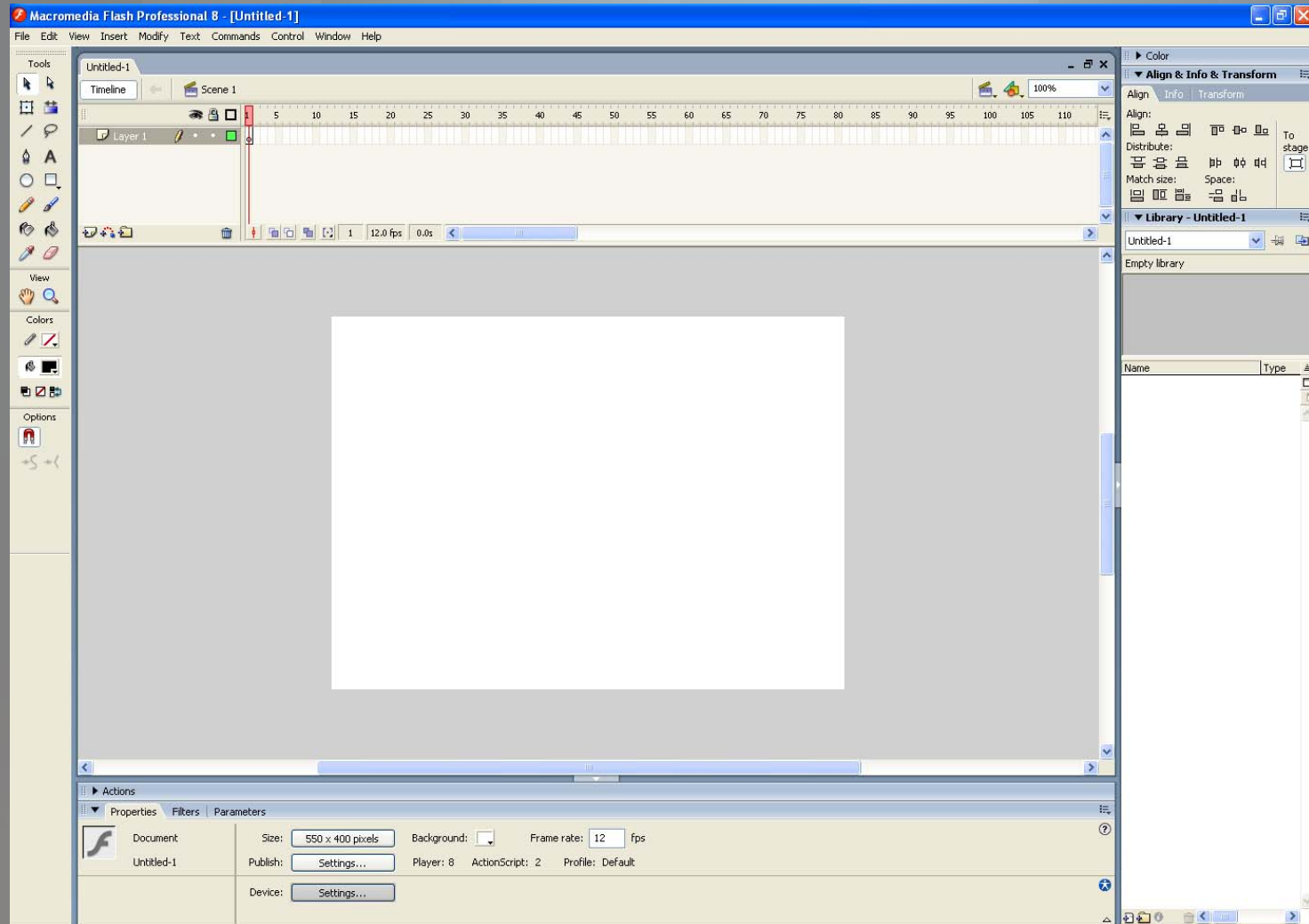
# Good Example



# Bad Example



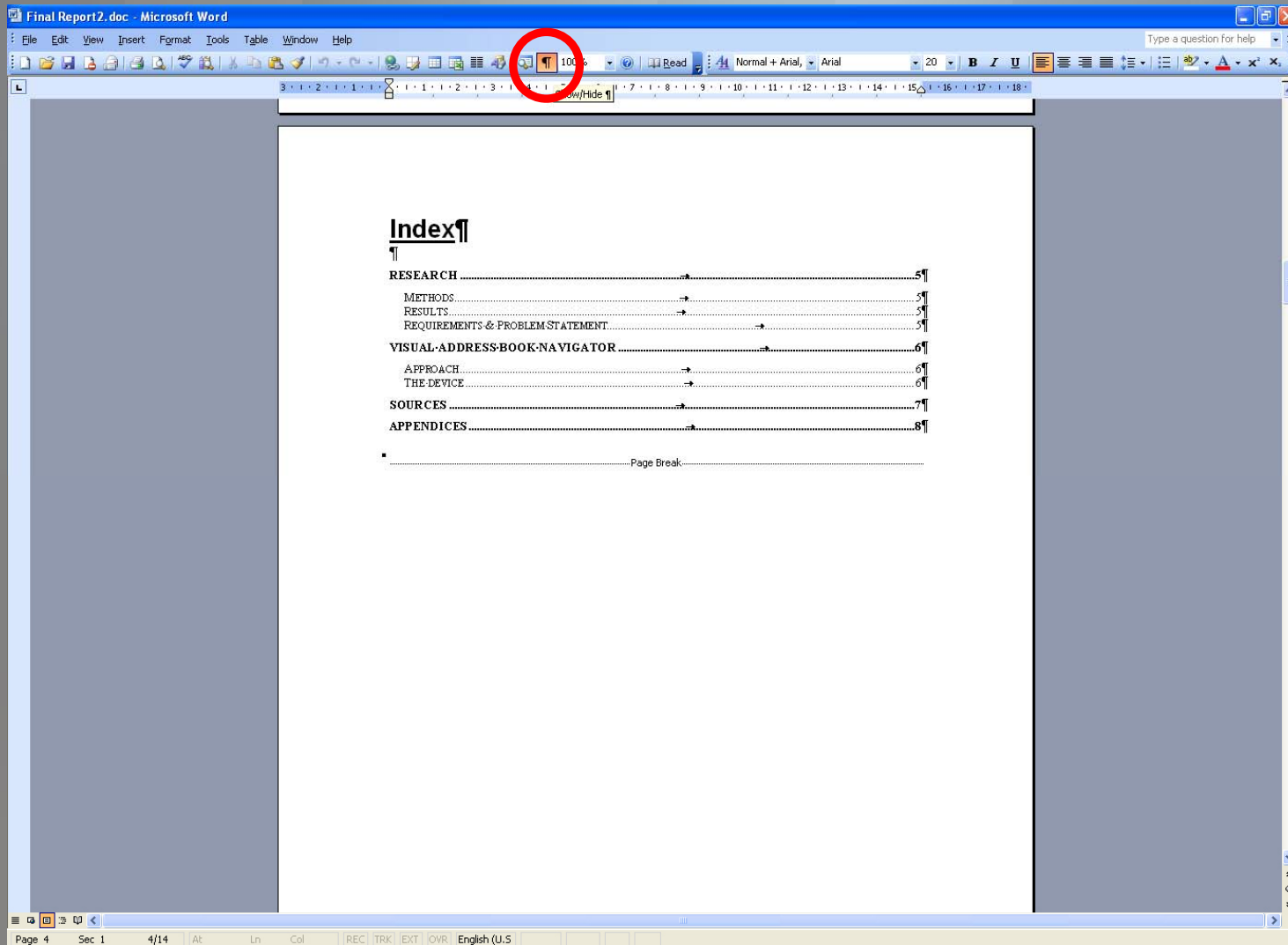
# Good Example



## 2. Options

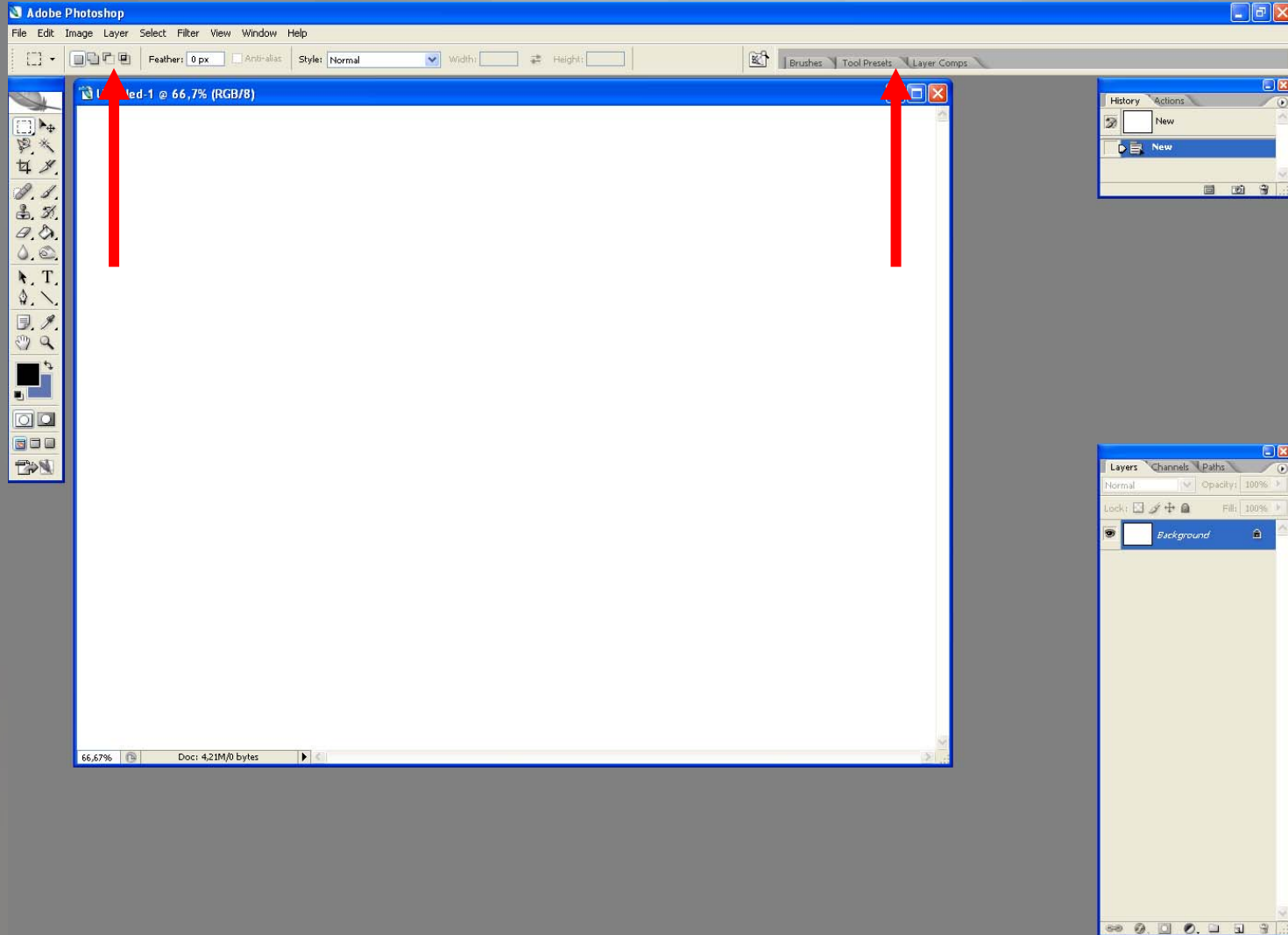
“Never present a power user option in such a way that normal users must learn all about it in order to know they don’t need to use it.”

# Bad Example





# Good Example



### 3. And once again... Consistency

“The most important consistency of all is consistency with the users expectations.”

Act upon the user's expectations!  
always!

## Final Tip

“Be wary of rationalisation, assumption and denial creeping into the design process.”

Questions?