

Golden Tips

User Interface Design for Programmers

By Joel Spolsky

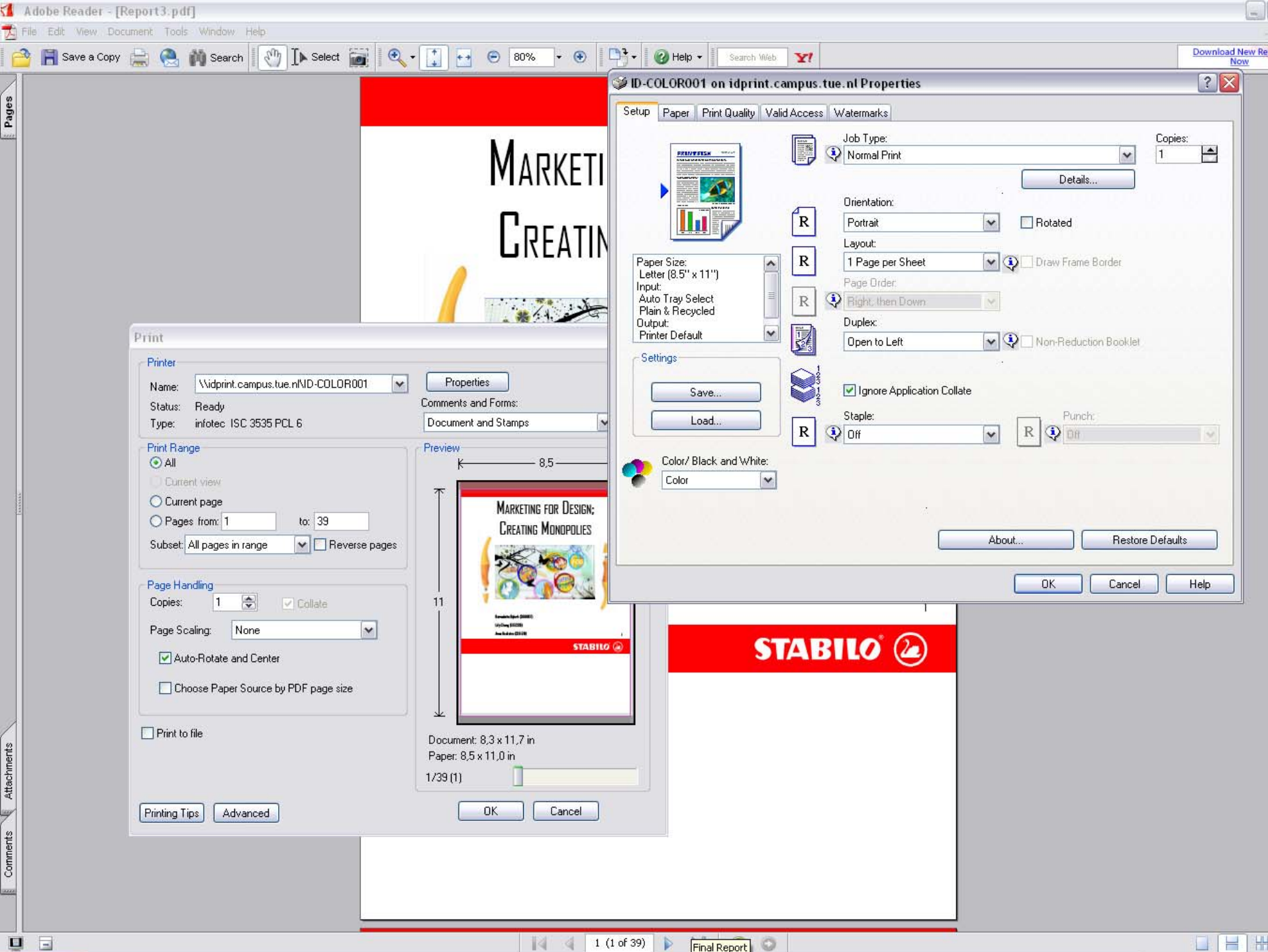
Stephan Hoes Willem Jin Anne Hoekstra

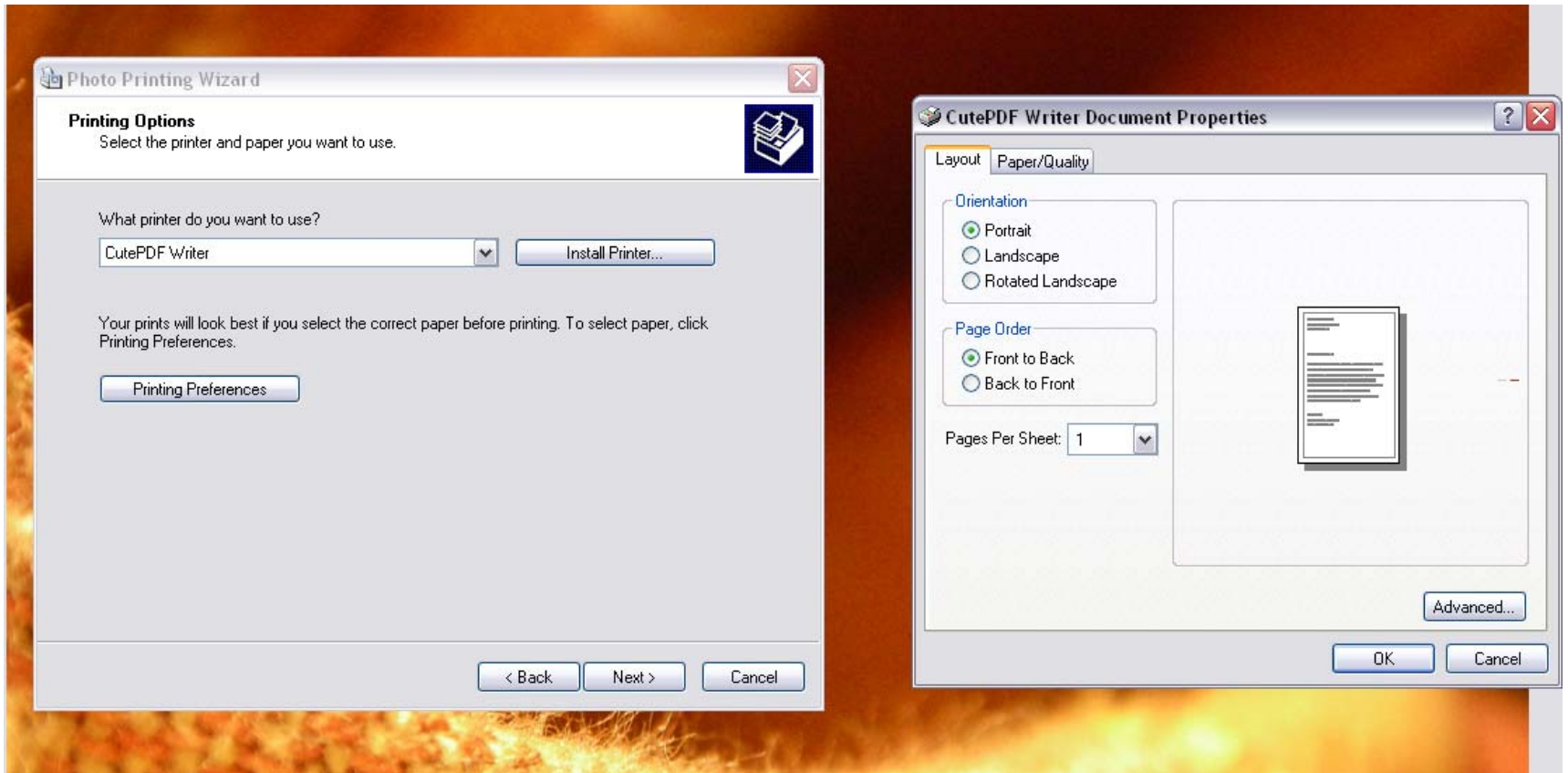
Controlling your environment makes you happy
(Learned Helplessness)

Give the users the feeling that they are in
control of their environment

Tip 1

Try to minimize the decisions that people have
to make





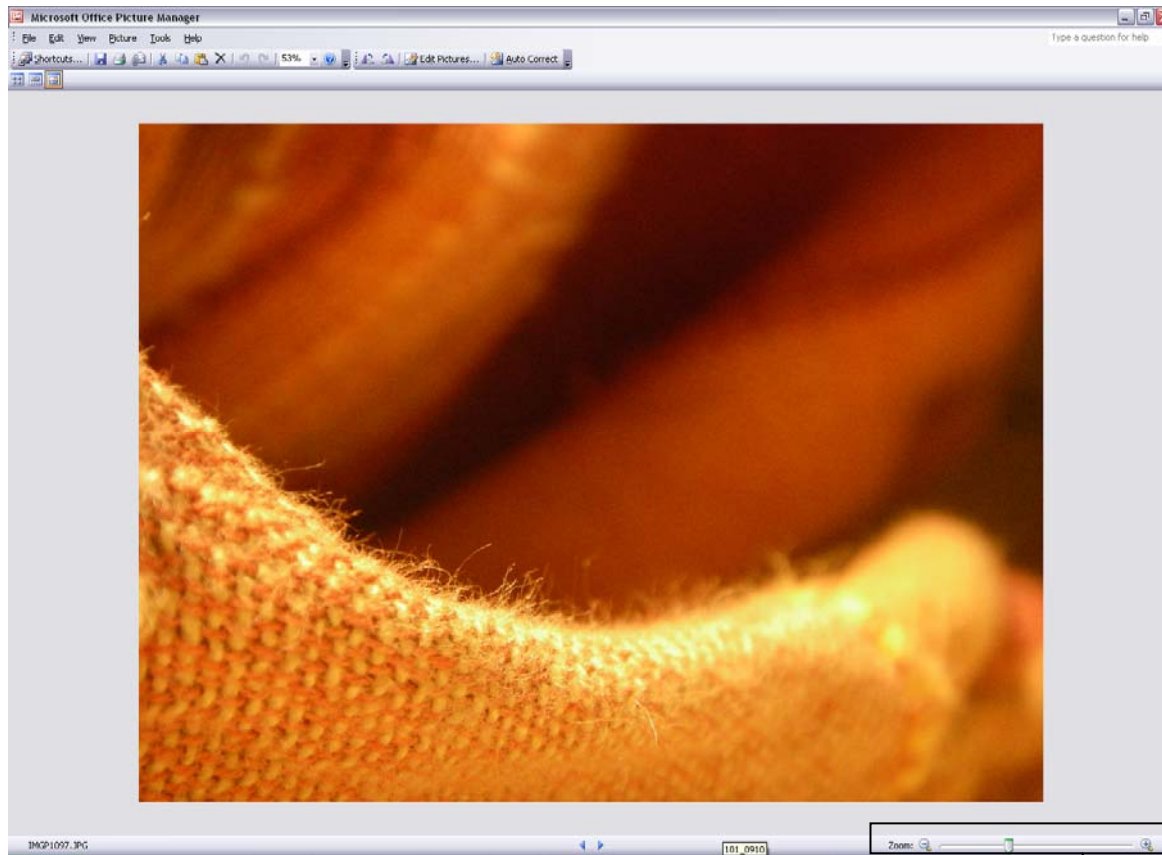
Tip 2

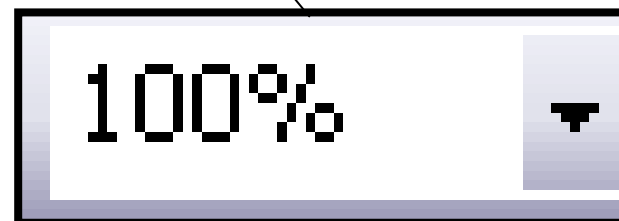
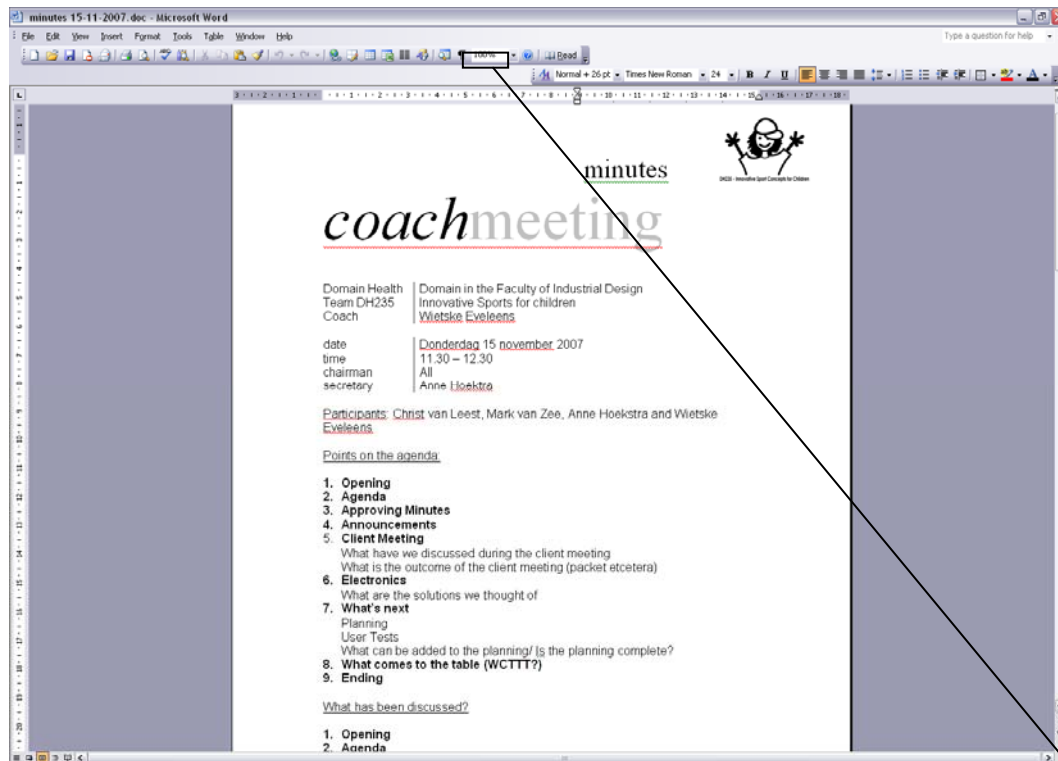
Use Metaphors & Affordances

Make them predictable

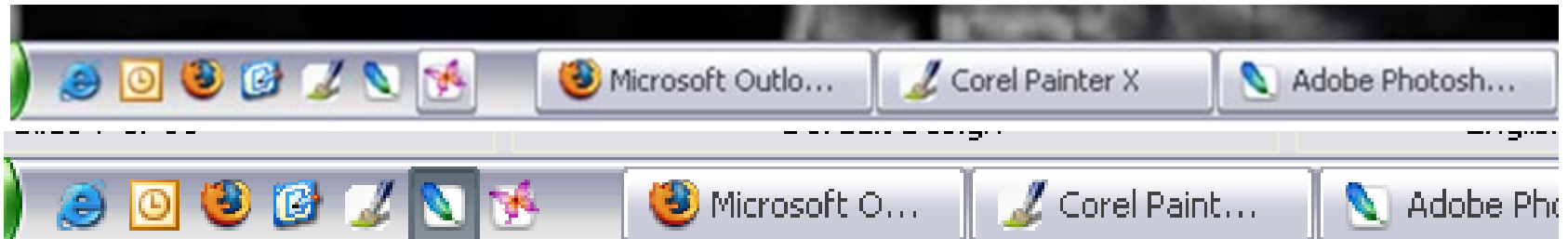
Objects in the real world

Better no one, than a bad one





The buttons *afford* pushing. It makes you *want* to push it.



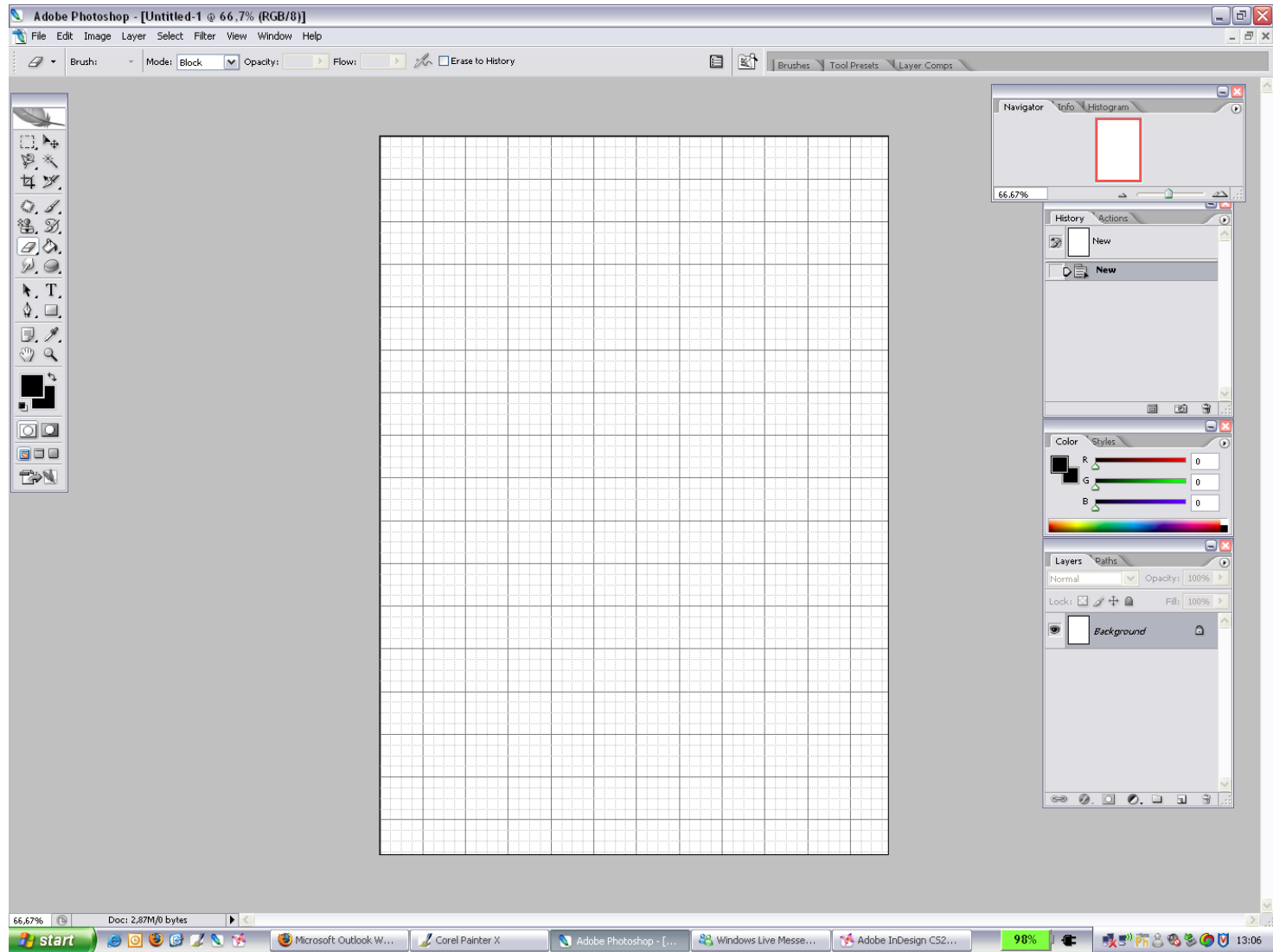
Tip 3

Be consistent

Use consistency intelligently

Not very creative

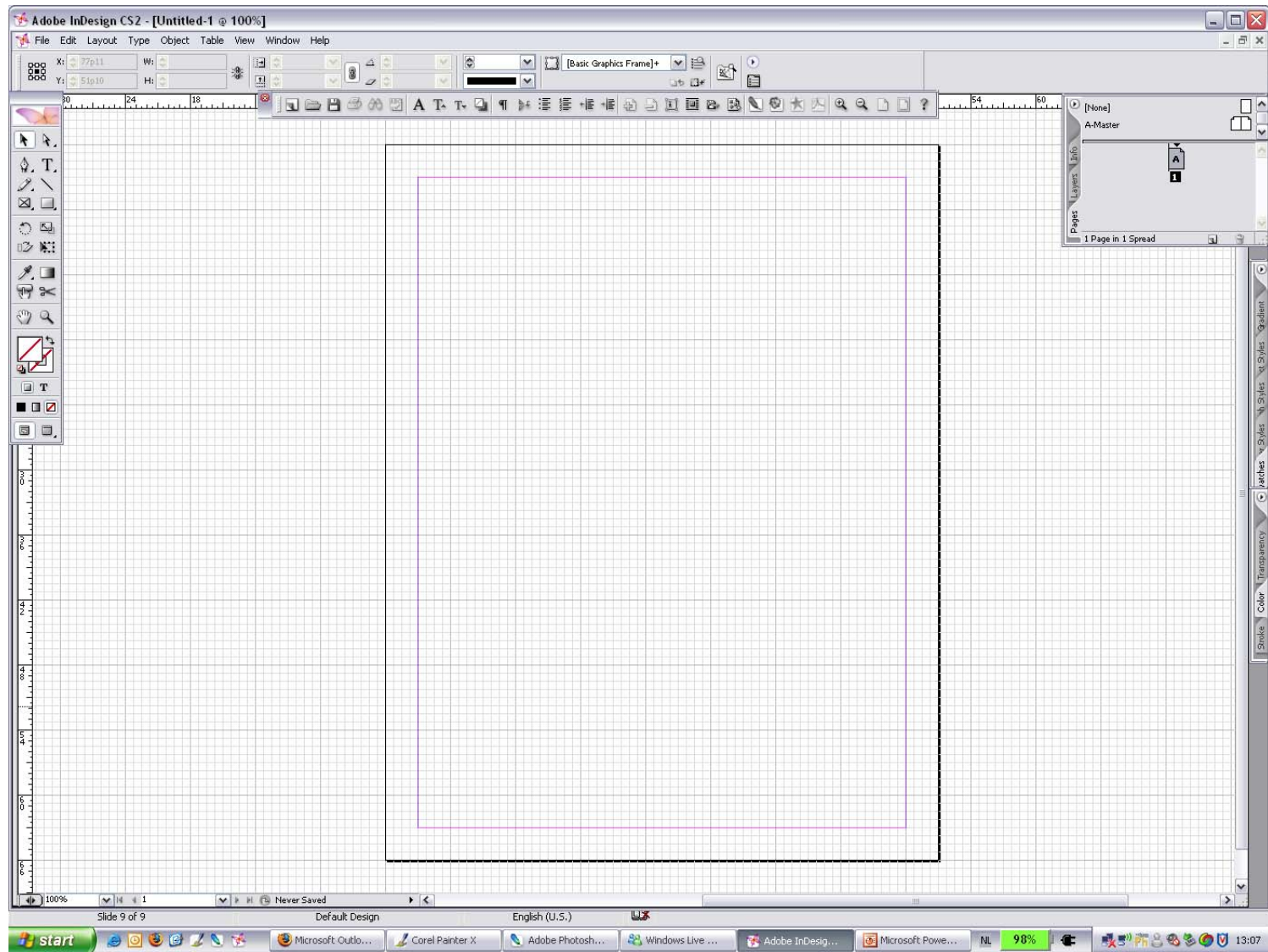
Makes users in the long run happier



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Gooley: Soft & Sticky

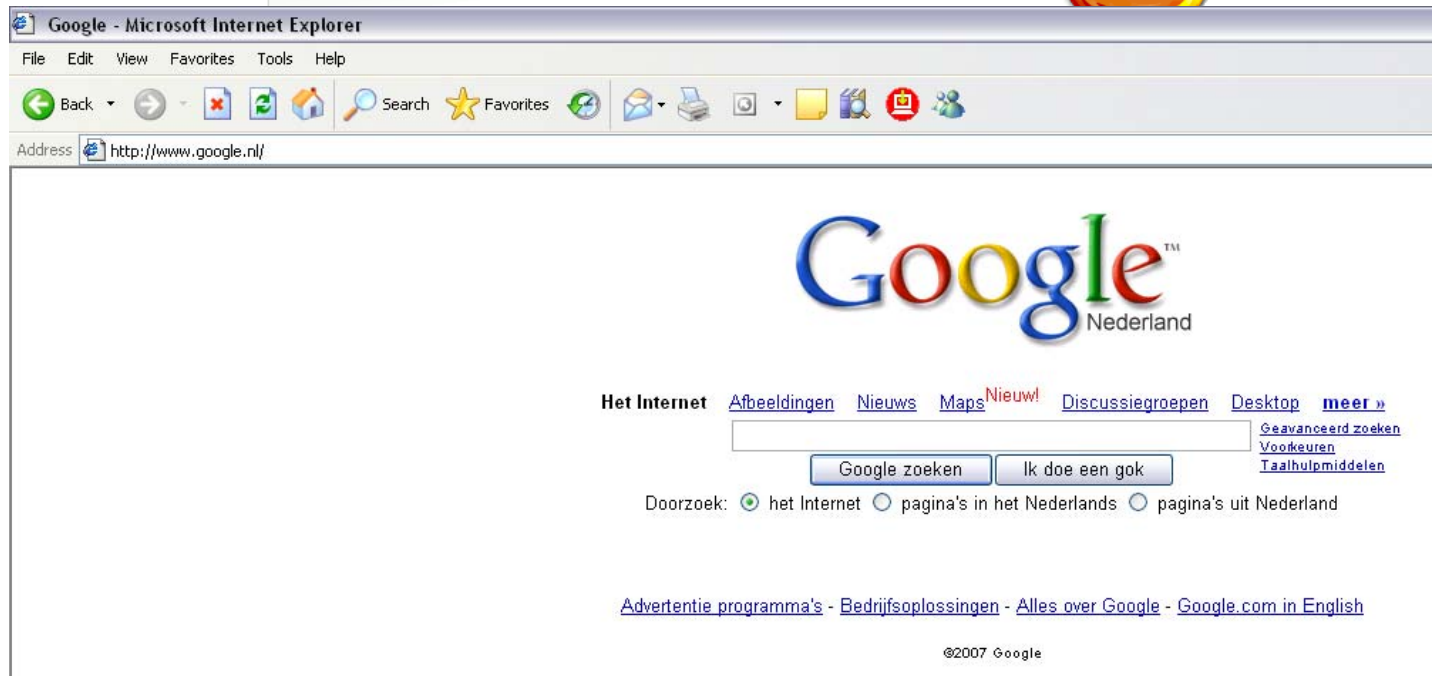
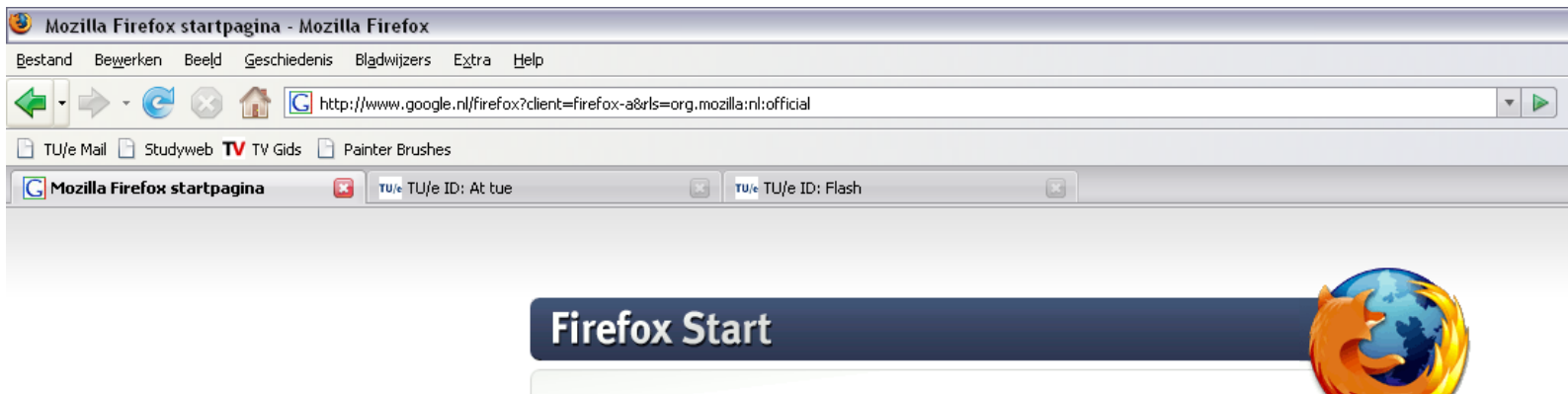
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Questions?