

GUI Bloopers

by Jeff Johnson

Roelof Tweehuijsen

Marcel Ton

Ruben van der Vleuten

Chapter 1, First Principles

Main principle: focus on the user and their tasks, not the technology

Who is the user and what do they want to do on the GUI?

First test functionality. Lay-out, implementation code and appearance comes later.

Less is more, find power/ complexity balance

Conceptual model helps to debug the GUI

Use user's vocabulary

Developers can learn surprising things from usability tests

The golden tip: First things first!

1 → Users → functionality of GUI

No unnecessary complexity

Think outside-in

Deliver information, not just data

- Provide low risk environment

Conceptual model

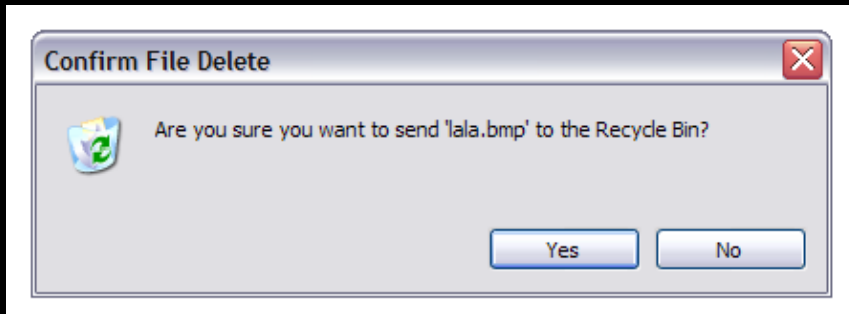
Task scenario

2 → Presentation

3 → Technology

4 → Usability testing

5 → Correct problems



Provide low risk environment

Presentation first,
functionality later

Where can I enter this page?

Welkom op de Camper website van Rita en Paul.

Wij rijden de zelfbouw MB 100 FreeTime.



**Laatste up-date:
08-11-2007**

**Aai de poes en
ga onze site in.**



**Tijdens het lezen
muziek via uw
computer?
Klik rechts van mij
op het station van
uw keuze.**

000649

Bravenet Free Counter
VIEW SITE STATS



Web Radio Tuner

Ook op jouw site?

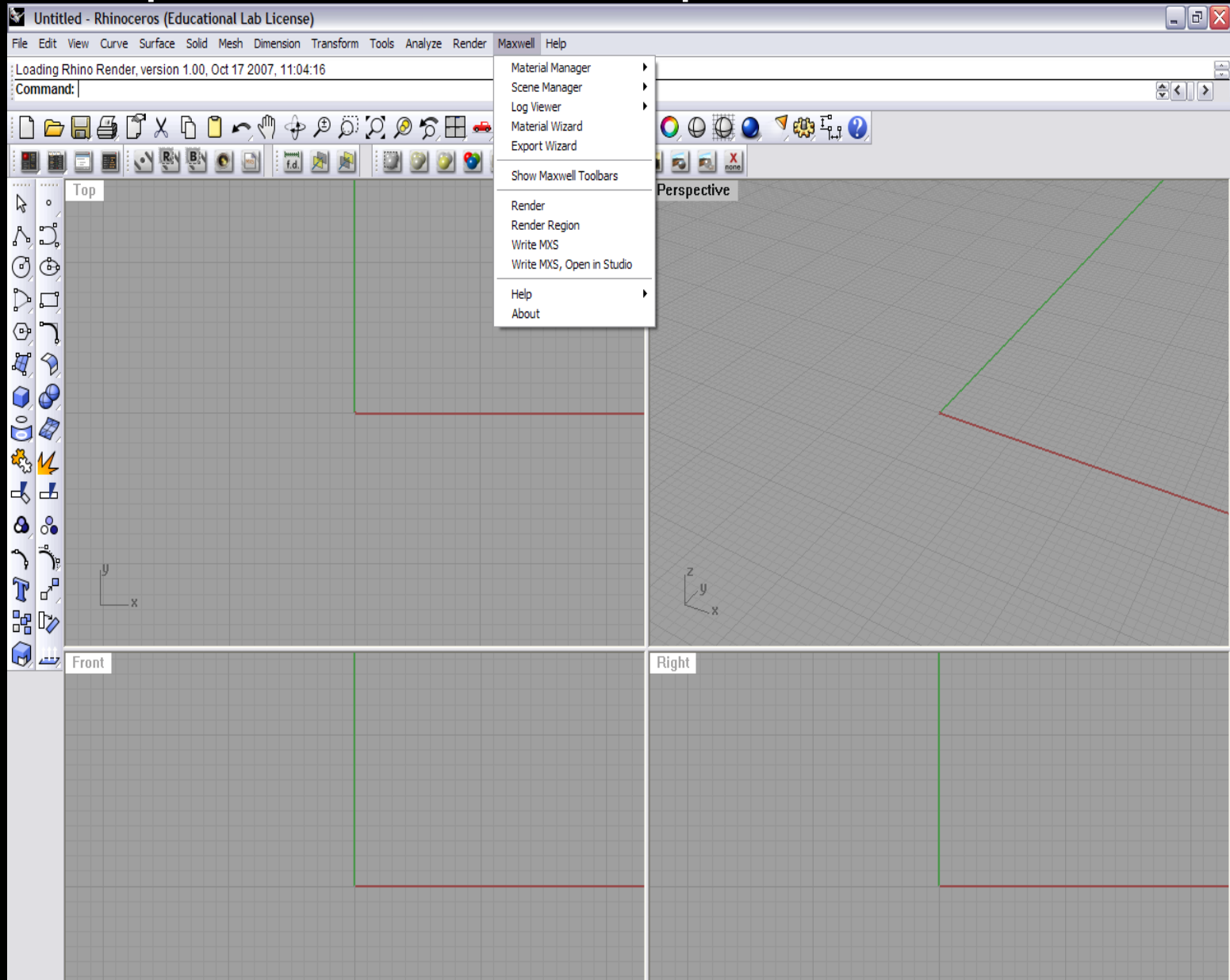
Veronica	Meer..
Kink FM	Meer..
Radio 3	Meer..
Sky Radio	Meer..
RTL FM	Meer..
Radio 538	Meer..
Yorin FM	Meer..
Q Music	Meer..
Arrow classic rock	Meer..
Business Nieuws Radio	Meer..
Radio 2	Meer..
Radio 1	Meer..

SPAM POISON

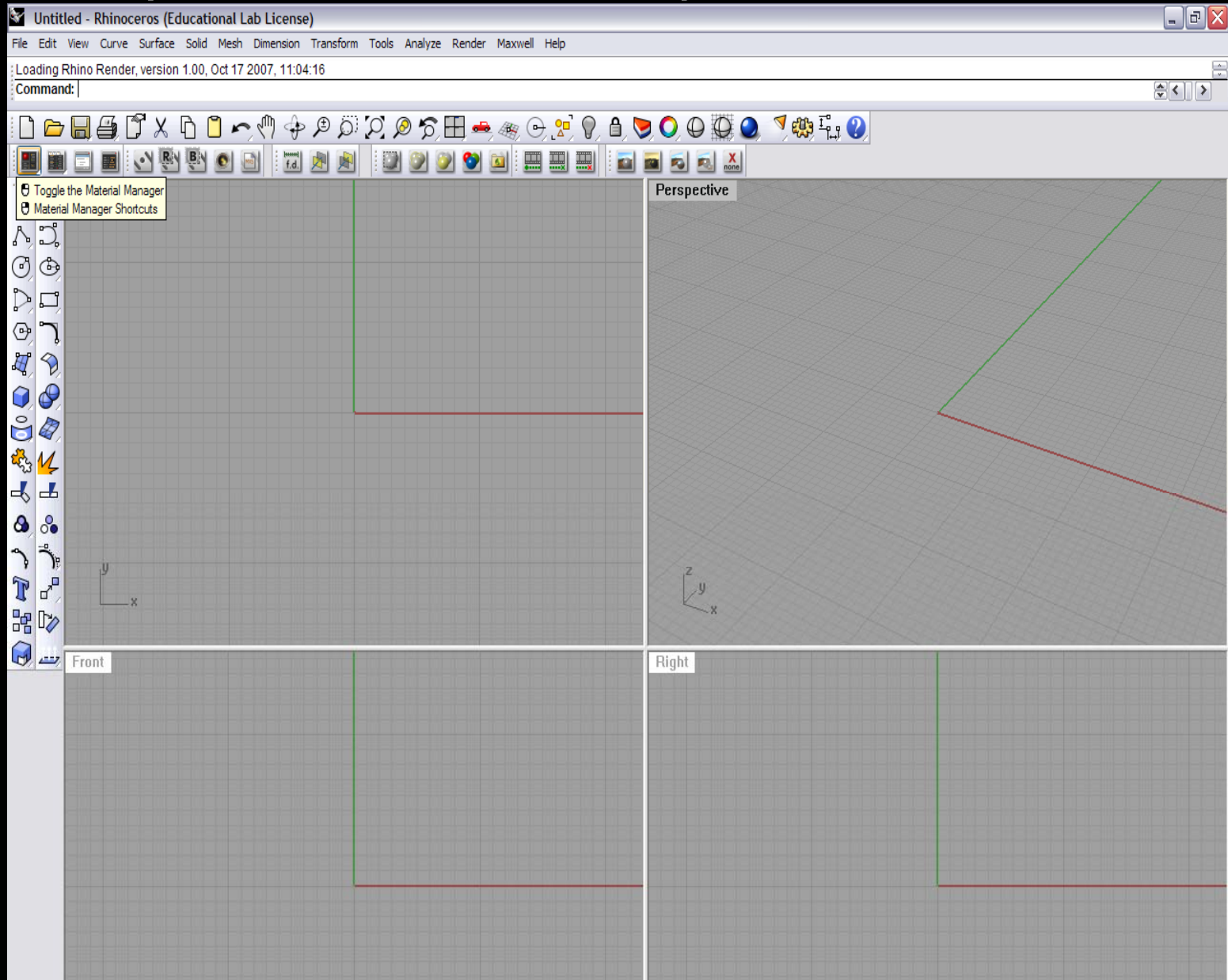
Chapter 2 – GUI Component Bloopers

- Sum-up of main points without examples.
 - Don't make menu's change, but grey out unavailable options (Apple)
 - Think outside in; the user has to handle your software
 - Use known keyboard equivalents (Macromedia Flash)
 - Make main windows different from dialog boxes
 - Mouse down should not be treated as a click
 - Apps should always show a busy mouse cursor

“Don’t place all menu bar options on the tool bar.”



“Don’t place all menu bar options on the tool bar.”



“A radio button can not be off when entering, but if so it needs to have the ability to be turned off again once clicked!”

Tweakers.net - Vraag & Aanbod - Windows Internet Explorer

http://tweakers.net/aanbod/nieuw

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Tweakers.net - Vraag & Aanbod

Afbeelding 1 +

Een productafbeelding kun je het beste opslaan in het JPEG-formaat (uploaden van PNG/GIF-afbeelding is ook mogelijk). De grootte van de afbeelding mag maximaal 225KB zijn en de afmetingen mogen maximaal 800 x 600 zijn.

Locatiegegevens

Postcode

Woonplaats

Verzend- en betaalvoorkeuren (optioneel)

Verzendkosten ☐ Verzendkosten inbegrepen
☐ Kosten Koper

Verzendmethode
- alles selecteren
- alles deselecteren
- selectie omkeren

☐ (Pakket)post internationaal
☐ (Pakket)post nationaal
☐ Koerier
☐ Langsbrengen
☐ Ophalen

Betaalmethode
- alles selecteren
- alles deselecteren
- selectie omkeren

☐ Bank achteraf
☐ Bank vooraf
☐ Contant
☐ PayPal achteraf
☐ PayPal vooraf
☐ Rembours

Veiling (optioneel)

Het is mogelijk om je product door middel van een veiling te verkopen. Indien je van deze mogelijkheid gebruik wilt maken kun je dat hieronder aangeven. Tevens kun in beperkte mate kiezen hoelang de veiling loopt. Deze looptijd kan achteraf niet worden aangepast. Als minimumbod wordt het bedrag genomen dat je bij prijs hebt ingevuld.

☐ Veilingmodus activeren

Looptijd dagen

“A radio button can not be off when entering, but if so it needs to have the ability to be turned off again once clicked!”

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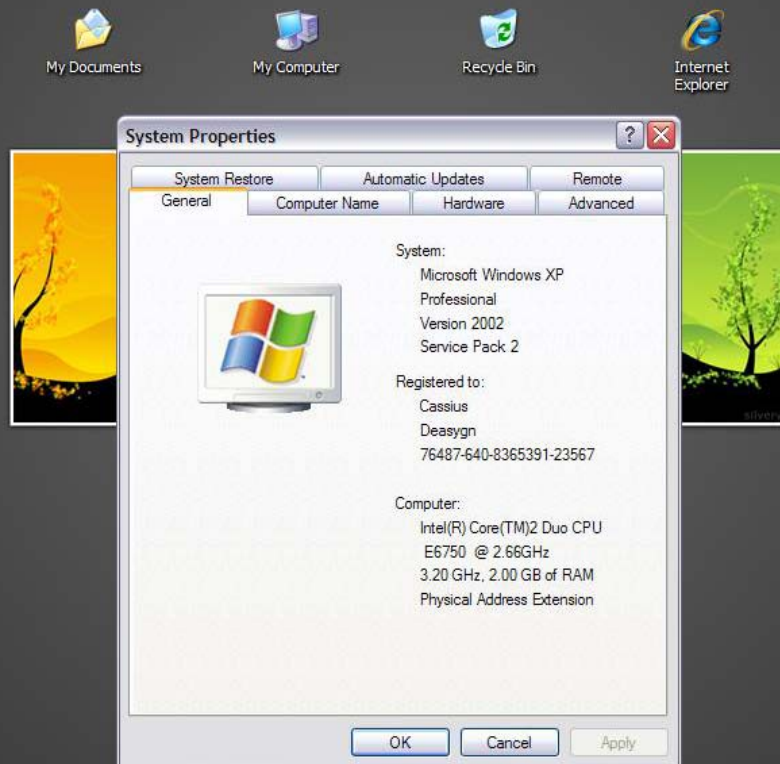
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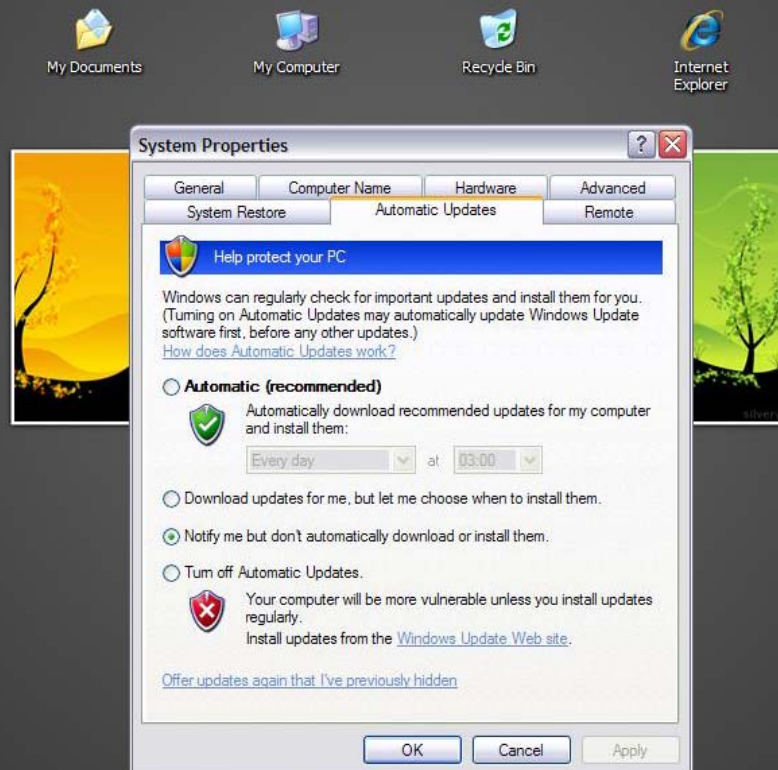
☐ Veilingmodus activeren

Looptijd ▼

“Do not use too many tabs (double rows) and do never make them jump or dance.”



“Do not use too many tabs (double rows) and do never make them jump or dance.”

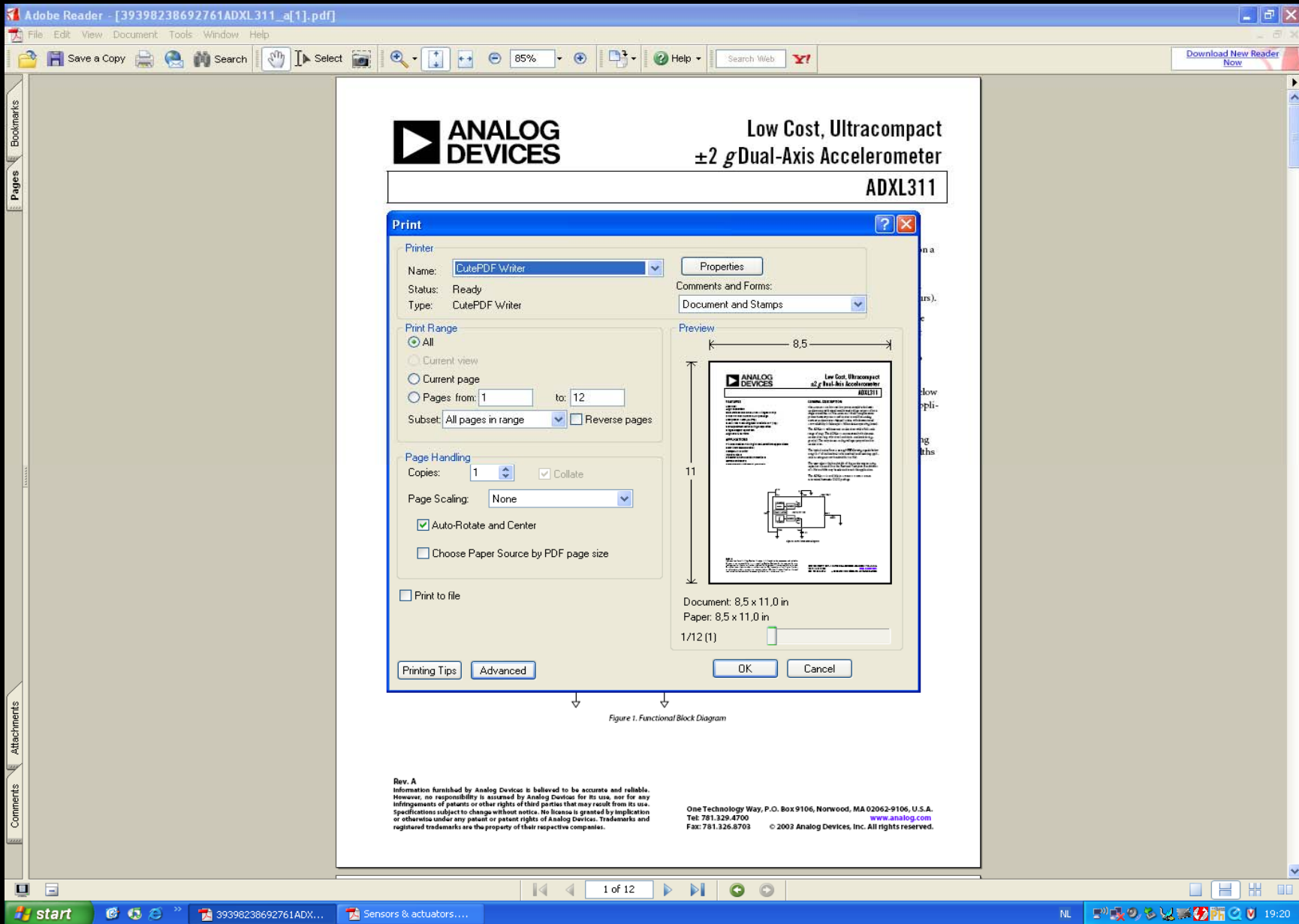


Chapter 3, Layout and appearance bloopers

- Poor layout and arrangement of windows
- Goofs with group boxes and separators
- Shoddy labeling and spacing
- Trouble some typography and graphic design

- Use buttons adjacent to the data
- Group boxes should be used sparingly
- Never Assume functions/ purposes are self-evident
- Use short and clear labeling
- Use readable fonts sizes

Be Consistent !!!



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Welcome to ID Department

The Industrial Design course started in 2001 and counts a number of nationalities among its multidisciplinary staff. The emphasis is on 'ambient intelligence': the design of intelligent products, systems, and services. Over the next couple of years 'ambient care' will receive special attention because health and well-being are among the primary focal areas of both Industrial Design and the TU/e. Because of its broad range of contacts with companies and institutions in Europe and beyond (Singapore, Australia, the United States), Industrial Design is well-equipped to respond to international developments in a pro-active manner. Click on the buttons below to know more about Industrial design's unique features.

industry involvement

intelligent products

competency-centered

internationalization

design research

showroom

Agenda Industrial Design

22-11-2007
Visit: Ostrea Lyceum Goes

29-11-2007
Pretty (and) Smart : User Experience Design and Research at Microsoft

01-12-2007
Oriëntatiedag

19-12-2007
Voorlichtingsdag Industrial Design domain Play

12-01-2008
Oriëntatiedag

25-01-2008
Visit: Zwijsen College Veghel

15-02-2008
Visit: Stella Maris College Meerssen

21-02-2008
Visit: Altana College Sleeuwijk

> maandoverzicht agenda
> andere agenda's...

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- Education model
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- Master program
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- Domain Home
- Domain Play
- Domain Work

- MASTER
- Domain Empowering people
- Domain Intelligent Spaces

"Truly intelligent systems for the future can only be made by truly intelligent talents given the space and responsibility to explore and develop their talents".

Simulated professional environment

The Industrial Design department is organised along the lines of a simulated professional design environment. It is based on an innovative model of competence-based learning. Students, or 'junior employees' as we call them, work in units. As such, each unit has a unit leader, a team of consulting experts from the university and from outside business partners, and a number of junior employees. Units also have their own physical location at the department. In this way, students work with and get to know their future colleagues in the field in an informal setting from day one. Outside consulting experts are part of every 'business unit'. We have been very successful in hiring some of the top people to take part in training future industrial designers.

Students work on four projects a year in different domains. Each domain addresses one field of application: Entertainment, Home, Work, Health. Team members work together on unit projects, often commissioned by organisations or businesses outside the university.

Developing a future interactive mirror palace for the Efteling and Monitoring Alzheimer patients by care giver, are just a few of the unit projects students successfully completed during the first two years of the department's existence.

Each student develops a portfolio detailing this kind of experience during the course of his or her studies. Individual assignments are also included in this portfolio. Sixty per cent of a student's time is spent on joint unit projects. The rest of their time is spent on individual assignments, in which students acquire specific basic knowledge and skills, such as modelling and programming. The Bachelor's course consists of basic training and subsequent specialisation in different areas, such as Product Design and Embedded Systems Design. During the Master's programme, in the fourth year, students work as trainees for outside businesses or organisations for at least three months. A traineeship may last up to one year. Students are encouraged to spend at least part of their time as a trainee abroad. In the fifth year they work on an integrative final project based on their previous specialisation.

Competency learning system

The way this course of study is organised is inspired by an education model known as competency learning. The system focuses on complex behaviour and gives equal weight to knowledge, skills and attitudes.

Acquiring knowledge, skills and attitudes is part of every 'job' a student is given. He or she starts developing as a professional designer from day one. Competency learning requires a powerful working and learning environment. A place where self-tutoring is possible, which responds flexibly to each individual and which recognises the importance of collaborative learning within a realistic context.

One of the reasons competency learning is greatly suited to industrial design is that design has always been a profession which is learned and performed by practical application, not exclusively through the acquisition of theoretical skills. This stems both from the nature of the skills involved (e.g. drawing, 3D modelling, presenting) and from the fact that certain types of knowledge are hard to formalise (e.g. aesthetics, product semantics, product values, creativity).

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Welcome to the internal site of Industrial Design.

This part of the website will only be accessible with username and password in the near future.



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Voor elektronica assignments kunnen studenten terecht bij het E-Atelier. In het E-Atelier zijn voldoende componenten en bouwstenen aanwezig om jouw schakeling te bouwen en testen. Ook voor vragen kan je hier terecht. Elke maandag-, dinsdag-, woensdag- en donderdagmiddag is er een student van de faculteit Elektrotechniek aanwezig om studenten te helpen met hun problemen.

Openingstijden
Het E-Atelier is geopend op werkdagen van 08.30u tot 17.30u.

Contact
E-Atelier ID
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Mail: <mailto:ideatelier@tue.nl>

Geert van den Boomen
HG 2.59

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- Datasheets
- **Links Assignments**
- Elektronica toolset
- Microcontroller
- Phidgets

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