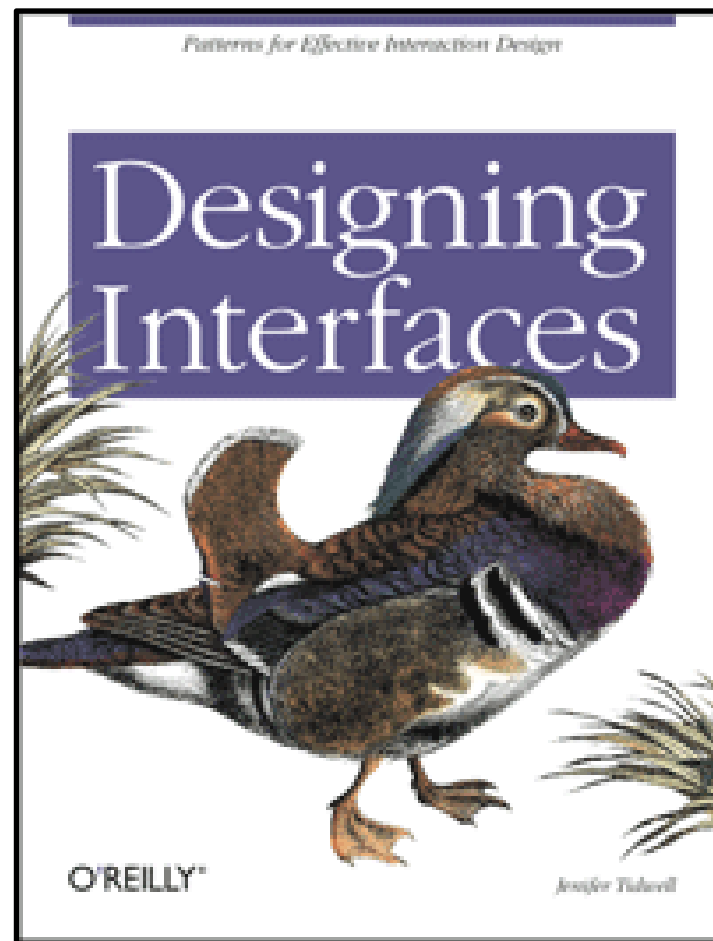


# **Gooley: soft and sticky**

## **Presentation two – May 13 2008**

### **Team C**

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## Tidwell, J.: *Designing Interfaces* (2006)

Second edition, Sebastopol, O'Reilly Media.

# List of behaviors

- |   |                          |    |                        |
|---|--------------------------|----|------------------------|
| 1 | Safe exploration         | 7  | Habituation            |
| 2 | Instant Gratification    | 8  | Spatial memory         |
| 3 | Satisficing              | 9  | Prospective memory     |
| 4 | Changes in midstream     | 10 | Streamlined repetition |
| 5 | Deferred Choices         | 11 | Keyboard only          |
| 6 | Incremental construction | 12 | Other people's advice  |

# Changes in midstream | Behavior

- People change what they are doing.
- Sidetracked
- Deliberate

# Changes in midstream | Tips for design

- Make chooses available.
- Reentrance
- Make dialog boxes

# Changes in midstream | Examples



[studyweb](#)

[9292ov](#)

firefox

# Incremental construction | Behavior

- Changes until it looks right
- Nobody has in one time a finished product
- Testing
- Or start over

# Incremental construction | Tips for design

- Easy to build small pieces
- Show what the user changed
- “Flow”



# Incremental construction | Examples



**Paint**

**Photoshop**

# Streamlined repetition | Behavior

- Repeating same operation many times.
- Use one click or keystroke
- Or few clicks for all repetitions

# Streamlined repetition | Tips for design

- Place find and replace boxes
- Use Macros
- Copy-paste capabilities

# Streamlined repetition | Examples



Word

Photoshop