

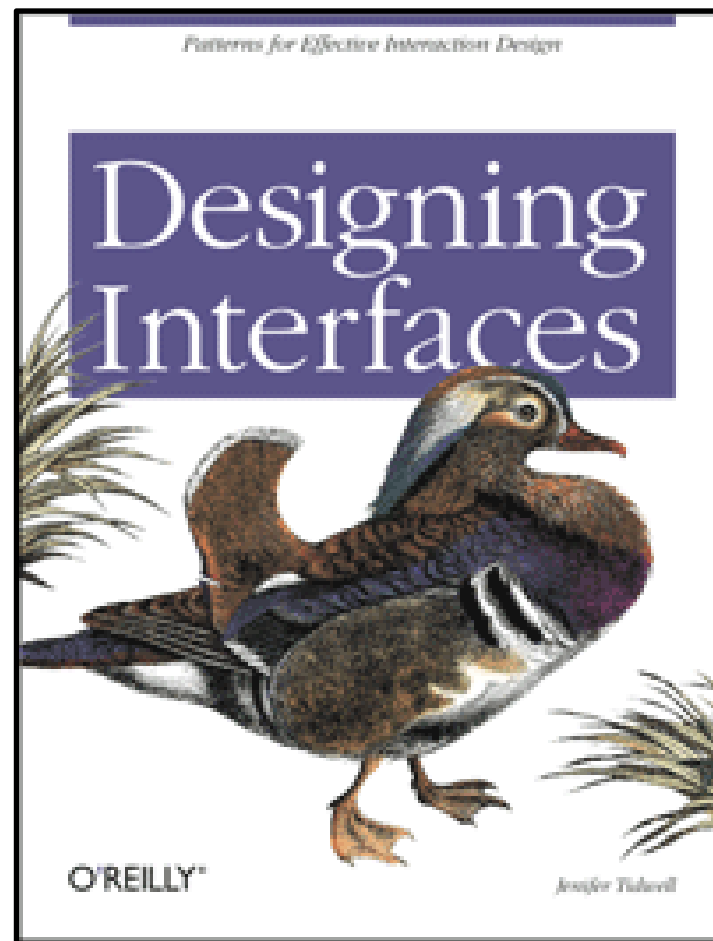


# **Gooley: soft and sticky**

## **Presentation threeeeeee – May 20 2008**

### **Team C**

Gijs Burg  
Quinten Peuling  
Mark Studer  
Ruben Hekkens



## 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  |

# List of behaviors

- |   |                                |    |                                  |
|---|--------------------------------|----|----------------------------------|
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| 2 | Instant Gratification          | 8  | <b><i>Spatial memory</i></b>     |
| 3 | Satisficing                    | 9  | <b><i>Prospective memory</i></b> |
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# Safe exploration | Behavior

- Exploration without any problems
- Trying out without irreversible consequences
- Trying out without getting lost

# Safe exploration | Tips for design

- Undoing should be very easy
- Going back to previous screen without pop-up windows or other annoying things
- Confidential information should not be asked

# Safe exploration | Examples



Couloir.org  
MSN conversation

Windows explorer

# Spatial memory | Behavior

- People will remember things later where they are, not what they are named
- people will follow a certain routine, that Shouldn't be changed



# Spatial memory | Tips for design

- Buttons shouldn't change meaning or position
- Don't add elements to a already familiar interface
- Give the user the chance to arrange data themselves

# Spatial memory | Examples



My desktop  
Pinkpop site

Plan 2 site

# Prospective memory | Behavior

- People want to postpone tasks or actions
- To be reminded, they will set up a reminder system.

# Prospective memory | Tips for design

- Give people the freedom to create their own reminder system.
- Use artifacts for passive prospective remembering.
- Make bookmarks available

# Prospective memory | Examples



Document folders

telephone

# Prospective memory | Examples

Reminders on  
my telephone

