

# Gooney Soft and Sticky

User Interface Design for  
Programmers

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# What is the book about?

- Controlling your environment makes you happy
- User expectations of software/environment
- How to determine what the user expects
- Choices
- Affordances, metaphors and consistency

# User expectations

- A user interface is well designed when
  - The program behaves exactly how the user thought it would.

Or rephrased:

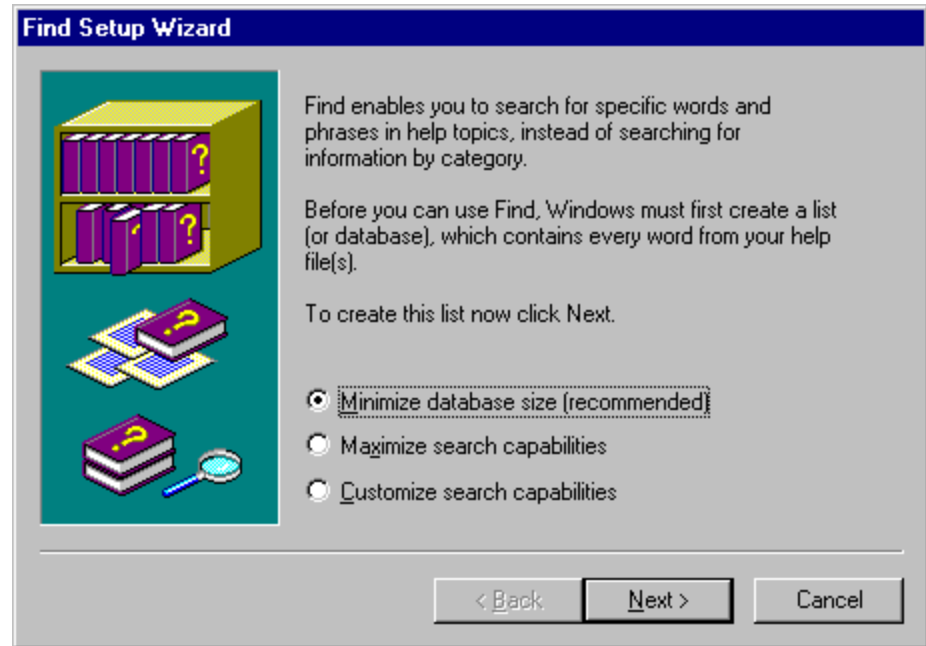
- The program model conforms to the user model

# History

- Software is the result of discussions which have lead to options in the program.
- Options require decisions
- Prevent choices where they are not necessary

# Choices

- Bad example:



The user doesn't care at this moment for a choice, he needs help

# Choices

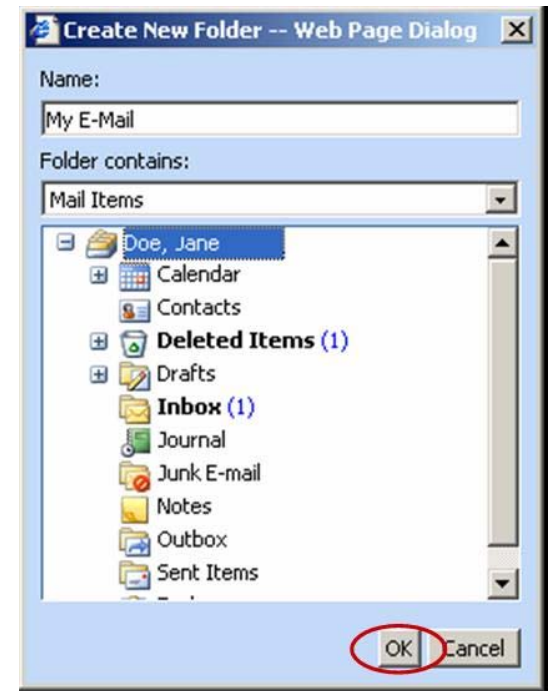
- Good example:



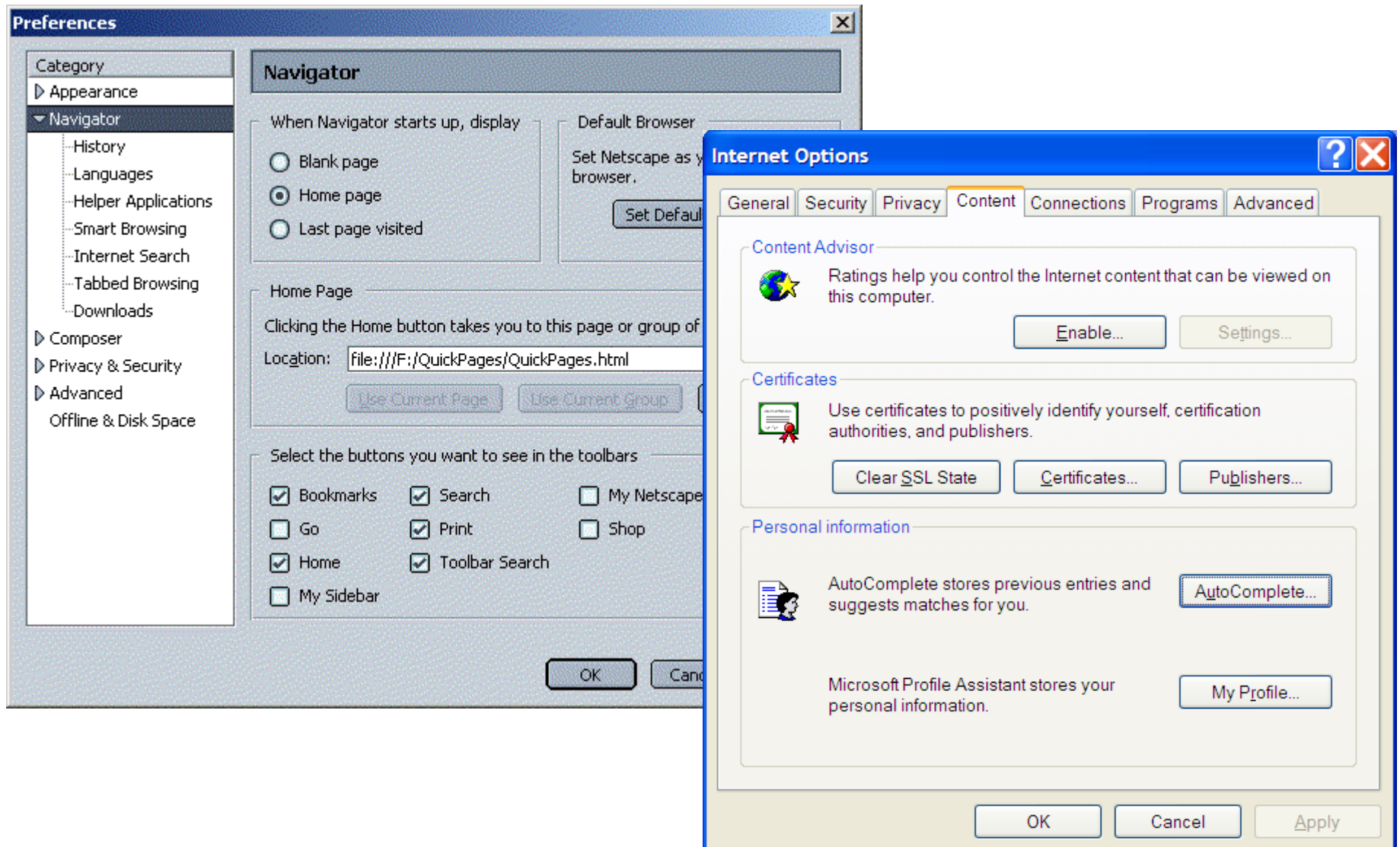
Give the opportunity to change the visuals, not the functionality

# Affordances and metaphors

- Fills up the gap where the user model lacks information on how to work with the program.
- For example buttons, or the Desktop environment



# Metaphors



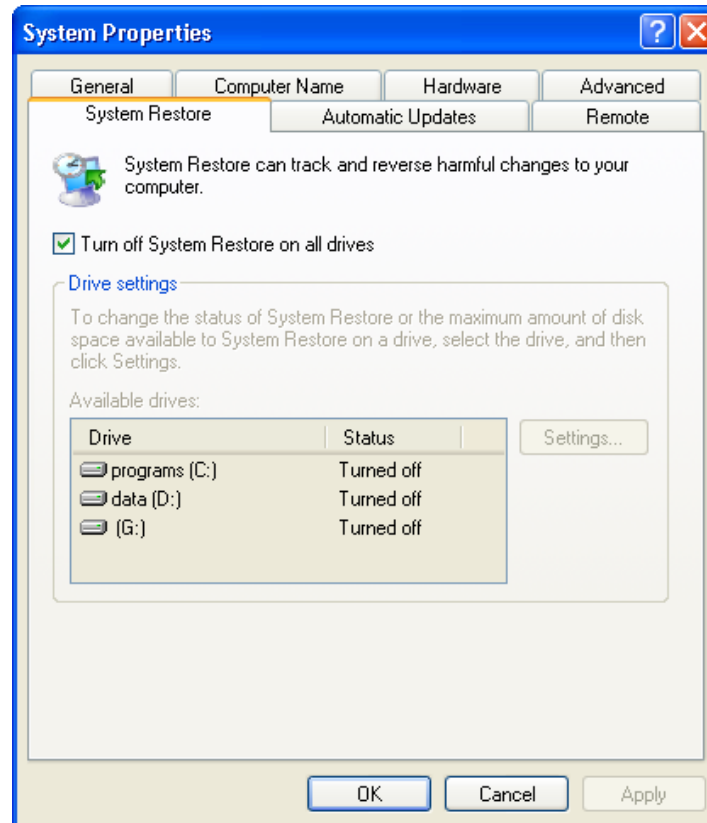
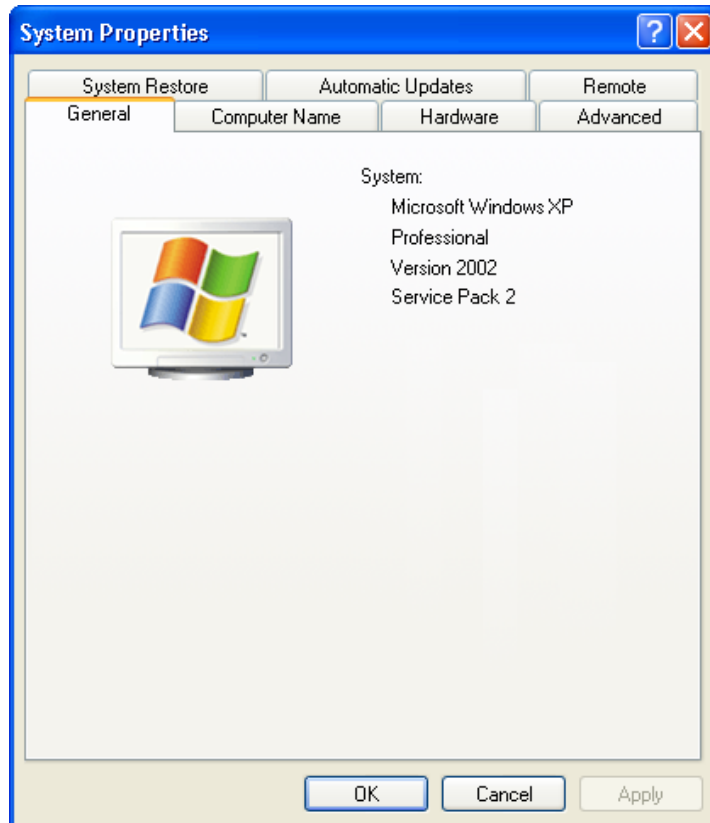


# Consistency

- Don't try to be too creative and use different shortcuts
- It will confuse the user because the program model doesn't fit with the user expectations

# Tabs

- Acts like real tabs, but not when many options are present



# Tabs

