User Interface Design for Programmers

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Gooey Soft and Sticky 09/2008

3 Important tips

1 Put the user in charge
2 Users can’t read
3 Users can’t use a mouse

Put the user in charge

- Typing in your name before you type in your creditcard number should be as easy as doing it the other way around

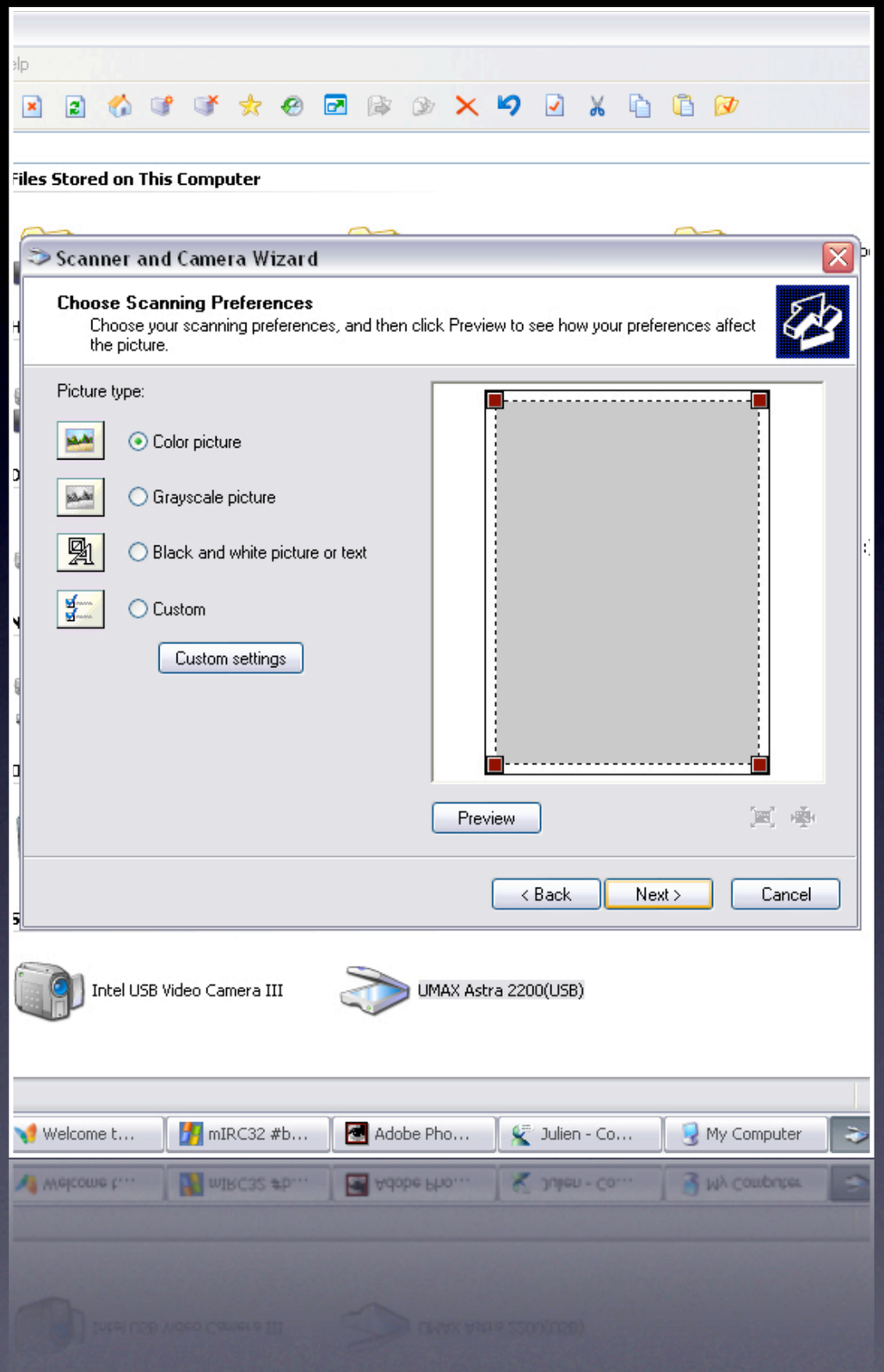
Put the user in charge

- Job as a designer: providing a well-stocked, well-equipped and well-lighted kitchen that the user can use to make his own masterpiece.

Put the user in charge

Bad example:
Taking the same step every time

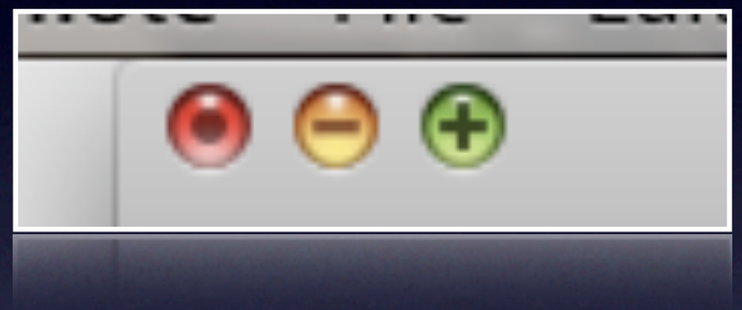
You should be able to change setting just if you want



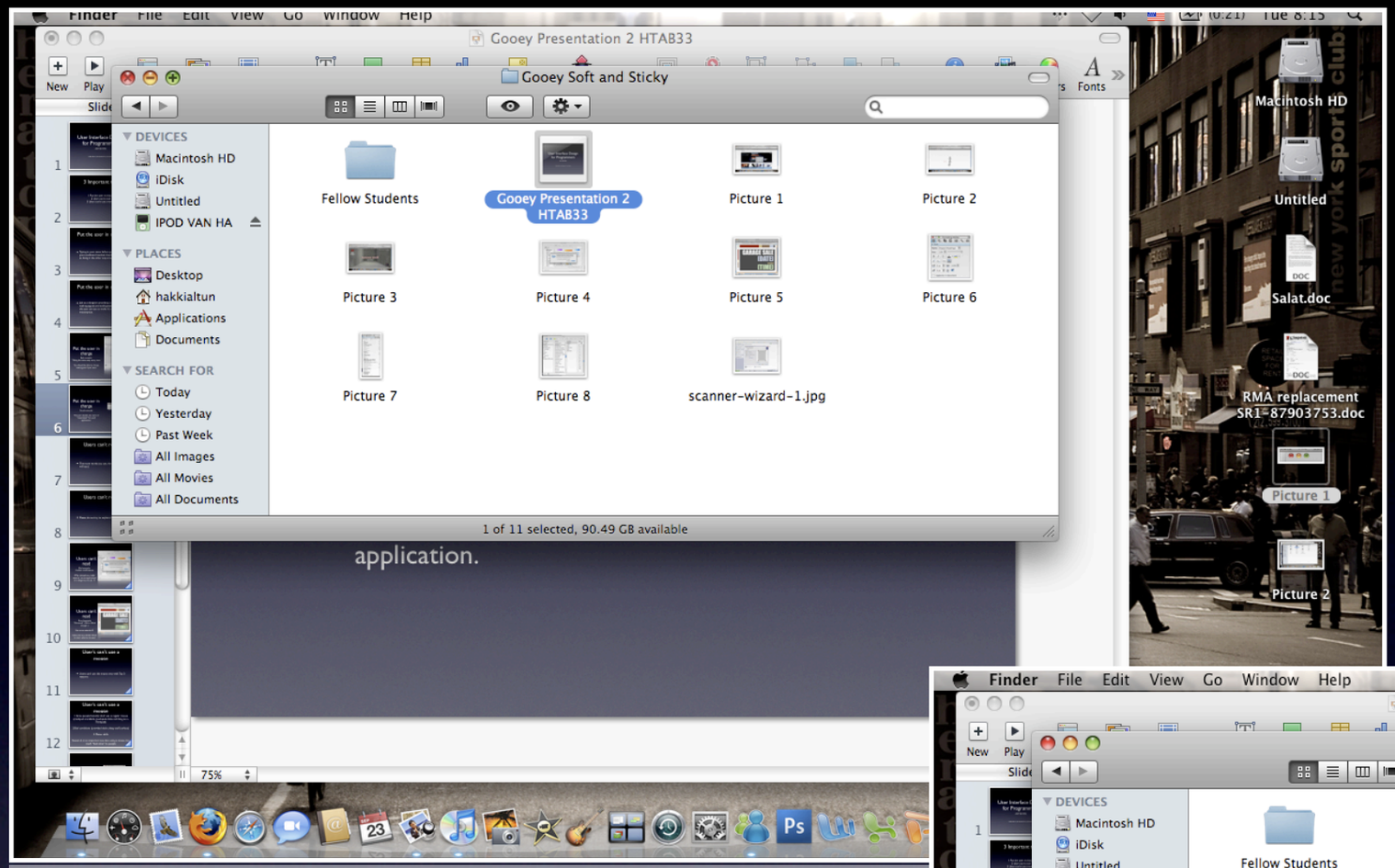
Put the user in charge

Good example:

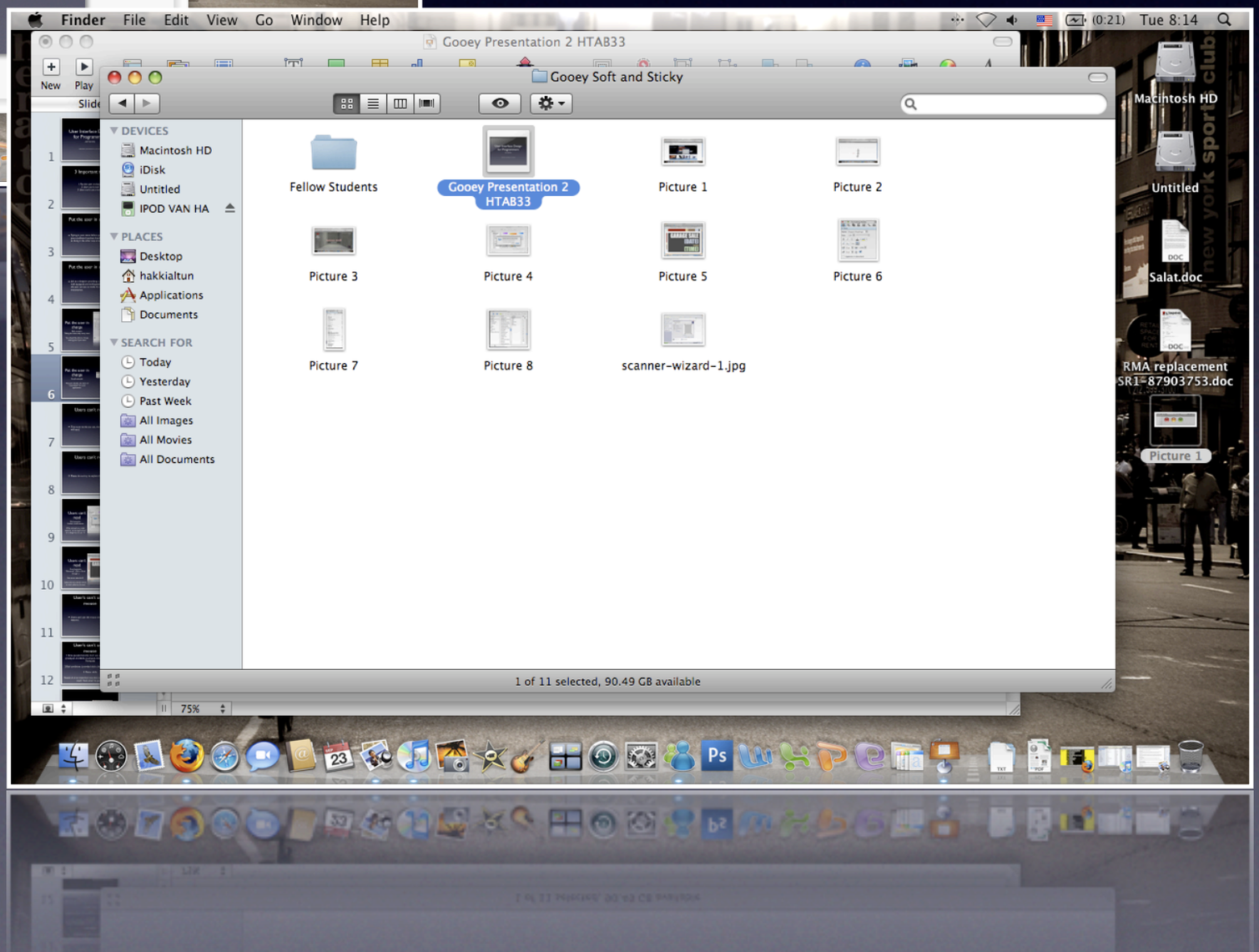
The user decides the term of “maximized” for each application.



Normal



Maximized



Users can’t read

- The more words you use, the less users will read.

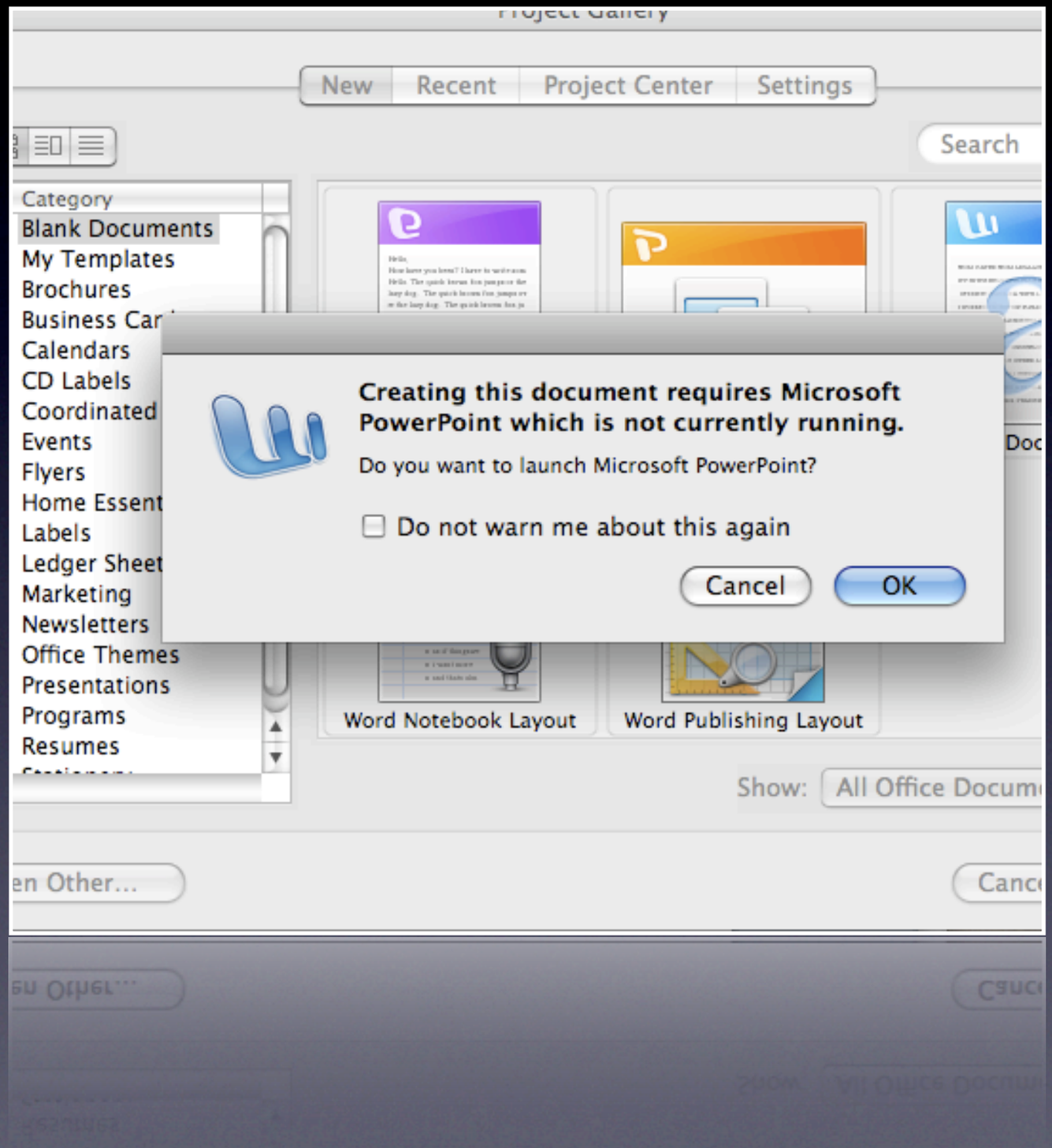
Users can’t read

- Please do not try to explain things in words

Users can't read

Bad example:
Useless confirmation

Why asking if you really want to use an application?
Is it dangerous to use ???

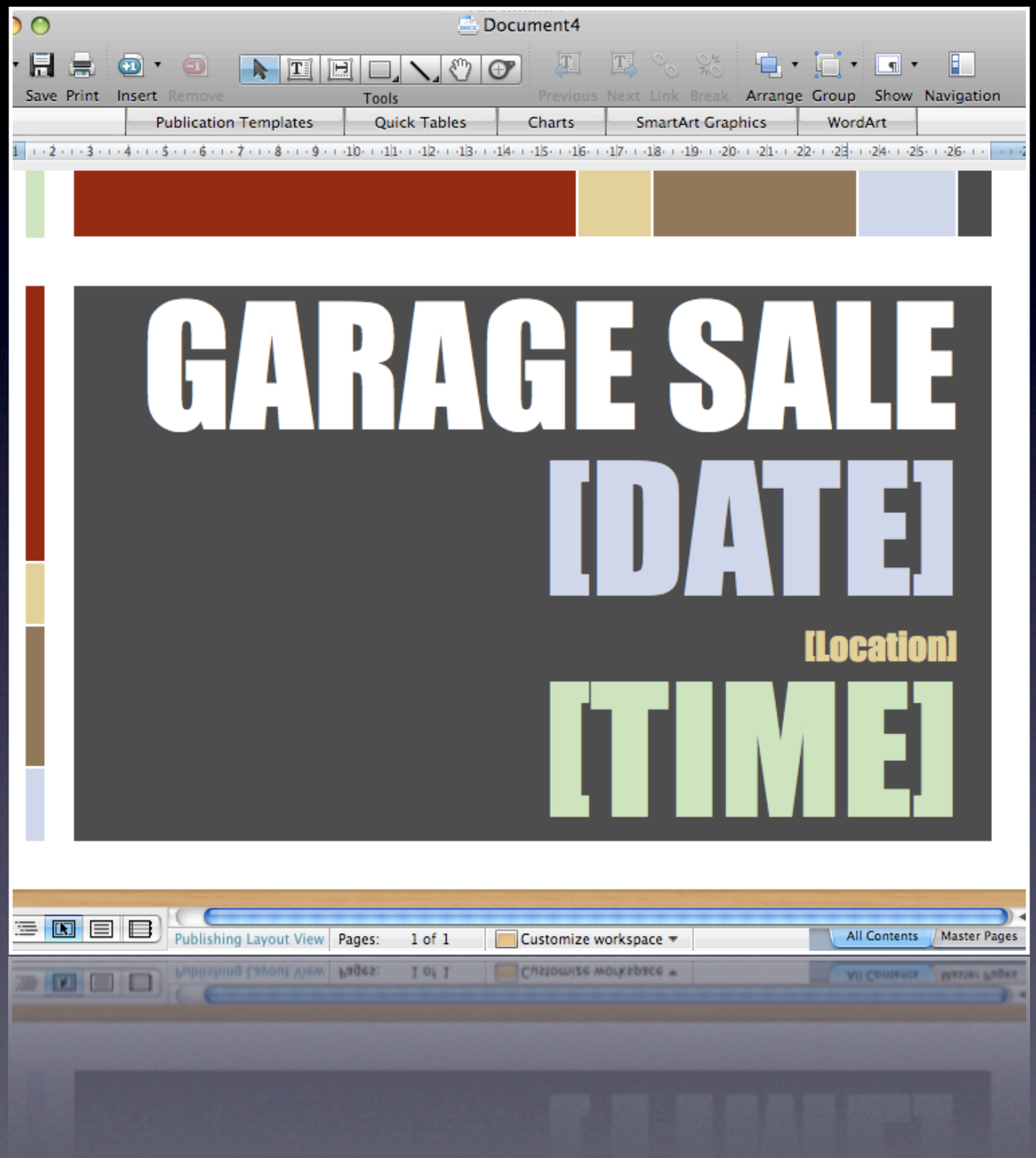


Users can't read

Good example "Microsoft" Office Word though :)

No more wizards :D

Clear, and you decide where to start, what to do next



User's can't use a mouse

- Users can't use the mouse very well. Top 3 reasons:

User's can't use a mouse

1 Some people basically don't use a regular mouse (trackpad, trackballs, touchpads, little red thing on a Thinkpad)

2 Bad conditions (crowded desk, cheap stuff, surface)

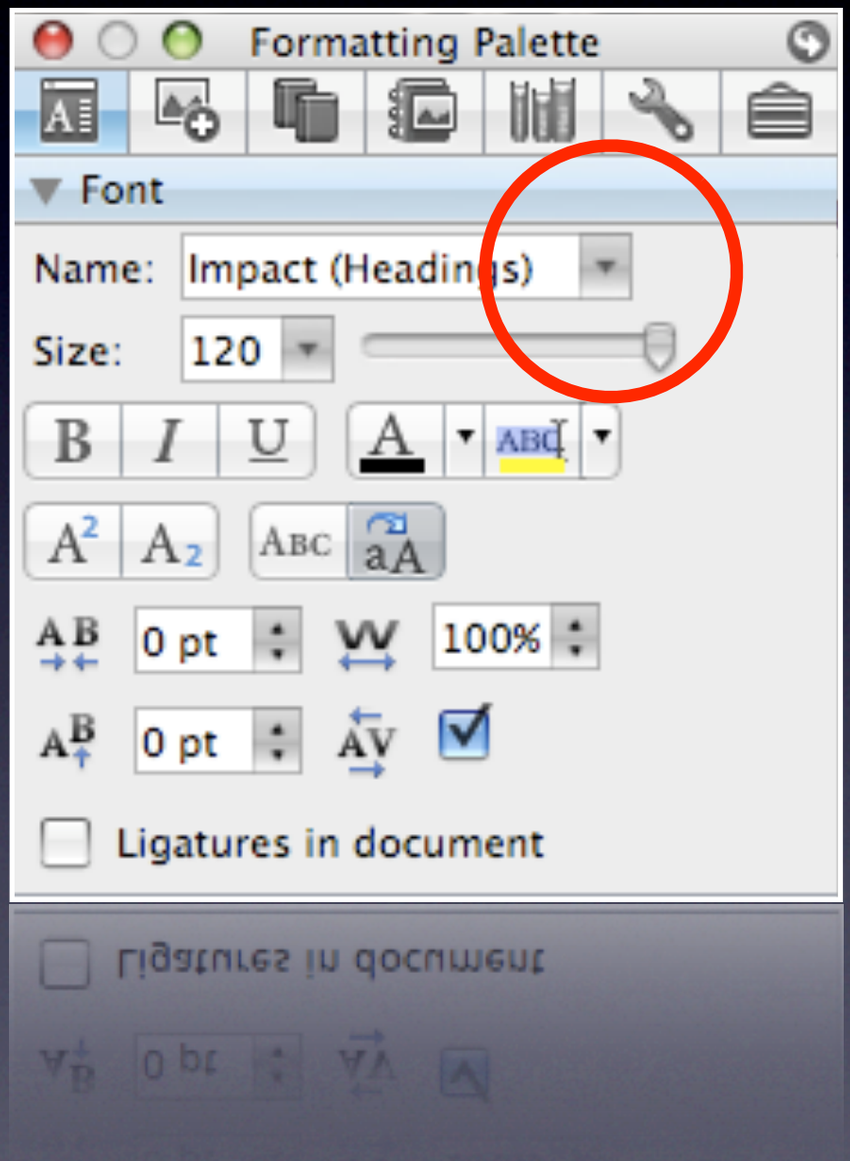
3 Motor skills

Reason 6 in an important one also: using a mouse too much "feels slow" to people

Users can't use a mouse

Bad example:
Exact pointing
Small click space

Fast scrolling, no control of speed



Users can't use a mouse

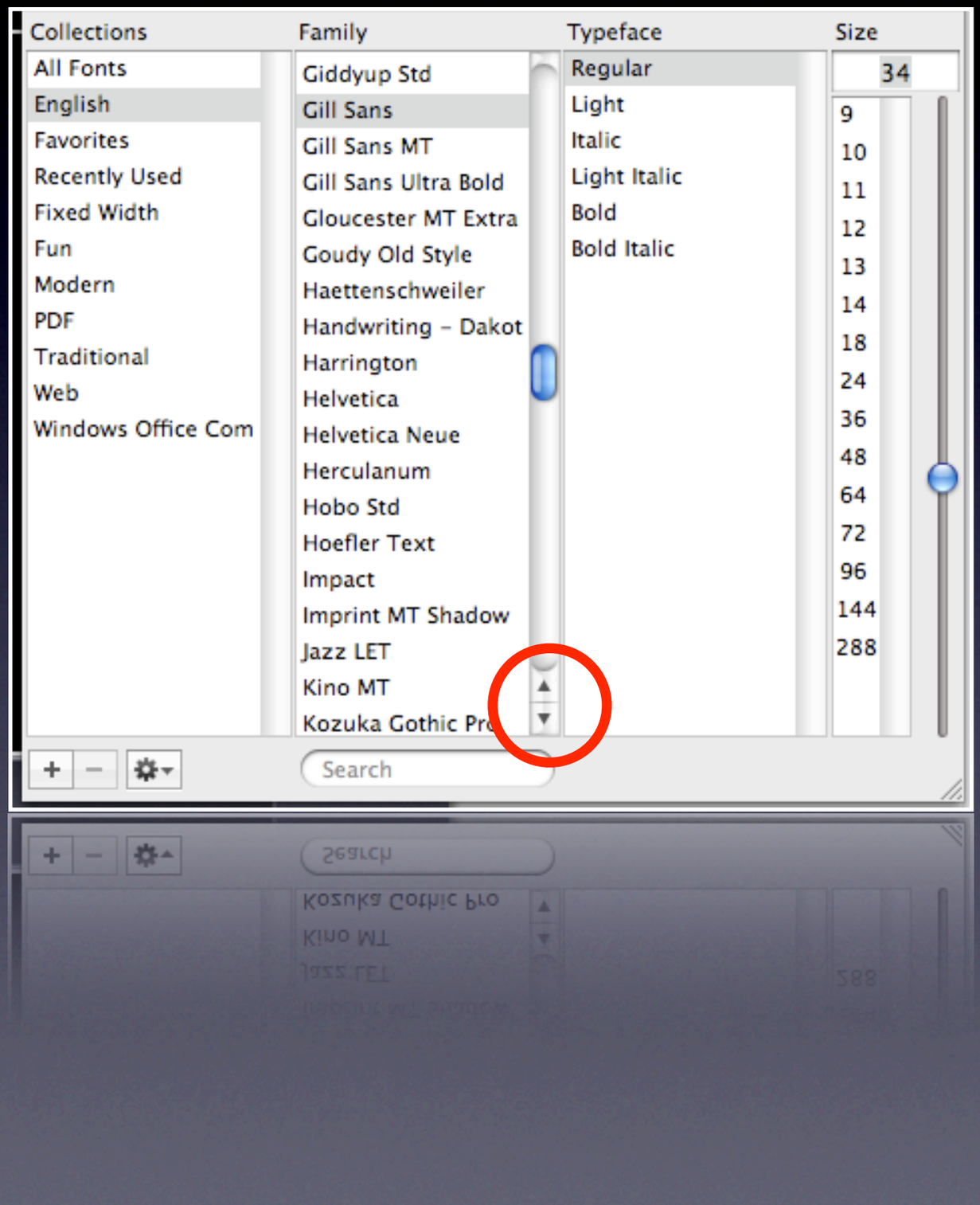
Bad example:
Exact pointing
Small click space

Fast scrolling, no control of speed

Users can’t use a mouse

Good example:
No drop-down button for each function

Controllable scroll speed
Up-down buttons together



THNX