Some tips for GUI's

"Software for Use" (Constantine & Lockwood)

3 Tips:

- 1. Wise use of white space
- 2. How to get the right layout complexity
- 3. Increasing task visibility

1. White space:

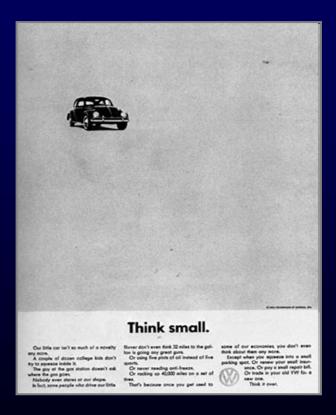
Definition: Space between graphical elements

Balance between used- and blank space:

- Elegant look
- Easier to understand
- Accentuate important parts

Examples

Good



- Accentuate relevant parts
- Elegant look

Bad



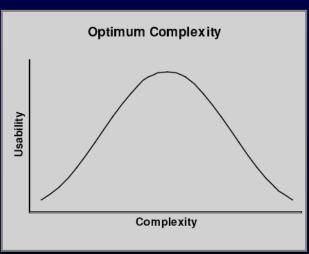
- Important parts hard to distinguish
- Unprofessional/incoherent look

2. Layout complexity:

Definition: Variation in object dimension & position

A lower layout complexity is easier to understand, however different interface objects will become hard to distinguish:

A moderate degree of complexity is best



Investigating layout complexity - Tim Comber, 1996

Examples

Good



- Easy to identify different parts
- Looks well-structured

Bad



- A lot of parts with different sizes
- Weird positioning creates confusion

3. Task visibility:

Definition: GUI's should show users what they

need to know or to use to complete a

certain task.

More or less decided by amount of steps until the action is visible and the visibility of each step.

Less steps required → better task visibility

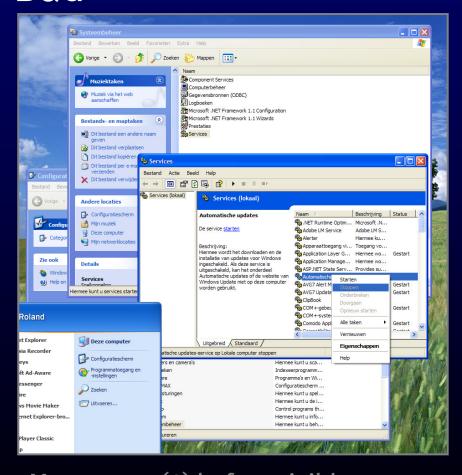
Examples

Good



- Less steps (2) before visible

Bad



- More steps (4) before visible

Thank you