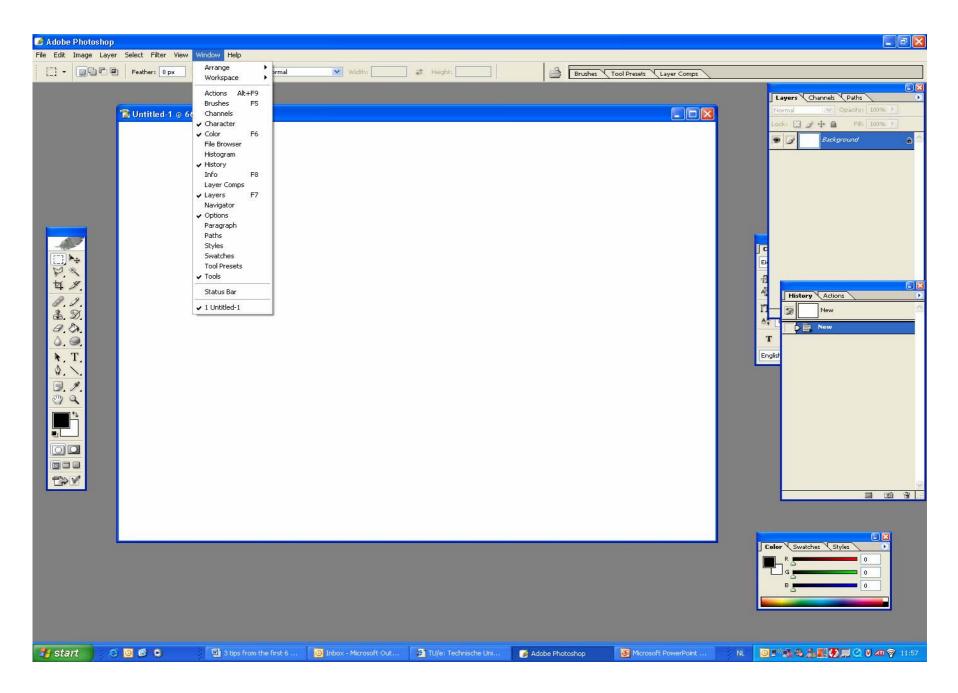
DA259 GUI: Soft & Sticky

3 tips from the first 6 chapters of the book: 'User Interface Design for Programmers'

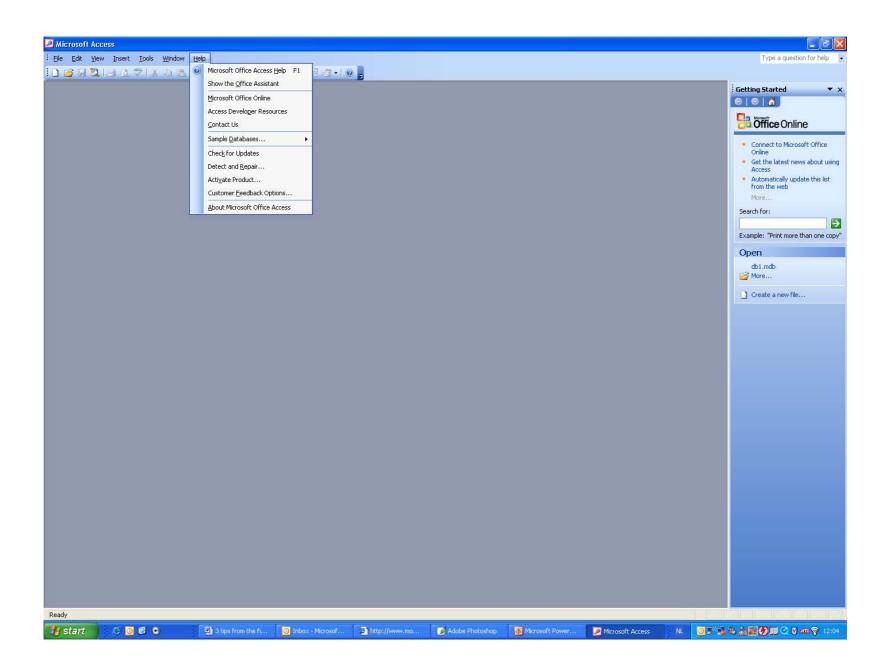
1. Don't be overly creative!





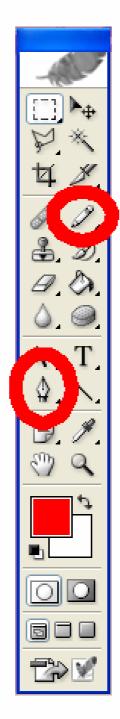


2. don't provide the user with too many options!





3. When used with care, metaphors can be powerful tools that make the user act on intuition!





DA259 - Gooey: Soft and Sticky

Group 1 - Ali Düzenli - Marloes van Driel - Koen Bothmer - Joran Damsteegt

Presentation 2

User Interface Design for Programmers

Joel Spolsky Chapters 7-12

Let the user decide.

- Let the user decide what to do and when to do it.
- Software development: give the users a well-equipped and well-lightened kitchen to make their own masterpieces.
- Classic example: Microsoft wizards.







Let the user decide.







Design for the worst conditions.

Golden Tip 2

- Design for extremes so that your product can be used under extreme condition.
- Design for extremes so that your product is more comfortable to use under normal conditions.
- Design for people who can barely see, who are almost deaf, who are distracted by 10 different things at once, who have never seen anything like your product before and who have absolutely

no interest in learning how they should use it.

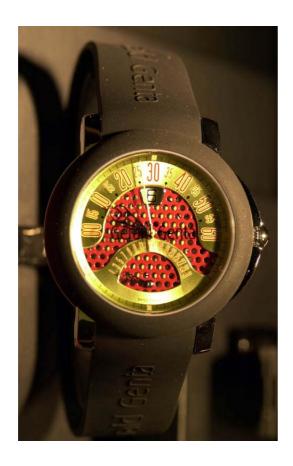






Design for the worst conditions.







Users suck.

Golden Tip 3

- People can't read.
- People can't remember.
- People can't use the mouse.

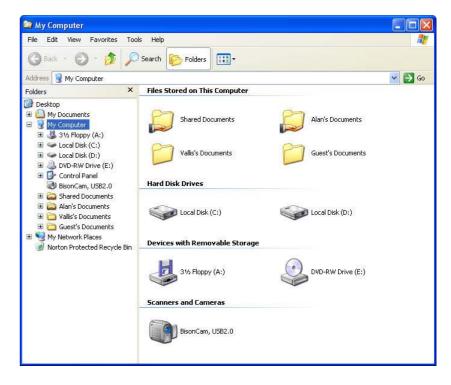
1





Users suck.

```
Microsoft Windows XP [Version 5.1.2600]
(C) Copyright 1985-2001 Micro<u>soft Corp</u>.
   \Documents and Settings\Toby>cd "C:\Documents and Settings\Toby\Desktop\New Fo
  :\Documents and Settings\Toby\Desktop\New Folder>dir
Volume in drive C has no label.
Volume Serial Number is A82C-ODD5
 Directory of C:\Documents and Settings\Toby\Desktop\New Folder
19/03/2006 02:33 AM
                                         <DIR>
29,755 icobundl.exe
26,576 icocheck.exe
                                                        1,886 mn2slogo2.ico
3,262 mn2slogo32.ico
12,862 mn2slogo64.ico
   :\Documents and Settings\Toby\Desktop\New Folder>icobundl -o combined.ico *.ico
mn2slogo2.ico
# 0: 24 x 24, 24 bits/pixel
mn2slogo32.ico
# 0: 32 x 32, 24 bits/pixel
       0: 64 x 64, 24 bits/pixel
   n2slogo2.ico
n2slogo32.ico
n2slogo64.ico
   n2slogo64.ico
undled 3 icons from 3 input files.
C:\Documents and Settings\Toby\Desktop\New Folder>icocheck combined.ico
combined.ico
ICONDIRENTRY[0] @ 54 : biwidth = 24 biHeight = 24*2 biPlanes = 1 biBit
Count = 24 biCirUsed = 0
ICONDIRENTRY[1] @ 1918 : biwidth = 32 biHeight = 32*2 biPlanes = 1 biBit
Count = 24 biCirUsed = 0
ICONDIRENTRY[2] @ 5158 : biwidth = 64 biHeight = 64*2 biPlanes = 1 biBit
Count = 24 biCirUsed = 0
  :\Documents and Settings\Toby\Desktop\New Folder>
```







DA259 - Gooey: Soft and Sticky

Group A - Koen Bothmer - Joran Damsteegt - Ali Düzenli - Marloes van Driel

User Interface Design for Programmers

Joel Spolsky Chapters 13-18

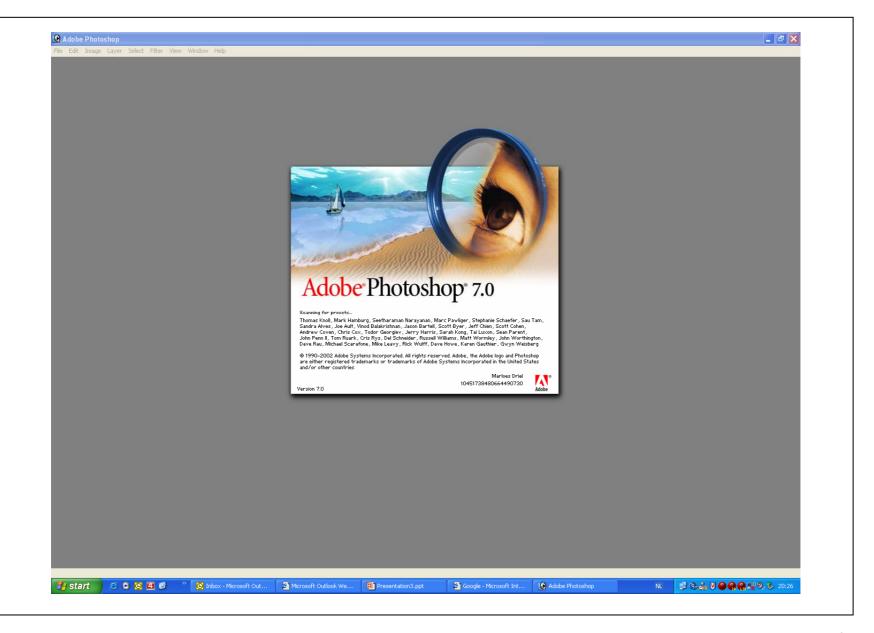
User testing

- In theory there is no difference between theory and practice. In practice there is.
- Heuristics: A good heuristic is obvious, easily undone, and extremely likely to be correct. Others are annoying.

Golden tip 1

Understand UI time warps (resprond immediately to user's request)

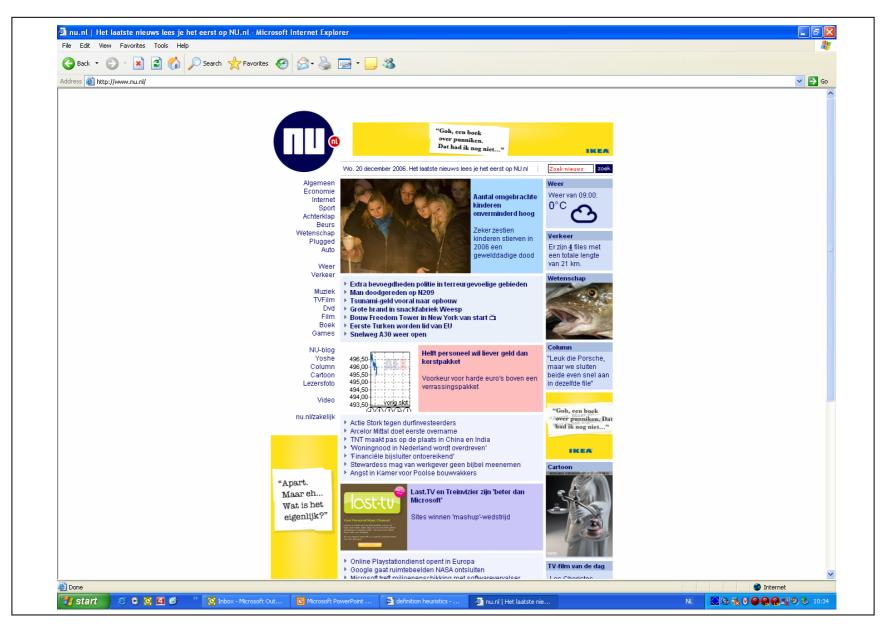
- Good example
 Starting up Adobe programs: window with text changing show loading process
- Bad example online sms server – typed message does not disappear after 'send'

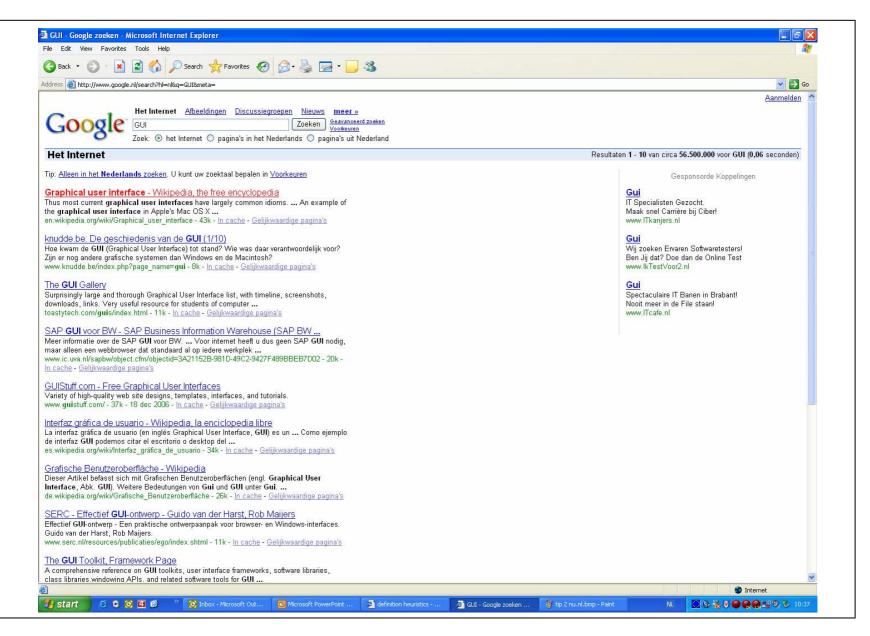


Golden tip 2

Use colour to distinguish, not to code

- Bad example 1 <u>www.nu.nl</u> different colours for separate topics
- Good example 1
 Visited website other colour
- Good example 2
 Options that are not available grey







Golden tip 3

Icons – no verbs!

- Bad example 1 'Copy' icon
- Bad example 2
 Refresh button
- Good example blabla









GOOEY: Soft & Sticky

Group A

Joran Damsteegt – Koen Bothmer – Marloes van Driel - Ali Düzenli

Website

- www.sabinevanbuuren.nl
- No tabs
- Buttons unclear
- No navigation
- Tiny text

Improvements

- Use tabs
- Make clear what is clickable
- Navigation
- Let users choose which information they get to see
- Show purpose of website

Other improvements (not used)

- Hierarchy (important things prominently present)
- Extra navigation with text

- Use Tabs Stop Make Me Think
- Let people know where they are Stop Make Me Think
- Reduce Jumping (not too many steps) Organizing Content & Navigation
- Make obvious what is clickable Don't Make Me Think
- User clear names Don't Make Me Think
- Don't use too many focal points Designing Interfaces
- Functionality through direct manipulation Designing Interfaces
- Let the user decide- what to do and when User Interface Design For Programmers