Designing Interfaces

DA259 Gooey: Soft & Sticky

Presentation 1: Organizing Content and Navigation

V.S. Filatov R.W.A. Gaykema F. van de Geijn B.G.M.H. Hellenbrand

Contents

- Organizing the content
- Navigation, signpost and wayfinding
- 3 Golden Tips

Organizing the content

Physical screen build-up depends on:

- Space available
- Type of application
- Type of content

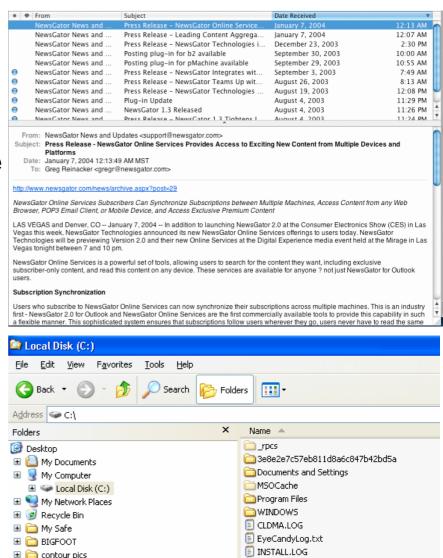
Most seen possibilities are:

- Two-panel selector
- Canvas plus palette
- One-window drilldown
- Alternative views
- Wizards
- Extras on demand

Two-selector

Screen is divided in two frames

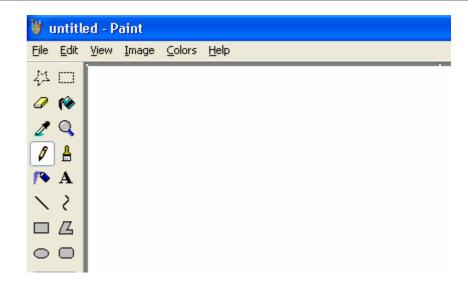
- Clicking in one frame changes the content in the other frame
- Powerfull for using lists of objects, categories or actions



Canvas plus palette

Screen consists out of an empty canvas and a palette with actions to perform on it.

- Preferably used in graphical editors
- World standard



One-window drilldown

Only one screen

- Perfect for small displays
- Extremely simple to understand



Alternative views

Screen changes on demand Both functional as cosmetically

- Printable pages
- Windows Explorer listing



Wizards

Dividing forms into step-by-step interface

- Create mental space
- Frustrating for expert users
- Time consuming though more attractive

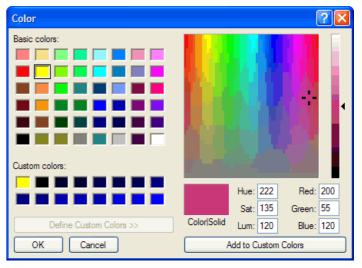


Extras on demand

Show simple content, gesture optional content

- Reduces content
- Users might not need all functionality





Navigation, signposts and wayfinding

Navigation get more important when the content gets bigger

- Users might leave if the navigations seems unlogically
- The navigiation should be self-explaining

Most seen possibilities are:

- Clear entry points
- Global navigation
- Hub and spoke
- Pyramid
- Modal panel
- Extras

Clear entry points

Navigation based on simple, yet effective descriptions

- Fast orientating
- Simple usage



Global navigation

Navigation stays consistent

- Always recognizable
- It is expected





Voorpagina Algemeen Economie Internet Sport Achterklap Beurs Wetenschap Plugged Auto

> Weer Verkeer

Muziek TVFilm Dvd Film Boek Games

NU-blog Yoshe Column Cartoon Lezersfoto

Video

nu.nl/zakelijk

Hub and spoke

Navigation mostly used for handheld applications

- Sections become miniapplications
- Not usable for interacting software





Pyramid

Simple yet extremely effective back/next navigation

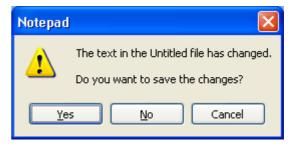
- Very usable for sequencing
- "Click"-reducing
- Satisfying



Modal panel;

Simple navigation for immediate action

- Only a few options
- No distractition





Extra possibilities

Sequence mapping

"You are here" indicator

Breadcrumbs

Hierarchy page mapping

Annotate scrollbar

Using scrollbar as "you are here" indicator

Tip 1:

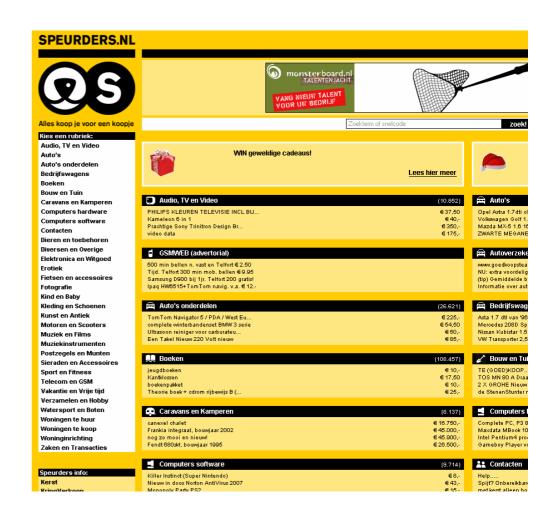
Keep the application to the point

- Prevent distraction
- Make GUI simple to understand



Tip 1:
Keep the application to the point

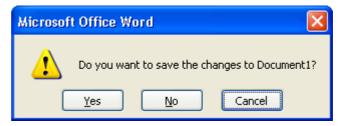
- Prevent distraction
- Make GUI simple to understand



Tip 2: The Escape hatch

- Create a "reset"
- Functional in large content applications





Tip 2: The Escape hatch

- Create a "reset"
- Functional in large content applications



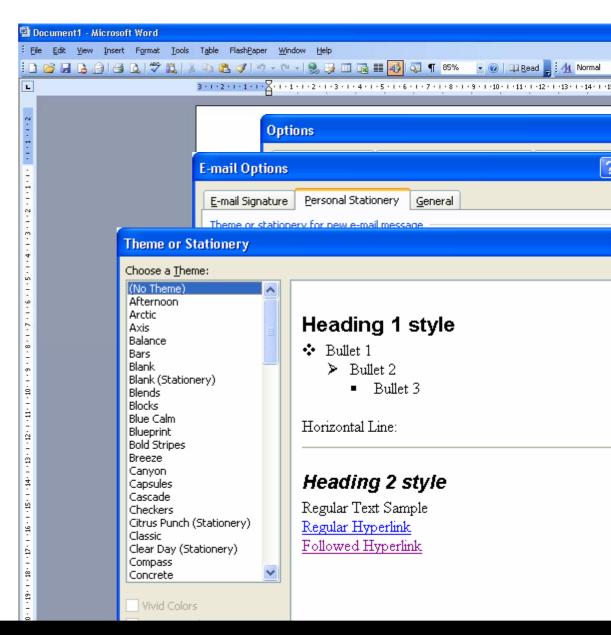
Tip 3: Reduce jumping

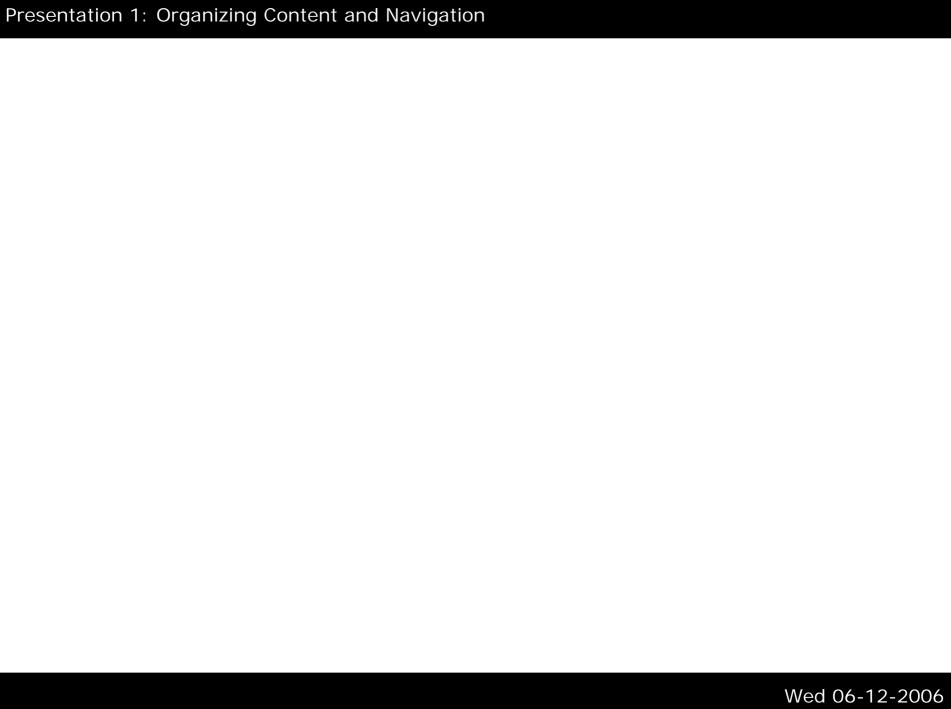
- Make GUI fast and simple
- Prevent making too many steps



Tip 3: Reduce jumping

- Make GUI fast and simple
- Prevent making too many steps





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Presentation 2: Organizing the page and doing things

V.S. Filatov R.W.A. Gaykema F. van de Geijn B.G.M.H. Hellenbrand

Contents

- Organizing the page: layout of page elements
- Doing Things: Actions and Commands
- 3 Golden Tips

Organizing the content

Visual hierarchy depends on:

- Visual flow (tracks that readers' eyes tend to follow).
- Grouping and alignment
- Dynamic displays

Most seen possibilities are:

- Visual framework
- Center stage
- Titled selections
- Card stack
- Movable panels

Visual Framework

Use the same basic layout

- Use same colors and stylistic elements
- Helps the page content stand out more; that what changes is noticed.



Center stage

Put the most important part of the UI into the largest subsection of the page or window

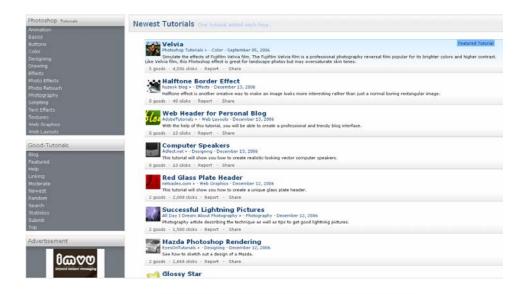
- You should guide the users eyes immediately to the most imortant information
- Consider size, color, headlines and context

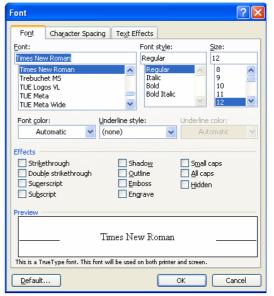


Titled selections

Giving each section of content a visually strong title

- Make a page easy to scan and understand
- Group the content into thematic or taskbased sections

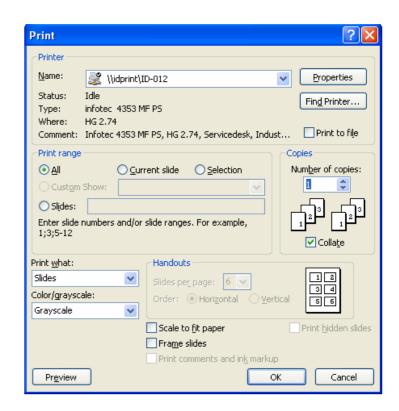




Card stack

Put sections of content onto separate panels

- Stack the panels up, so only one is visible
- Users don't need to see more than one section at one time



Movable panels

Form a custom layout

- Put different tools or sections of content onto seperate panels
- Make working environment suit to personal style



Doing things: actions and commands

You can do some cool things to make your interface less dull and more usable with:

- Buttons
- Menu bars
- Pop-up menus
- Dropdown menus
- Toolbars
- Links
- Action panels

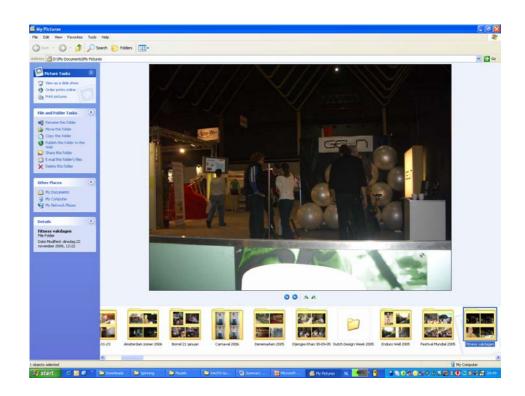
Most seen possibilities are:

- Button groups
- Action panel
- Smart menu items
- Macros

Button groups

Present related actions

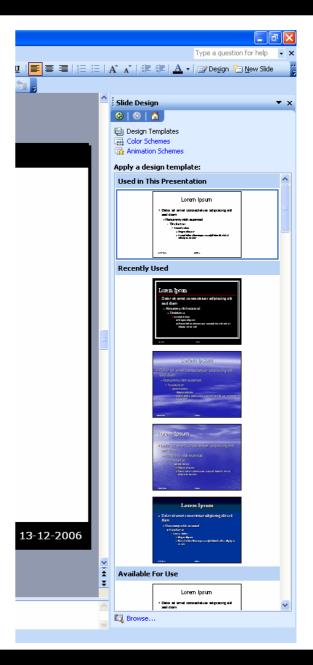
- You present a small number of actions that are related
- They help make an interface self-describing



Action Panels

Present a large group of related actions on a UI panel that's richly organized and always visible.

- Visibility
- Freedom of presentation



Smart Menu Items

Change menu labels dynamically to show precisely what they would do when invoked

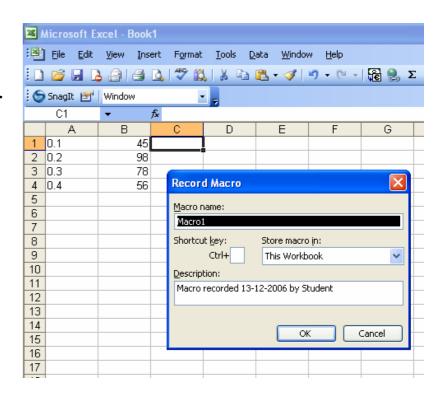
- Make the UI self-explanatory
- Safe exploration



Macros

Single actions composed of other, smaller actions

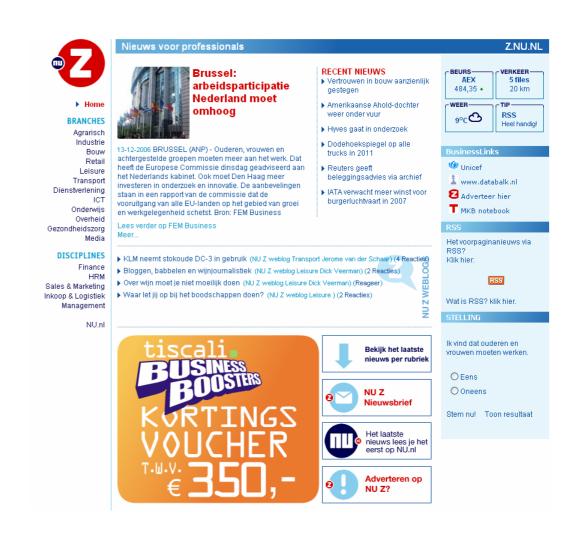
- Repeat long sequences of actions or commands
- Support streamlined repetition



Tip 1:

Don't use too many focal points

- Keep the importance on the important parts
- Page structure



Tip 1:
Don't use too many focal points

- Keep the importance on the important parts
- Page structure



Tip 2:

Keyboard actions

 Style guides describe standard shortcuts

 Accessibility and efficient use

"Control-S" to Save



Apple Publications Style Guide

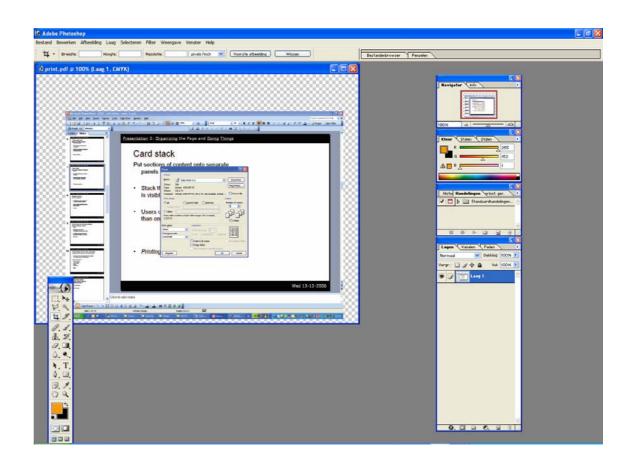
January 2006

style (stil) n. 1. The way in which something is said, done, expressed, or performed: a style of speech and writing. 2. The combination of distinctive features of literary or artistic expression, execution, or performance characterizing a particular person, group, school, or era. 3. Sort; type: a style of furniture. 4. A quality of imagination and individuality expressed in one's actions and tastes: does things with style. 5a. A comfortable and elegant mode of existence: living in style. b. A mode of living: the style of the very rich. 6a. The fashion of the moment, especially of dress; vogue. b. A particular fashion: the style of the 1920s. 7. A customary manner of presenting printed material, including usage, punctuation, spelling, typography, and arrangement. 8. A form of address; a title. 9a. An implement used for etching or engraving. b. A slender pointed writing instrument used by the ancients on wax tablets. 10. The needle of a phonograph. 11. The gnomon of a sundial. 12. Botany The usually slender part of a pstil, situated between the ovary and the stigma. 13. Zoology A slender, tubular, or bristlelike process: a cartilaginous style. 14. Medicine A surgical probing instrument; a stylet. 15. Obsolete A pen. —tr. v. styled, styl-ing, styles 1. To call or name; designate: George VI styled his brother Duke of Windsor. 2. To make consistent with rules of style: style a manuscript. 3. To give style to: style hair. [Middle English, from Old French, from Latin stylus, stilus, spike, pointed instrument used for writing, style.

"Alt + Underlined letter"

Tip 2: Keyboard actions

- Style guides describe standard shortcuts
- Accessibility and efficient use



Tip 3:

Functionality through direct manipulation

- Make things look "raised"
- Turn pointer into something different when clickable





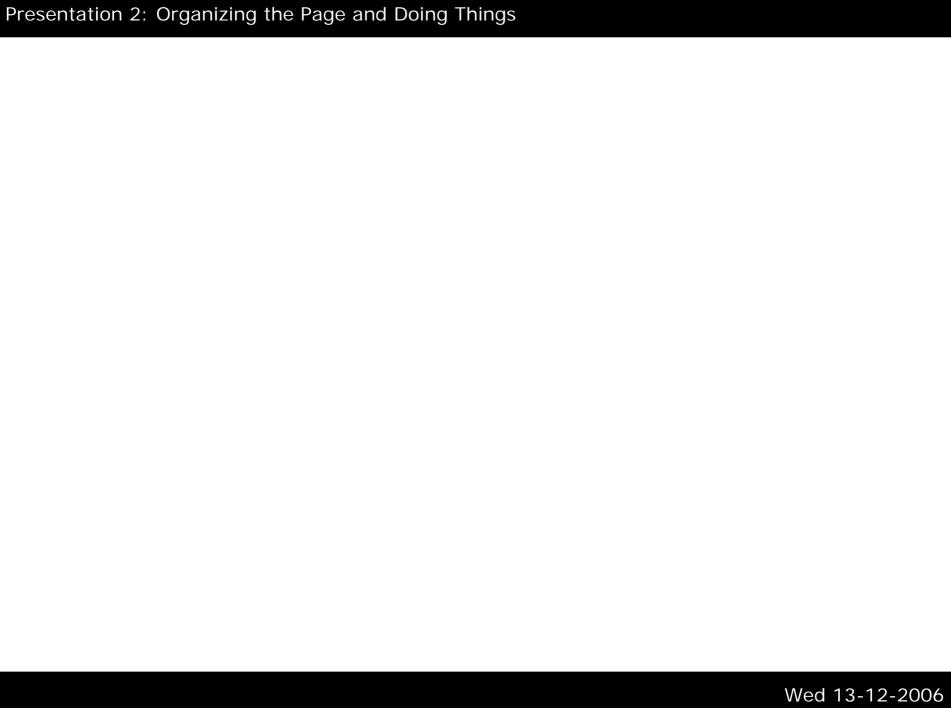
Tip 3:

Functionality through direct manipulation

- Make things look "raised"
- Turn pointer into something different when clickable







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Presentation 3: Software

Data Managing

Aesthetic functionality

Input Methods

V.S. Filatov F. van de Geijn R.W.A. Gaykema B.G.M.H. Hellenbrand

Contents

 Tip I – Improving functionality and data managing through aesthetics

• Tip II - Do not reinvent to many wheels

Tip III – Hotkeys help

Method

- What
 - Background, hues, style
 - Organization models
- When
 - Identity, branding, marketing
 - databases
- Why
 - Trust contents
 - Efficient search
 - Readability
 - Flexible users (Norman)
- How
 - WYSIWG
 - Perception ≠ Precision
 - Iterative refining



powerful

(Color Harmony)



calm



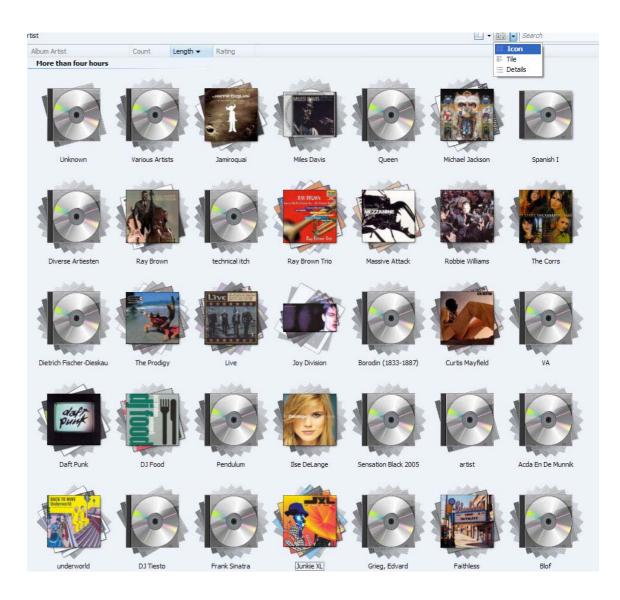
Consider focal points | Contrast | Saturation | Gamma



Consider context of use | Trust your eyes

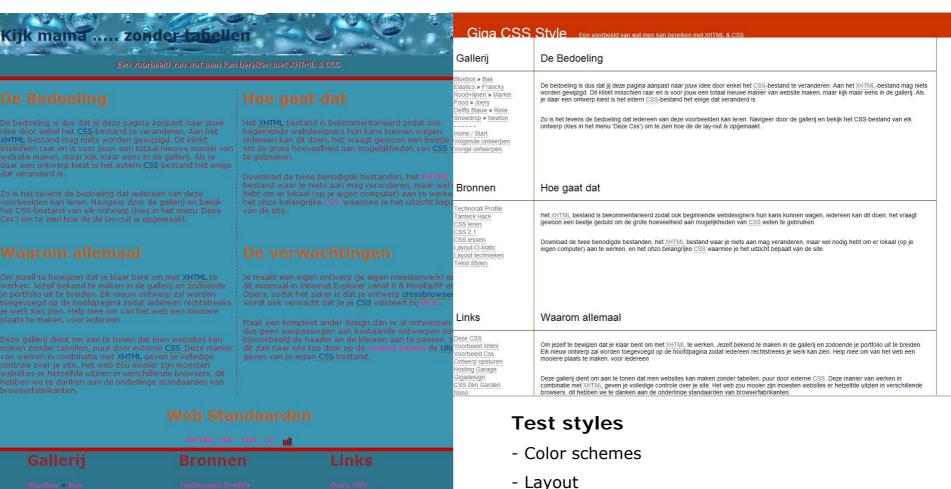
- Music → Library → Artist → Daft Punk
 - -Iterative refining
 - -Context

- -Visual data scan
- -Improvement towards efficiency
- -Icon identity



Elastico » Francky

Delfts Blauw - Rinte



- Visuals

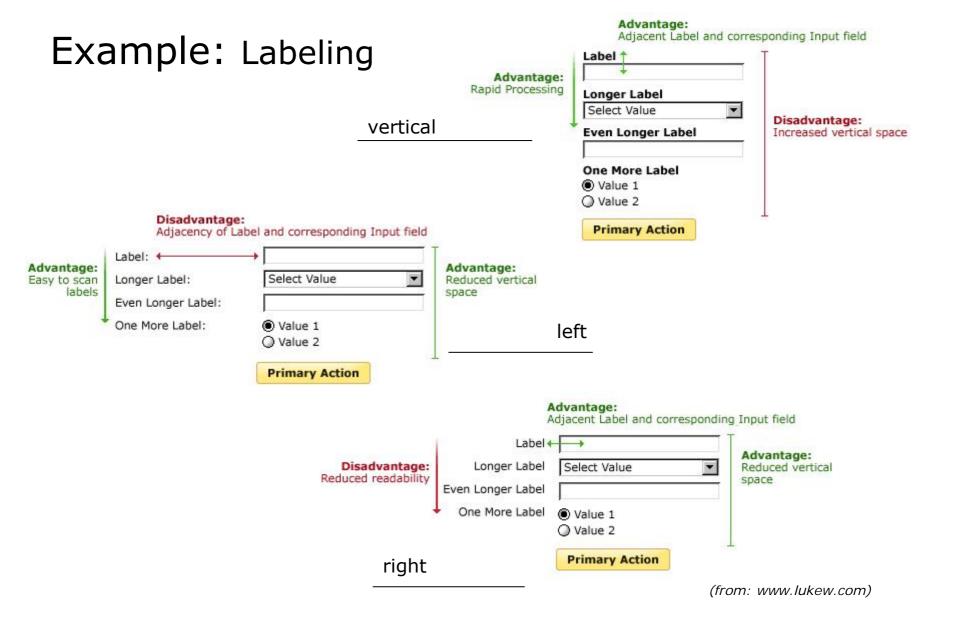
From: www.gigastyle.be

Method

- What
 - Accessible forms
- When
 - Data input
- Why
 - Extensive use of space
 - Clarity of use
 - Knowledge in the head ≠ Knowledge in the world
- How
 - Requirements & goals



Presets & cookies



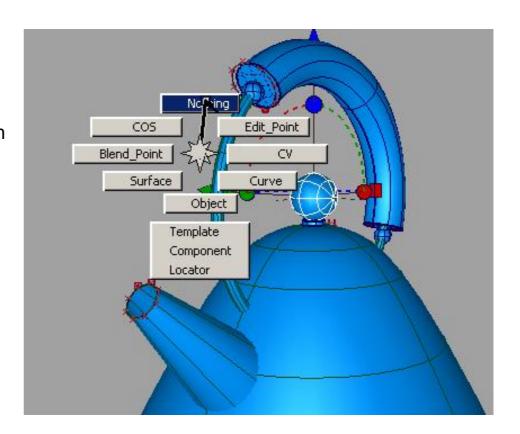
Method

- What
 - Shortcut Modes with mouse or keyboard
- When
 - Shortcut
 - Extensive use
- Why
 - convenience
- How
 - Support visual thinking, above numerical



- To much to remember
- No Visual support on screen

- Click&Try
- Visual interface support on screen



Designing Interfaces

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Comparing mobile phone interfaces

Nokia 6233

Nokia N70

Motorola V3i



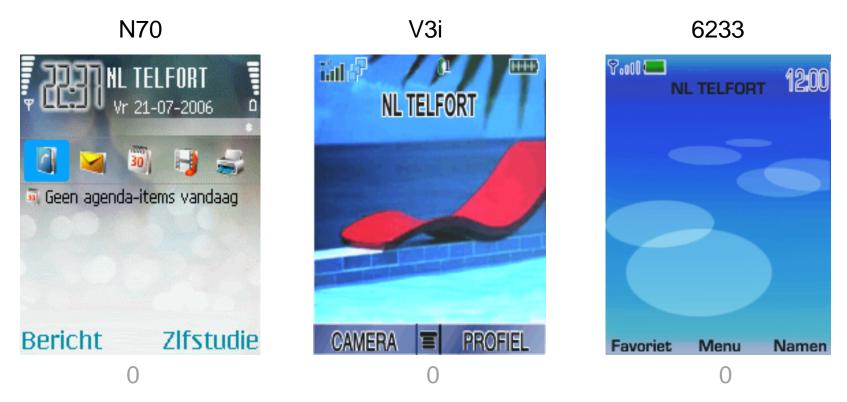
How to send a Multimedia Message?



V.S. Filatov F. van de Geijn R.W.A. Gaykema B.G.M.H. Hellenbrand

Contents

- Comparison of three different mobile phone GUI's
 - Two times Nokia and one Motorola
 - Use case: How to send a Multimedia Message?
 - Pro's and Con's of each phone
- Redesign



- Step: Go to main menu
- Weaknesses: How to get into the Menu?



- Step: Go to messages
- Weaknesses: N70 -> messages is hidden within extra folder



- Step: Go the Messages
- Weaknesses: N70 not clear how to select? (from interface)



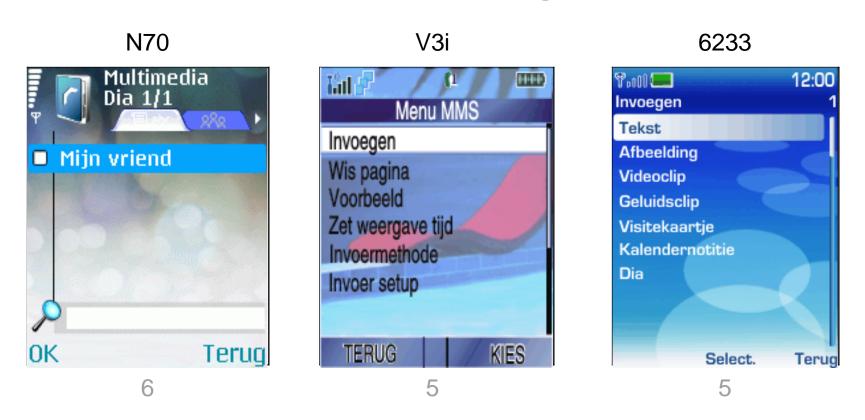
- Step: New Message
- Weaknesses: V3i unclear overview, too much options



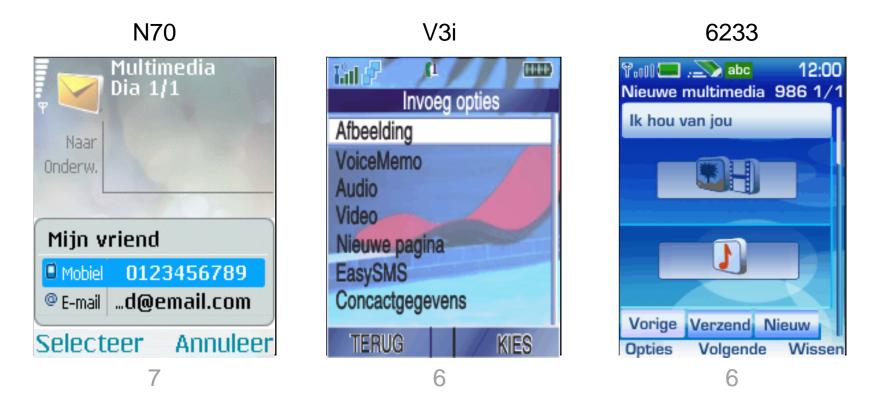
- Step: Multimedia Message
- Weaknesses: What does MMS and EasyMMS mean?
- Pro: N70, lay-over with 3 clear options



- Weaknesses: 6233, No message style only by inserting text-box
- Pro: V3i & N70 clear style



Weaknesses: N70, hard to manual enter number, no option



- Weaknesses: 6233, lots of buttons located near each other
- Pro: N70, clear overview



- Weaknesses: V3i, bad icon usage.
- Pro: N70, clear subject bar



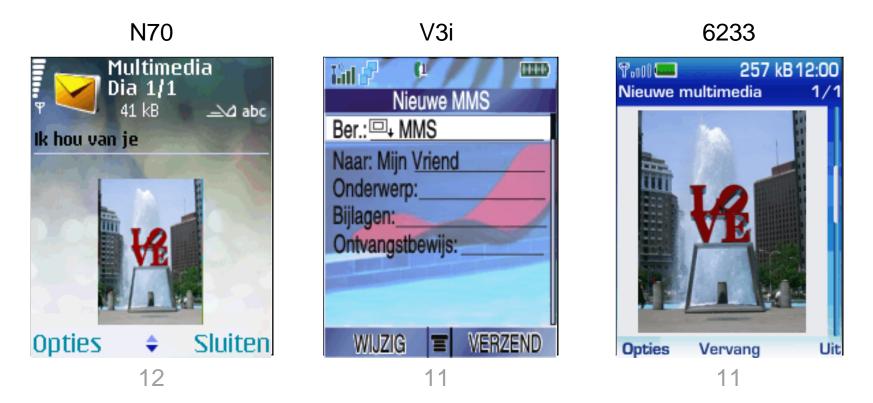
Weaknesses:



- Weaknesses: 6233, Gallery & Images Folder. V3i, icons unclear
- Pro: N70 Lay-over good used, extra options



Weaknesses: V3i, unclear icon usage



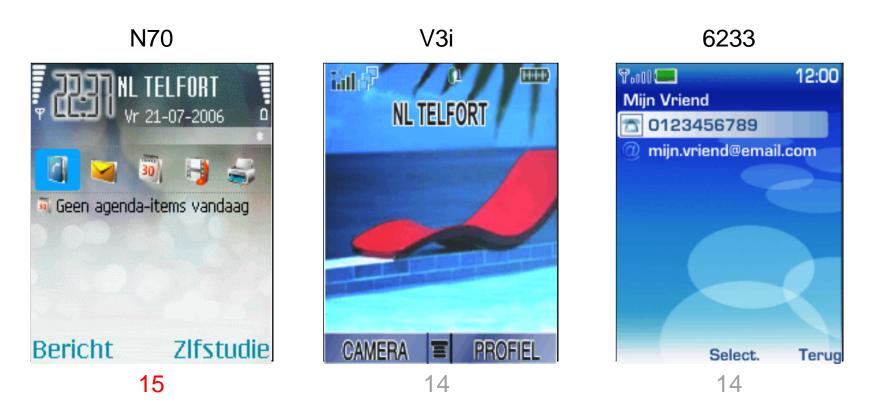
Weaknesses:



Weaknesses: V3i, no information about what sending



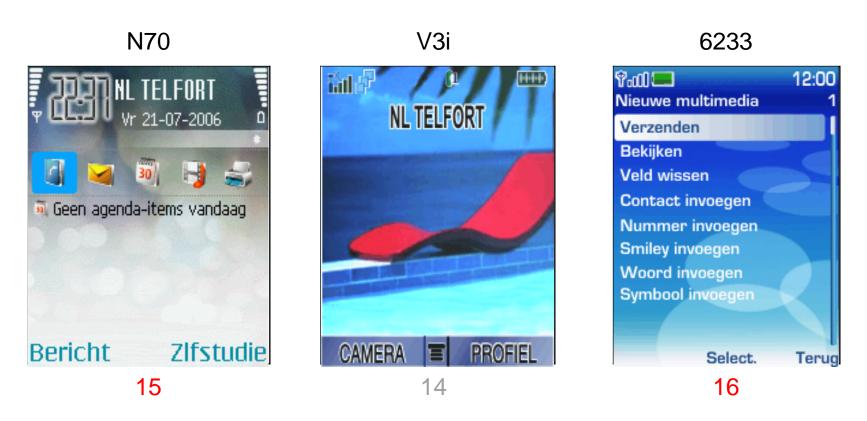
Weaknesses:



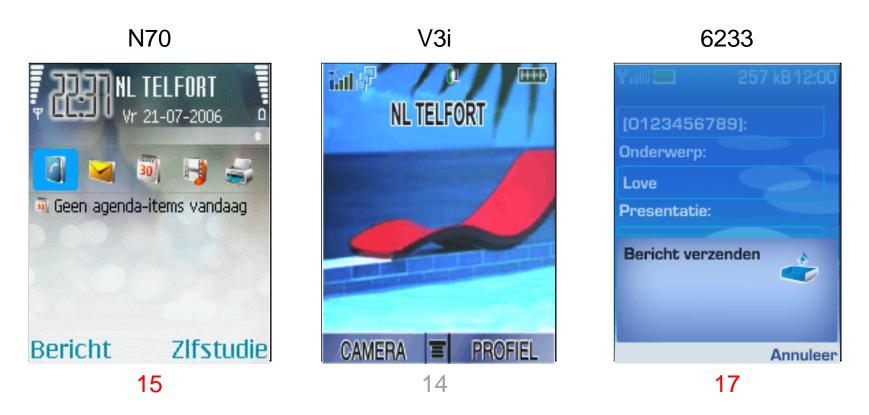
Weaknesses:



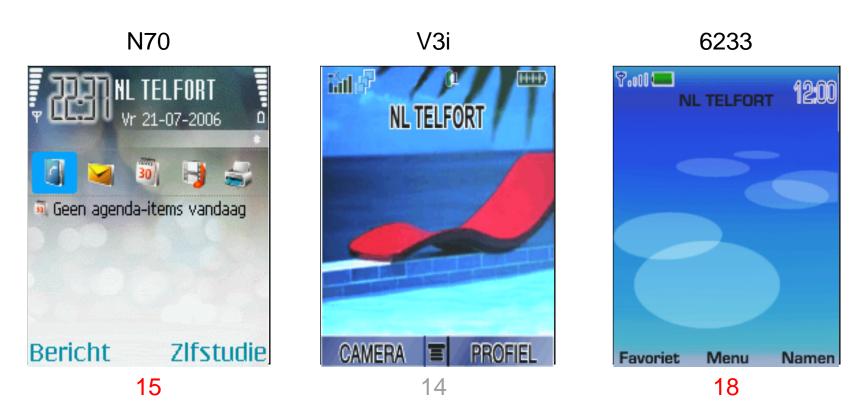
Weaknesses: 6233, lots of steps to send



Weaknesses: 6233, second time selecting Send



Weaknesses:



• Weaknesses:

Conclusion from use cases

- Nokia does not apply any standard to it's cellular family (series 40-50-60 etc)
- Smartphone's are becoming real competitors for regular cell phones

N70

- Hardware buttons (not linked within GUI → alternative options, open)
- Hard to understand, Smartphone, compared to regular phone
- Clear structured, overlay, combine icon + text

• 6233

- · Basic phone, icon based, too simple
- Lots of steps
- Intuitive steps

V3i

- Lots of options
- · Less graphical
- Unclear icons

































Total of 15 steps Based on Symbian interface

