Thirty-Six Strategies: Art of GUI

See also "Thirty-Six Strategies" on Wikipedia: http://en.wikipedia.org/wiki/Thirty-Six_Strategies

From the book "*User Interface Design for Programmers*", by Joel Spolsky, presented by Ali Düzenli, Marloes van Driel, Koen Bothmer, Joran Damsteegt

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!
4. Let the user decide.
5. Design for the worst conditions.
6. Users suck. (People can't read. People can't remember. People can't use the mouse.)
7. Understand UI time warps (respond immediately to user's request).
8. Use colour to distinguish, not to code.
9. Icons – no verbs!

From the book "*Designing Interfaces*", by Jenifer Tidwell, presented by V.S. Filatov, R.W.A. Gaykema, F. van de Geijn and B.G.M.H. Hellenbrand

10. Keep the application to the point: Prevent distraction; Make GUI simple to understand
11. The Escape hatch: Create a "reset"; Functional in large content applications
12. Reduce jumping: Make GUI fast and simple; Prevent making too many steps
13. Don't use too many focal points: Keep the importance on the important parts; Page structure
14. Keyboard actions: Style guides describe standard shortcuts; Accessibility and efficient use
15. Functionality through direct manipulation: Make things look "raised"; Turn pointer into something different when clickable
16. Improving functionality and data managing through aesthetics
17. Do not reinvent to many wheels
18. Hotkeys help

From the book "*GUI Bloopers: Don'ts and Do's for Software Developers and Web Designers*", by Jeff Johnson, presented by Colette v. Montfort, Stijn Peeters, Max Sakovich and Matthijs Kwak

19. Don't make users commit unnatural acts
20. Don't use different words for one action
21. Use defaults
22. Blooper: Poor Initial Window Location
23. Blooper: Useless Tool Tips
24. Blooper: Easily Missed Information (Human perception is made to filter)
25. Phony progress bars are useless if they don't indicate the time well.
26. Make sure the website fits in the window
27. Searching on websites is too complicated

From the book "*Don't Make Me Think*", by Steve Krug, presented by Jeroen Verhoeven; Koen Verbruggen and Billy Schonenberg

28. Make it obvious what is clickable
29. Create a clear visual hierarchy
30. Use clear names
31. Let people know where they are
32. Homepage: be clear
33. Use Tabs
34. 3 mindless clicks equal one that requires thought
35. Make Use of Utilities
36. Use Page Names