ITI0209: User Interfaces

01. Introduction: Good UI

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Purpose and Scope

- Give the overview of principles for good design.

- Provide a framework to evaluate the user interface.

Think!

QuickBooks
Consultant

S ee page 3 for US Presidents pictures, & more

leaders of a country who determine the policy, and it is always a simple matter to drag people along whether it is a democracy, or a fascist dictatorship, or a parliament, or a communist dictatorship. Voice or no voice, the people can always be brought to the bidding of the leaders. This is easy. All you have to do is to tell them they are being attacked, and denounce the pacifists for lack of patriotism and exposing the country to danger. It works the same in every country."

Hermann Goering, Hitler's Reich-Marshall at the Nuremberg Trials after WWII

JOHN PEOPLES SAYS:
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The future looks to LINUX Open Source Computer Operating Systems...
http://www.linux.com/

Linux Online!
http://www.linux.org

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Element of Water:
An Ocean beckoning me....
The Dominican Republic, my Island of birth,
its beaches;clear waters of yonder Blue,
of ethereal Turquoise from childhood memory.
Still, bearing a secret bond ever soothing
my soul from external torment.
At Boca Chica Beach I could walk for what seemed endless;
below my feet gentle satin sands, seaweeds scattered about, shells,
and water level no higher than my thighs as a child.
...I sweetly recall this particular beach my parents would frequent,
Boca Chica (Small Mouth).
At that time it was just a Beach, but not till I compared it to others
over time, have I drawn a very fine distinction...
But oddly, I can not swim!
So how can an Island girl not swim? I envy those who can.
At age 13, I remember nearly drowning in a public swimming pool
in New York City, and how valiantly I fought to float
above the water, desperately gasping for air.
What irony, that I am so attracted to water, but can't swim!

KISSING WAR!

"We Shell not EXXONerate Saddam Hussein for his actions. We will Mobilize to meet this threat to vital interests in the Persian Gulf until an amicable solution is reached. Our best strategy is to BP repared. Failing that, we ARCO ming to kick your ass."

Suggested use of tape as a means for increasing levels of Homeland Security..

I heard you say Fascist Dictatorship Bushy Bush!!!!!!!

http://la.indyme
From: anna kunkin <
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Religion = Business
(Capitalism/Hollywood)

We appreciate

http://www.la.imc.org/

From: anna kunk

http://www.bellads.info/

An user interface (UI) is the space where interactions between humans and machines occur. The goal of effective UI is to make the user's experience easy and intuitive, requiring minimum effort on the user's part to receive the maximum desired outcome.

An **user experience (UX)** refers to the user's journey when interacting with a product or service. UX design is the process of creating products or services that provide meaningful experiences for users, involving many different areas of product development including branding, usability, function, and design.

Usability is a quality attribute that assesses how easy user interfaces are to use. The word "usability" also refers to methods for improving ease-of-use during the design process.

Definition of **Utility** = whether it provides the **features you need**.
Definition of **Usability** = how **easy & pleasant** these features are to use.
Definition of **Useful** = **usability + utility**.

Dieter Rams

1932

Wikipedia:

https://en.wikipedia.org/wiki/Dieter_Rams

See also:

https://designwanted.com/dieter-rams-discover-10-best-designs/

1958

**2001**

10 principles of good design

1. Good design is innovative
2. Good design makes a product useful
3. Good design is aesthetic
4. Good design makes a product understandable
5. Good design is unobtrusive
6. Good design is honest
7. Good design is long-lasting
8. Good design is thorough down to the last detail
9. Good design is environmentally-friendly
10. Good design is as little design as possible

Usability engineering.

Jakob Nielsen. 1993

https://www.nngroup.com/books/usability-engineering/
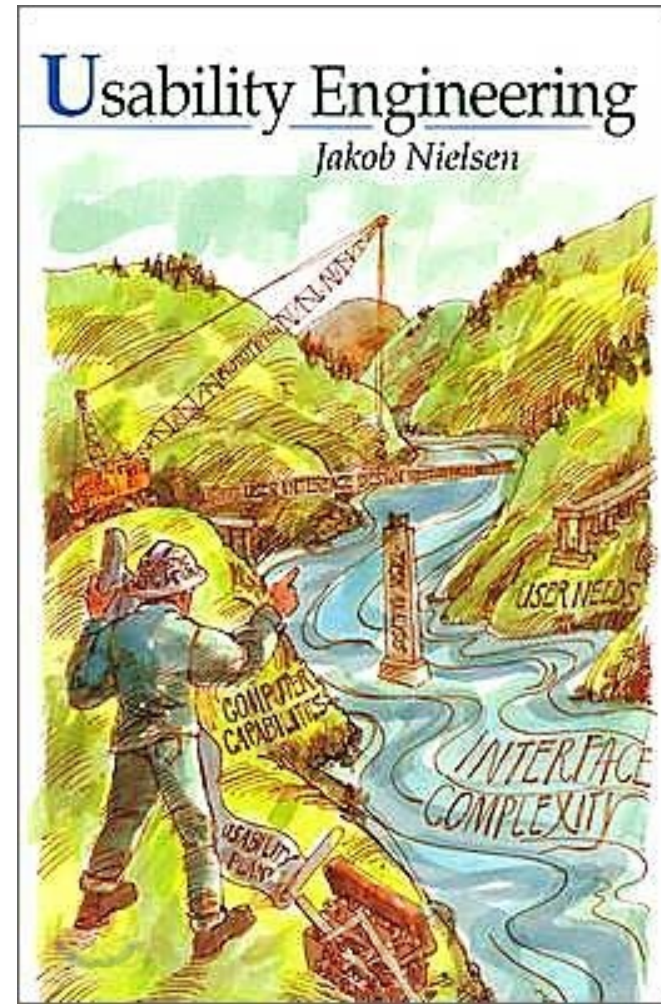
10 Usability Heuristics for User Interface Design

1. Visibility of System Status

The design should always keep users informed about what is going on, through appropriate feedback within a reasonable amount of time.

2. Match Between the System and the Real World

The design should speak the users' language. Use words, phrases, and concepts familiar to the user, rather than internal jargon. Follow real-world conventions, making information appear in a natural and logical order.

10 Usability Heuristics for User Interface Design

3. User Control and Freedom

Users often perform actions by mistake. They need a clearly marked "emergency exit" to leave the unwanted action without having to go through an extended process.

4. Consistency and Standards

Users should not have to wonder whether different words, situations, or actions mean the same thing. Follow platform and industry conventions.

10 Usability Heuristics for User Interface Design

5. Error Prevention

Good error messages are important, but the best designs carefully prevent problems from occurring in the first place. Either eliminate error-prone conditions, or check for them and present users with a confirmation option before they commit to the action.

6. Recognition Rather than Recall

Minimize the user's memory load by making elements, actions, and options visible. The user should not have to remember information from one part of the interface to another. Information required to use the design (e.g. field labels or menu items) should be visible or easily retrievable when needed.

10 Usability Heuristics for User Interface Design

7. Flexibility and Efficiency of Use

Shortcuts — hidden from novice users — may speed up the interaction for the expert user so that the design can cater to both inexperienced and experienced users. Allow users to tailor frequent actions.

8. Aesthetic and Minimalist Design

Interfaces should not contain information that is irrelevant or rarely needed. Every extra unit of information in an interface competes with the relevant units of information and diminishes their relative visibility.

10 Usability Heuristics for User Interface Design

9. Help Users Recognize, Diagnose, and Recover from Errors

Error messages should be expressed in plain language (no error codes), precisely indicate the problem, and constructively suggest a solution.

10. Help and Documentation

It's best if the system doesn't need any additional explanation. However, it may be necessary to provide documentation to help users understand how to complete their tasks.

References

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Thank you :)