

软件交互设计

基本概念、设计目标、**设计原理**、设计过程

GUI设计规则、**KLM效率模型**、**Fitts定律**

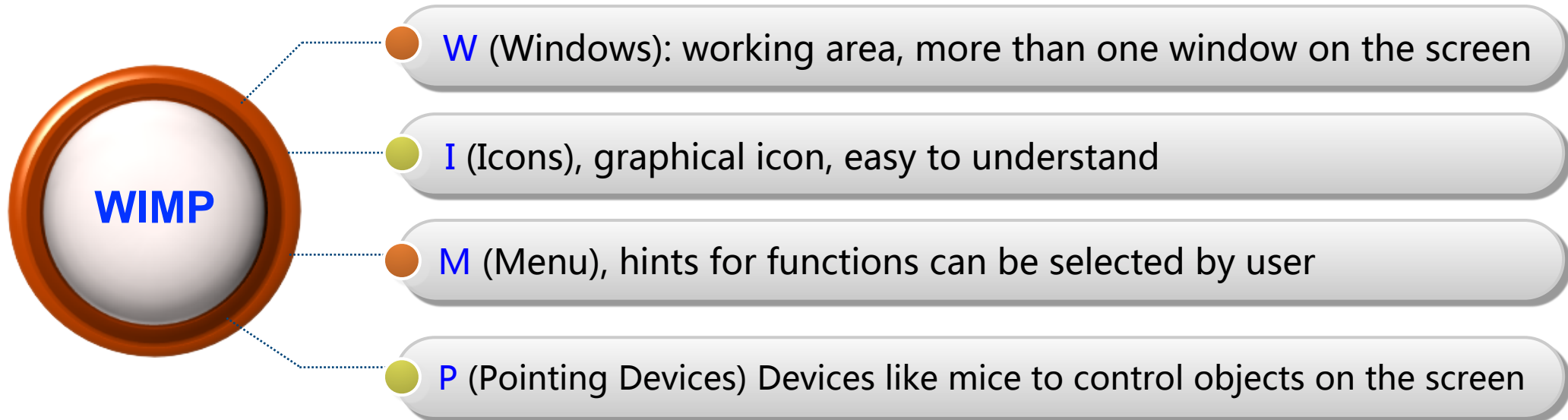


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GUI设计规则

GUI allows user direct manipulating the objects on the screen, for example, pointing, dragging, deleting, rotating, enlarging, etc. Visual feedback will appear in real time: **What You See Is What You Get (WYSIWYG)**

GUI (Graphical User Interface) elements : **WIMP**



GUI设计规则



GUI设计规则：可视化

Be visible, WYSIWYG

人类信息来源 80%以上通过视觉获取

屏幕元素的选择、布局、呈现及装饰

繁多、分散的设计规则之下：**视觉认知原理**

GUI设计规则：可视化

Gestalt Theory (格式塔理论，完形心理学，德文Gestalt)

发现和解释了人类视觉认知活动中的整体性；视场内元素的关系



闭合律 law of closure



连续律 law of continuity



相似律 law of similarity



接近律 law of proximity

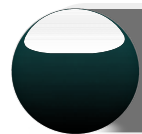


对称律 law of symmetry



前背景 Figure-ground

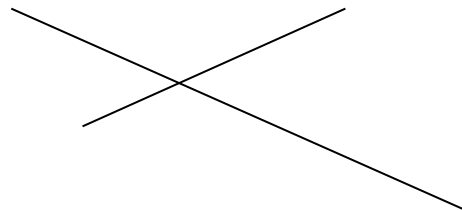
GUI设计规则：可视化



闭合律 law of closure



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相似律 law of similarity



GUI设计规则：可视化



接近律 law of proximity

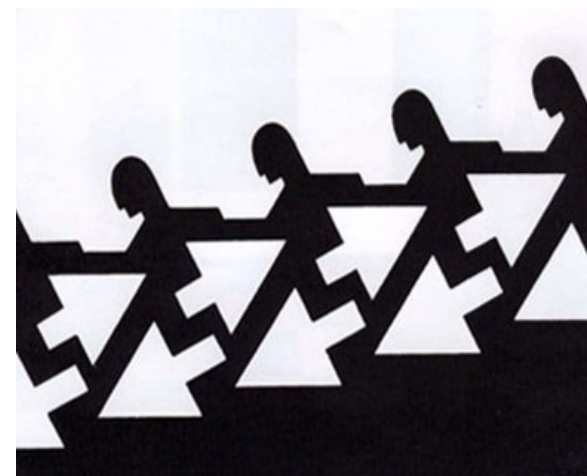


对称律 law of symmetry

[] () []



前背景分离 Figure-ground



屏幕元素的选择、布局、呈现及装饰

- 分组：grouping of items
 - ✓ *logically together* \Rightarrow *physically together*
 - ✓ *Color can also be used for grouping*
- 排序：order of items
 - ✓ *match screen order*
- 对齐：alignment of items
 - ✓ *Read/scan, search, compare*
 - ✓ *use fonts for emphasis, headings*
- 装饰：decoration – colors, fonts, boxes, animation etc.
- 留白：white space between items
 - ✓ *space to separate*

GUI设计规则：一致性

- ✓ Design interfaces to have similar operations and use similar elements for similar tasks
- ✓ Main benefit is consistent interfaces are easier to learn and use

(a) phones, remote controls

7	8	9
4	5	6
1	2	3
0		.

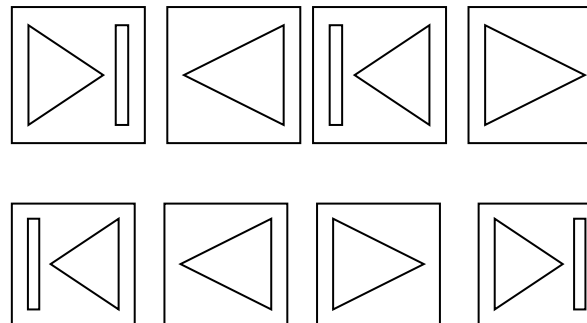
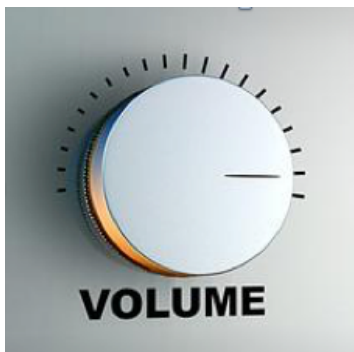
(b) calculators, computer keypads

1	2 ABC	3 DEF
4 GHI	5 JKL	6 MNO
7 PQRS	8 TUV	9 WXYZ
*	0 +	# Q ON

GUI设计规则：直接映射

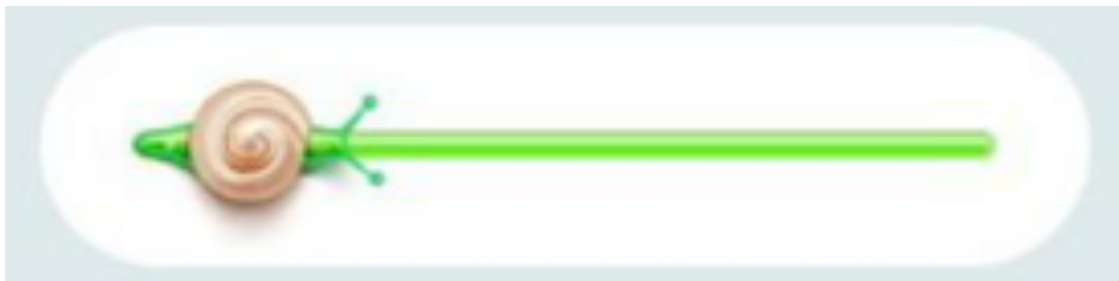
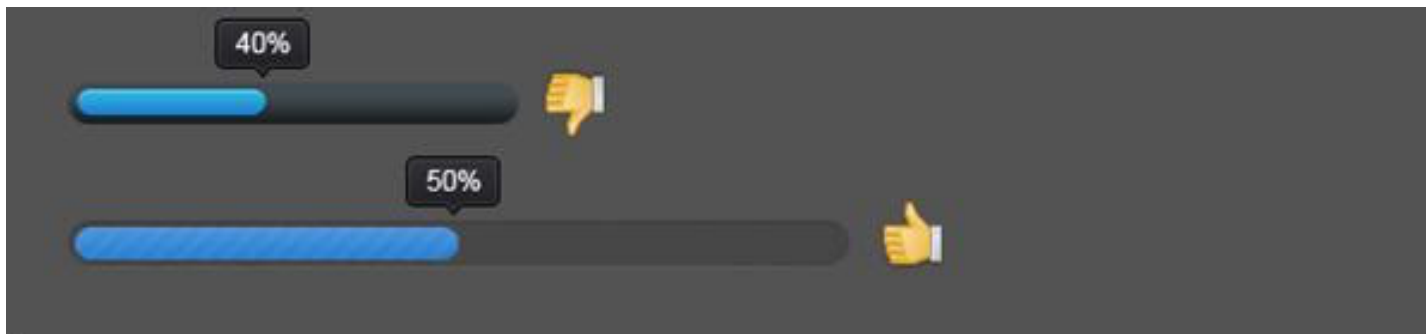


Relationship between controls and their movements and the results in the world



GUI设计规则：有效反馈

Sending information back to the user about what has been done



GUI设计规则

