Design Implications

# Notification messages

Notification messages will be placed at the edge of the screen. In a simple black window and simulate how well users pay attention to the errors and messages that show. It’s easy for the human eye to detect changes in the periphery. Placing notifications around the edge of the screen reduces visual distraction of the user. Careful not to disrupt user concentration on a task. Dealing with how the memory works, the short term memory will only hold 7 +/-2 pieces of information. Therefore a user will want to complete a task before they get distracted, also known as closure. As designers, we must not disrupt this because visual concentration can be disrupted and perhaps annoying the user. Notifications are placed around the edge to notify the user but they may or may not actually look at it.

# Eye movement

Transparent software provides the flexibility of working with programs and applications with having widgets that are moveable in the foreground. Users may move the widgets closer to where their concentration is focused, providing them with reduced eye movement, further reducing the need to move the head. Although this isn’t as much of a concern for users using small screens, larger panels are becoming more prominent its evident benefits can be observed.

# Power law of practice

Prediction based on the power law of practice may be put into place. Since this software is different, it’s not common to work with windows that may be showed on top all the time. Therefore users might get the impression that the software is broken or misbehaving. Once realization takes place it’s the power law that takes place and there is large improvement on the user’s performance which will get less noticeable over time until its virtually impossible if the user has improved at all. (Get really close to 0 but never actually reaching it)

# Emotion

Software such as this, using transparent windows and click through is quite different compared to what the typical user is used to. Care must be taken when developing, it’s a delicate balance between giving the user an advantage and decrementing the user experience. Emotion plays a large part in the user experience, if the software annoys the user irritation may ensue making it harder for them to utilize the software properly and tasks that are normally easy to accomplish may not be so. The exact opposite may happen if user experience is seamless as possible, and creativity may ensue. s