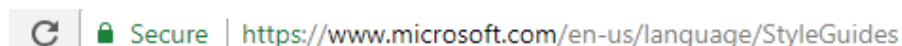# *Screen Design Standards and Detailed UI Design*

Chap 11 and 15 by Deborah J. Mayhew

- The screen design standards for a product mostly depends on Platform Style Guide
  - Microsoft, Apple etc.

■■ Microsoft   Office   Windows   Surface   Xbox   Deals   Support   More ⌄

Language Portal   Downloads ⌄   Error Messages   Toolbox   Search Terminology

Style Guides

Localization style guides

Microsoft Style Guides are collections of rules that define language and style conventions for specific languages. These rules usually include general localization guidelines, information on language style and usage in technical publications, and information on market-specific data formats.

| English (United Kingdom) ▼ | Download |

English style guide

The English style guide (Microsoft Writing Style Guide) provides essential guidance for developers and content creators who design English-language apps, documentation, marketing, and reference material for and about Microsoft products.

You'll find the Microsoft Writing Style Guide at Docs.microsoft.com, the home for Microsoft technical documentation.

en-US word/phrase to avoid	Preferred en-GB word/phrase
Achieve	Do
As well as	Also, too
Attempt	Try
Configure	Set up
Encounter	Meet
Execute	Run
Halt	Stop
Have an opportunity	Can
However	But
Give/provide guidance, give/provide information	Help

- Screen Design Standards based on today's GUI platform standards can be grouped into the following categories
  - Control standards
  - Product/process windows standards
  - Message/dialog box contents standards
  - Input device interactions standards
  - Feedback standards

Control standards

- Current GUI platforms offer a variety of controls through which you can offer actions and take input from users.
  - E.g. Buttons, check boxes, list boxes and spin boxes
- For any given field, often more than one of these controls work
- You can achieve consistency within your design by following a set of standards for the use of controls

No Consistency vs Consistency

VS

Dialogue box standards

- Always use medium gray (or, for example, cyan) as dialog box background color
- Match title to the menu bar selection that brought it up, left-justified in the title bar
- Create vertical groups of logically related fields
- Within field groups, left-align captions, left-align fields, try to minimize white space between captions and fields (through careful labeling), use first-letter caps for all main words in captions, include a colon immediately following each caption

The Basic Principles of Proper UI

- A professional looking UI depends on these four factors:
  - Spacing and Positioning
  - Size
  - Grouping
  - Intuitiveness

Reference:
https://msdn.microsoft.com/en-us/library/windows/desktop/ff728831(v=vs.85).aspx#spacing_and_positioning

# *Spacing and Grouping*

size

- When you drag a button from the toolbox on to your form—it has the perfect height and width.
- The maximum width recommended (barring any seriously important reasons) is to double the original width.
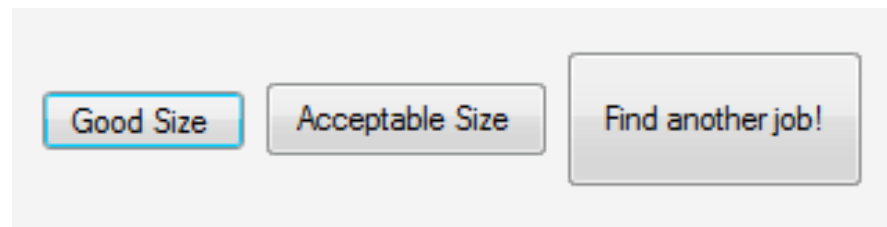
Grouping

- Typically, an application contains many controls. Only by proper, intuitive grouping can you make all these controls easier to use

- Function-based or categorized grouping is done best by Tab controls. For example, 'Accounts,' 'Reports,' 'Employees,' and 'Projects' would be perfect candidates for tabs in a typical business application
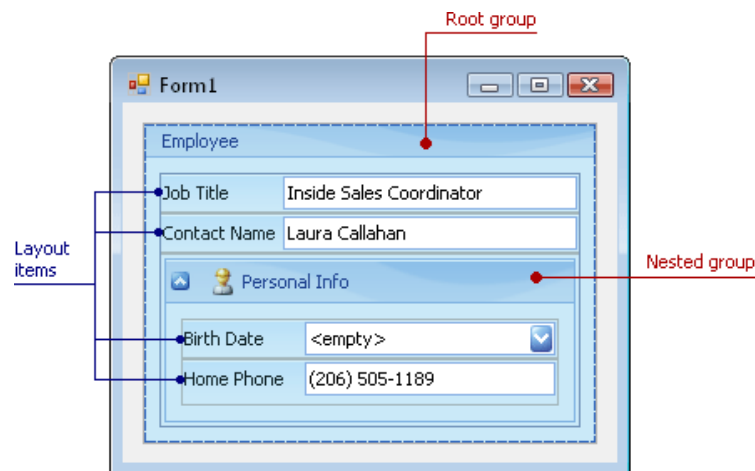
Intuitiveness

- An important topic in intuitive design is color-coding.
- The coloring of these controls (given fig.) was determined based upon the severity of the result of that button being pushed.
- Navigation is green, much like a 'Go' traffic light. Shut Down, which would result in a potential loss of work, is colored red like a warning sign. Semi-critical buttons such as Log Off or Hibernate are yellow.
- Neutral buttons that do not have any critical effects on the work processes of the user, such as Help, are a soft blue.
- When creating a skinned UI, these color aspects should be kept in mind.
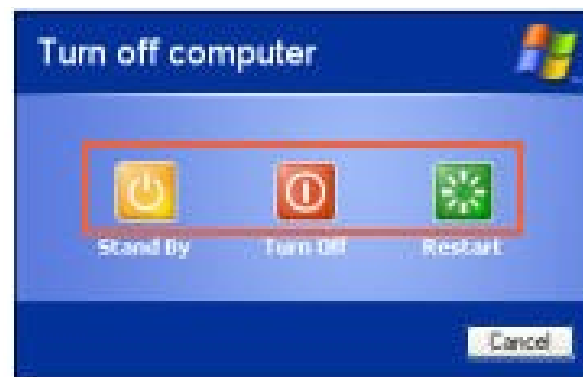
- Intuitiveness is also born from familiarity.
    - For example, the placement of the **OK** and **Cancel** buttons is so uniform and well placed in our minds that if a dialog holds these buttons in a reverse sequence (**Cancel**, then **OK**; instead of **OK**, then **Cancel**)—you just might hit **Cancel** instead.
- Following industry standards (however unstated they may be) makes your software easier to use.
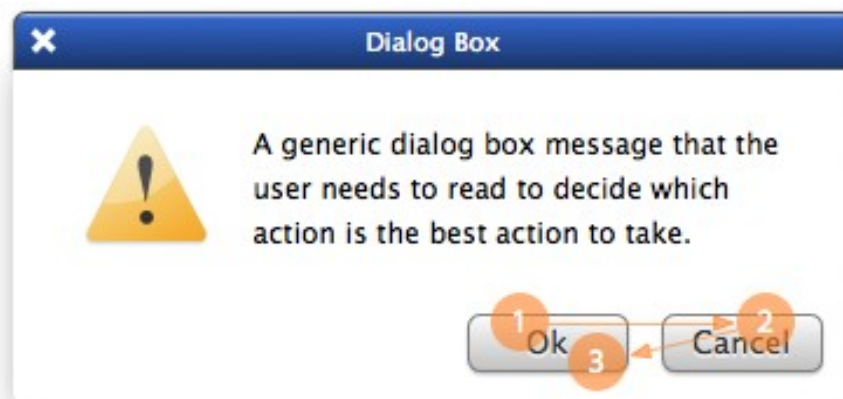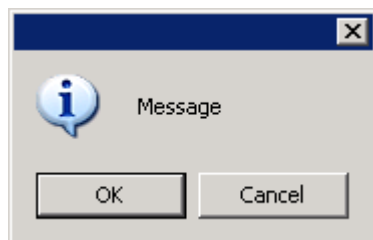
Detailed UI Design

Detailed UI Design

1. Complete the Identification of all pathways between windows, dialog boxes and message boxes

– As in Conceptual Model Design we identified the main pathways between primary displays and other general display types. Here you will complete the identification of all pathways between all displays.

2. Complete the design of menu bar and/or all other action controls

– Here you design the detailed presentation of all the controls that will allow users to navigate the pathways identified in the previous step and all other actions

3. Complete the design of content of all windows, dialog boxes and message boxes

– Recall that during Conceptual Model Design we identified major displays and types of displays but did not design their content.

4. Complete the design of all interaction with input devices

– In step 2, the presentation of action controls was designed. In this step, you detail all the ways in which users can interact with these controls using optional input devices

- Recommended Study
  - Personal Travel Agent Application-Detailed UI design Specification, Chap. 15 by Deborah.