

UX Best Practices

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Introduction

In this document I am going to do a little research into the best ways to get the user experience as optimal as possible for people. the experience of the end user is central, at UX, a designer often looks at whether the interests of the customer are met. A designer's goal is to optimize the UX. This can be done, for example, by, for example, guerilla testing and a number of standard things that need to be looked at. I'm going to cover these things in this document.

A few best practices

Don't put everything on one screen

When you put everything on a screen it can get very busy on the page, this can become annoying for a user since there is far too much happening on one page.



Don't put everything in one single drop down menu

It is nice to have a number of things in a drop-down menu, but if you put everything in it, this becomes very unclear. It is important that you keep sorting it in the right way, so that it is well organized and you do not have unrelated things together in a drop-down menu.



The user should always know where he currently is at

When you have a consistent design in your app, the pages can feel the same to the end user. It can then happen that users have the idea that she is walking through an infinite number of pages or cannot remember which page he is on.



Avoid long rows of text and small letters

We as humans are very simple figures, if there is too much text on a screen it is easy that we skip this. Often designers use this because they want to get as much out of their page as possible, but this is not the best way. A rule of thumb is to use no more than nine words per line so that the end user can easily move to the next line of the text. When the whole screen is full of text, this is often difficult to read.



Don't use double pop-ups

The problem with duplicate pop-ups is that the end user loses their orientation. They get distracted even if they close their second pop-up and go back to the first pop-up.



Make it that your forms are sorted well

Often, users want to get the entire form on one page so that users don't have to scroll. This of course causes a lot of hustle and bustle on the page. Users don't mind scrolling at all as long as there is a clear overview on the page. Use the minimum number of buttons and forms on your Page.



Make the purpose of buttons useful

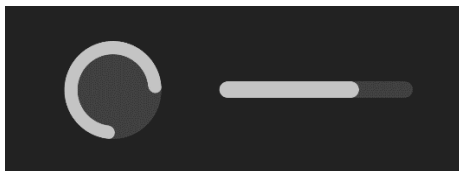
It is important that you keep the buttons of your page consistent and that the purpose of the buttons remains clear, when you place buttons differently it ensures that the flow of the end user is disturbed and this can cause irritations for the end user.



10 rules of thumb for UX-design

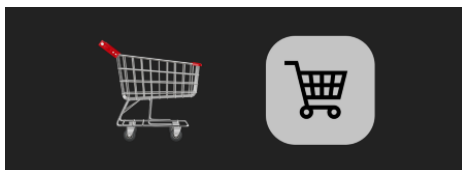
Visibility of the status from the system

The users must always be aware of what is happening, when something still needs to be loaded this must become clear to the user.



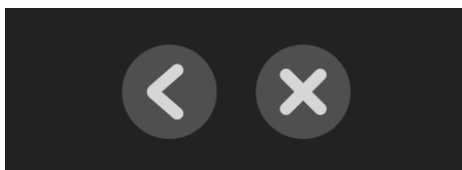
Matching between system and real life

The design of your site should make sense to the user. It is important that your words, photos and sayings are recognizable to the end user.



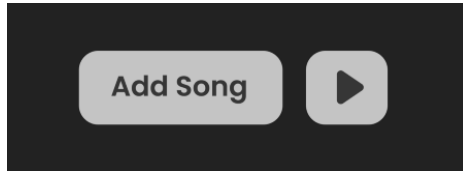
User controle and freedom

Users often click on the wrong button by accident, it is important that they can also return or cancel what they are doing.



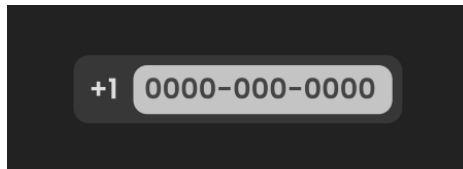
Consistency and standards

Users should not doubt whether certain words, situations or actions mean the same thing. That is why it is important that you remain consistent and keep your own designs.



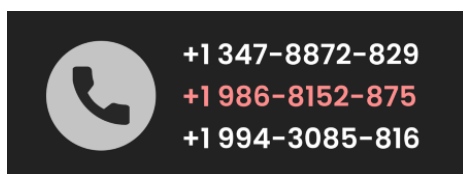
Error prevention

A good error message is very important, but it is more important to avoid errors. It is therefore important that you use confirmation options before people perform an action.



Recognizing in stead of reminding

It is important that information is visible to users on the site so that they do not have to remember information to perform other actions.



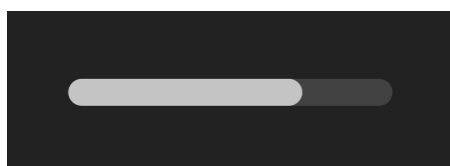
Flexibility and effectiveness

Shortcuts could increase the user preference, if an action has to be performed often, it is therefore useful to have a shortcut for this.



Aesthetic and minimalistic designs

Irrelevant information is often put on pages, when you put so many irrelevant things on your page, this goes against the relevant information. That's why it's important to keep your interface as simple as possible.



Help users to recognize and recover errors

Errors should be obvious to the user, it should become exactly clear to the user what is going wrong and what they can do to fix it.

Error: Result Not Found

Help and documentation

It is optimal if a system does not have additional information to know how to use something. But sometimes this is necessary, which is why it is useful to provide documentation so that performing actions becomes easier for users.

