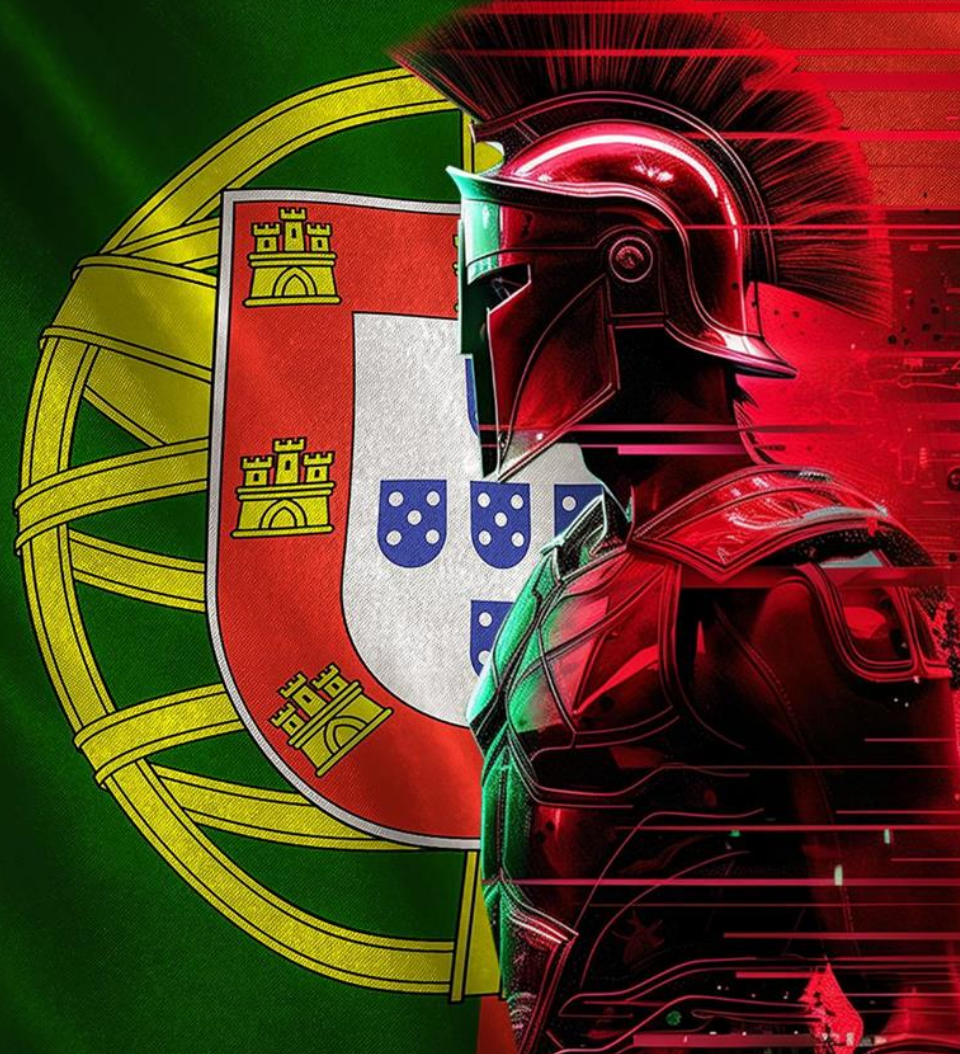




# Ian Barker

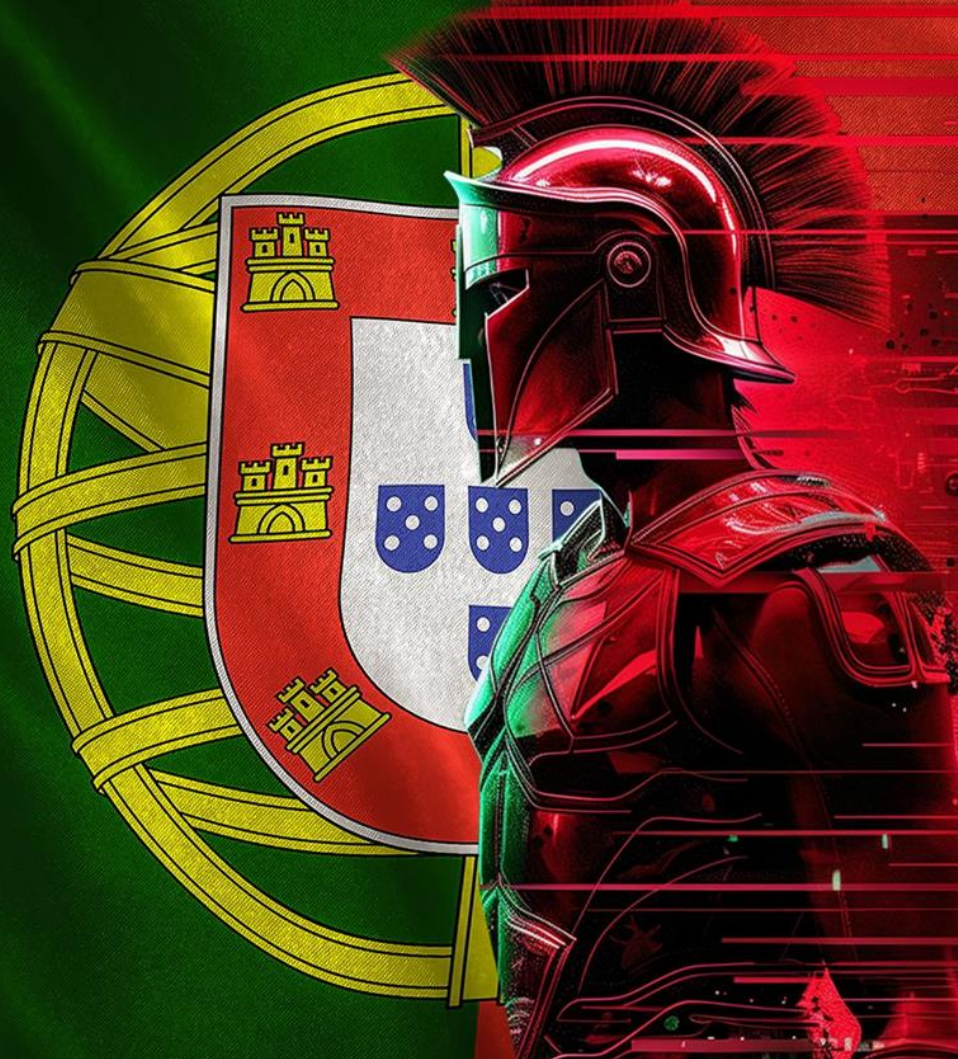
## Developer Advocate





Danysoft<sup>®</sup> | embarcadero<sup>®</sup>

# Celebrity makeover

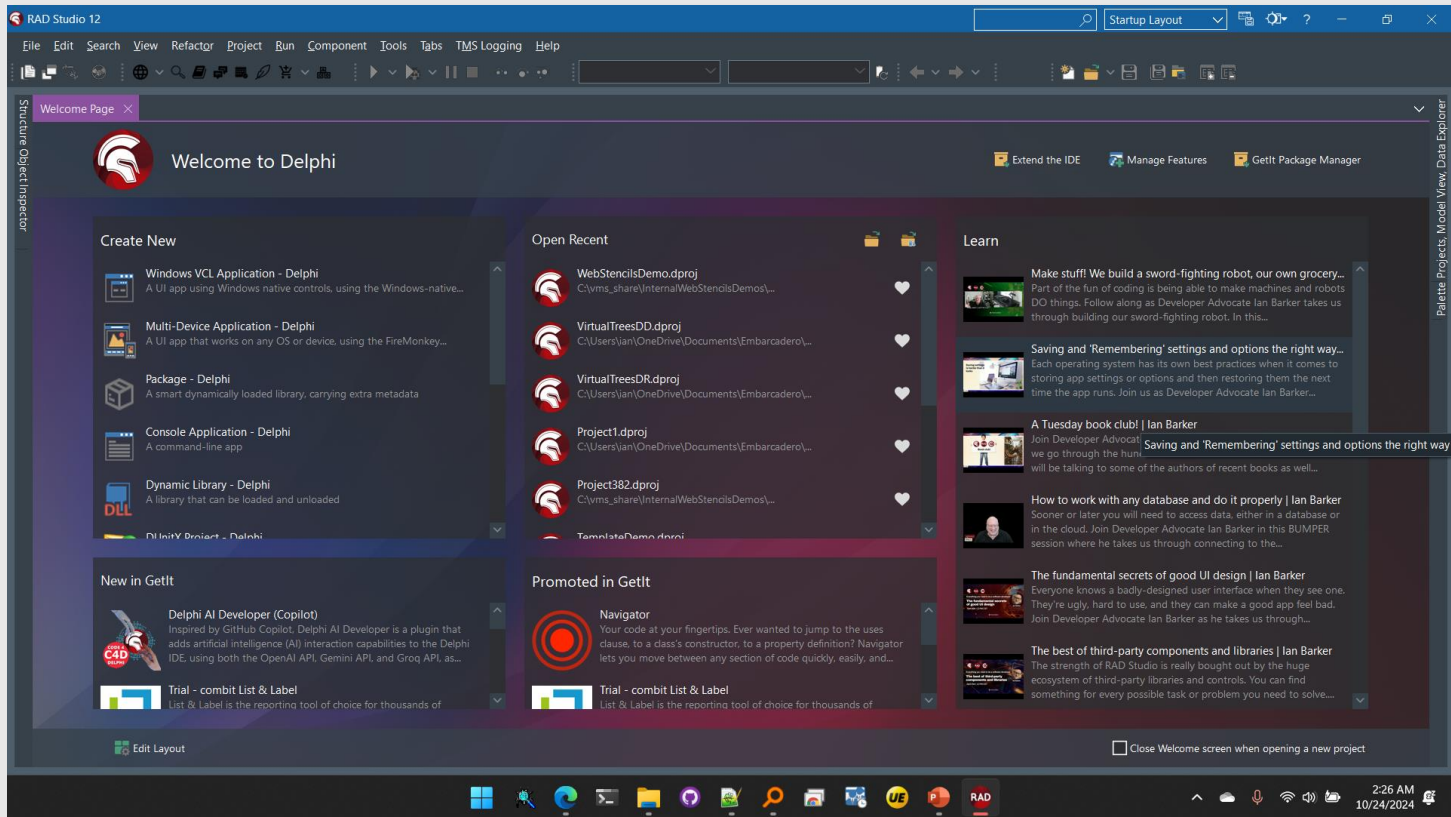


# Things have changed a little





# Things have changed a little



# What not to do

## Isys Information Architects

Making information usable

### Interface Hall of Shame

The Interface Hall of Shame is an irreverent collection of common interface design mistakes. Our hope is that by highlighting these problems, we can help developers avoid making similar mistakes.

We are constantly searching for examples of design practices that are worthy of extinction, and those worthy of emulation (see the [Interface Hall of Fame](#)). Submit your own nominations for potential entries into either hall to [feedback@iarchitect.com](mailto:feedback@iarchitect.com), and we'll try to add it to the collection.

[New Entries](#)  
4-June-2000

[Our review](#) of the new GUI in Apple's QuickTime 4.0 Player. Users of all operating systems should be concerned.



[Selecting the wrong control](#) for a task or changing the way controls operate can often result in an inefficient and frustrating application.



Nobody likes a [stupid computer](#). However, many applications interrupt the user to ask stupid questions, provide meaningless information, or require the user to make what should be an obvious selection.



Improper design of the [visual elements](#) in an application can often result in applications that are difficult to read and difficult to use.



The improper use [color](#) in an application can seriously impede the usability of the application.



The [terminology](#) used in many applications often leads the user to feel that the interface has been written in a foreign language. We provide a number of examples of these 'programmerisms'.



[Error messages](#) are the antithesis of proper application design. They are often ambiguous, rude, and all too often, incorrect, blaming the user for failures of the programmer.



[Tabbed Dialogs](#) can be a wonderful solution for complex design problems. Here are some examples of a good idea gone bad.



[Metaphors](#) can greatly enhance the usability of applications when properly used. When improperly applied, well, they can leave much to be desired.



The [globalization](#) of applications provides fertile ground



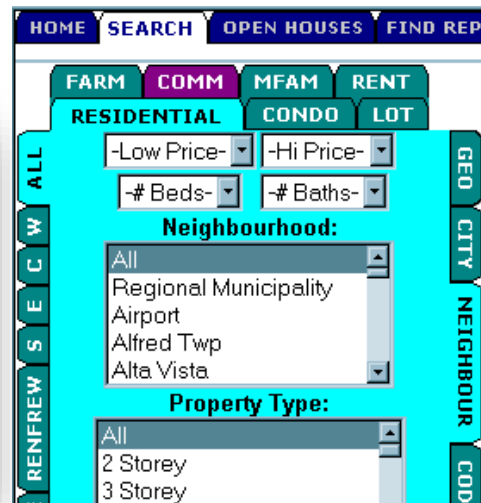
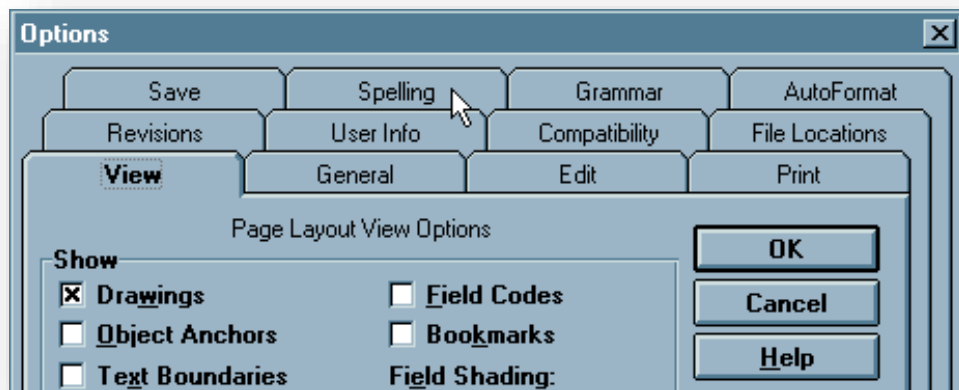
We have provided a number of [in-depth critiques](#) of

# The Interface Hall Of Shame

[hallofshame.gp.co.at/shame.htm](http://hallofshame.gp.co.at/shame.htm)

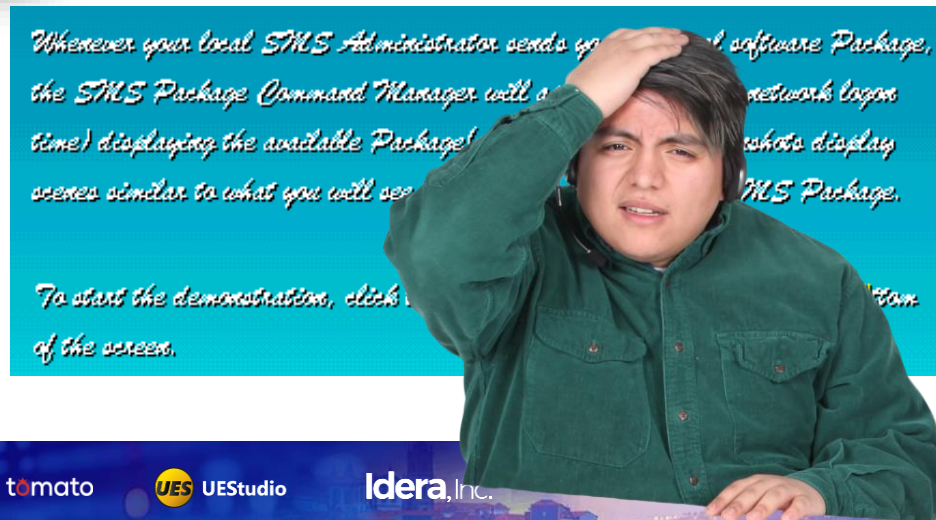
A very OLD website but it still contains some excellent advice and examples of what you should **not** do!

# What not to do



## The Interface Hall Of Shame

[hallofshame.gp.co.at/shame.htm](http://hallofshame.gp.co.at/shame.htm)





*Objectified* is a feature-length documentary about our complex relationship with manufactured objects and, by extension, the people who design them. What can we learn about who we are, and who we want to be, from the objects with which we surround ourselves?

[Stream or download now](#)[Complete Interviews Book](#)

*Objectified*  
2009  
75 Minutes

Produced and Directed by  
Gary Hustwit

Editor  
Joe Beshenkovsky

Director of Photography  
Luke Geissbuhler

Additional Photography  
Guillermo Cabrera  
Kevin Fritz

# First, seek inspiration...

## Objectified

### [hustwit.com/objectified](http://hustwit.com/objectified)

Probably the best 75 minutes you can  
ever spend learning about design

# The strength of RAD Studio is how much work you **don't** have to do



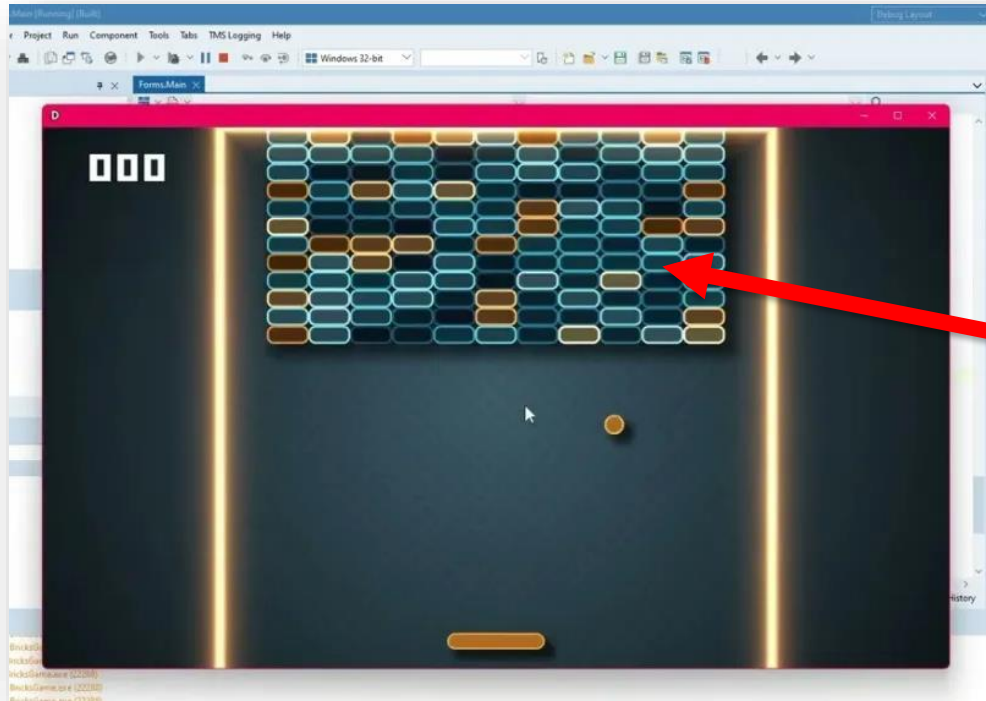
## 30 lines of code

Drag and drop creation of user interfaces

1000s of ready-made pre-packaged components covering everything you can dream of



# The strength of RAD Studio is how much work you **don't** have to do



## 100 lines of code

Cross-platform: Windows, macOS, iOS, Android

ALL from the same source code with no changes

# Videos

**How to Add the  
WOW Factor  
to Your Apps**



**Picking the Best UI  
Framework for  
Windows 11  
Development**



## A UI/UX YouTube playlist

[tinyurl.com/UIPlaylistIanB](https://tinyurl.com/UIPlaylistIanB)

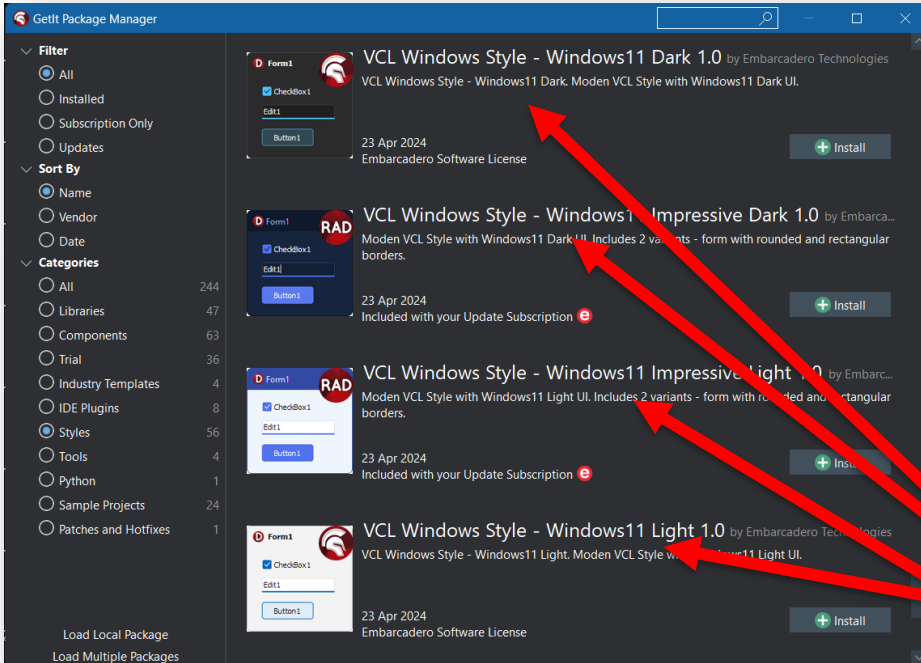
With a few videos from previous UI webinars

# General tips

## Support dark mode

[github.com/checkdigits/delphidarkmode](https://github.com/checkdigits/delphidarkmode)

Use the dark / light styles from GetIt and the DelphiDarkMode unit to automatically support them





# Essential tools

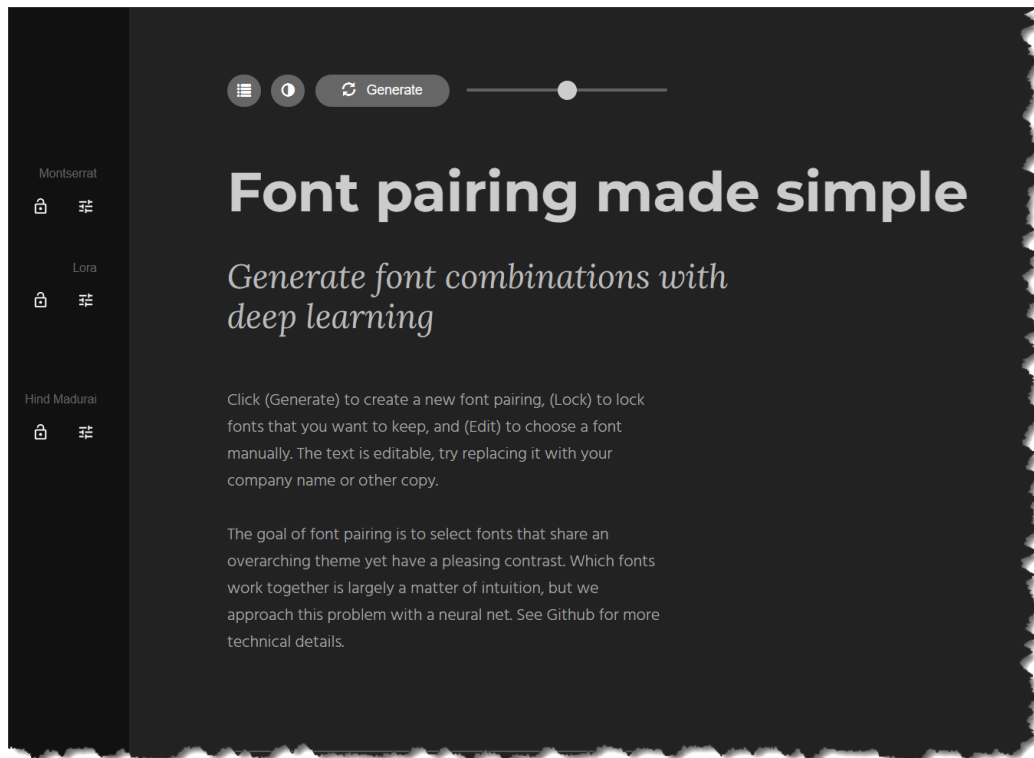


## MS Powertoys

<https://aka.ms/installpowertoys>

For the color-picker tool

# Essential tools

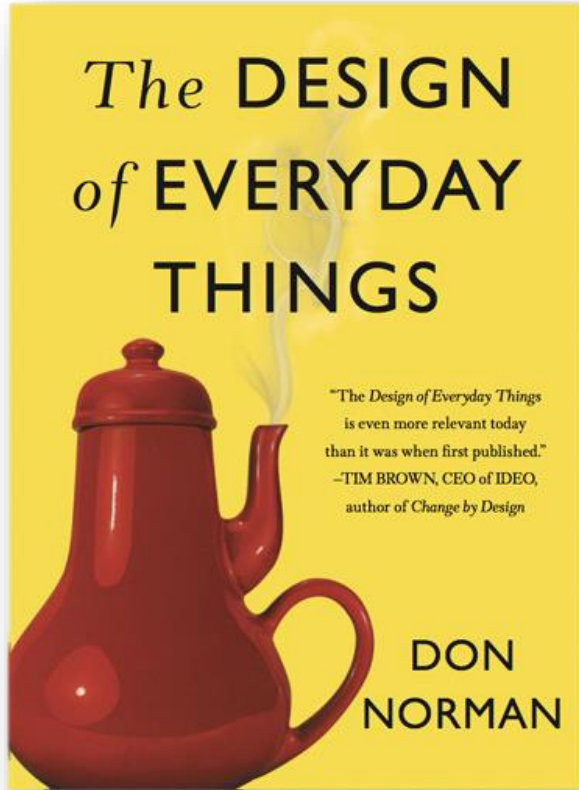


# Fontjoy

[fontjoy.com](https://fontjoy.com)

A superb tool for picking good combinations of fonts

# Essential reading



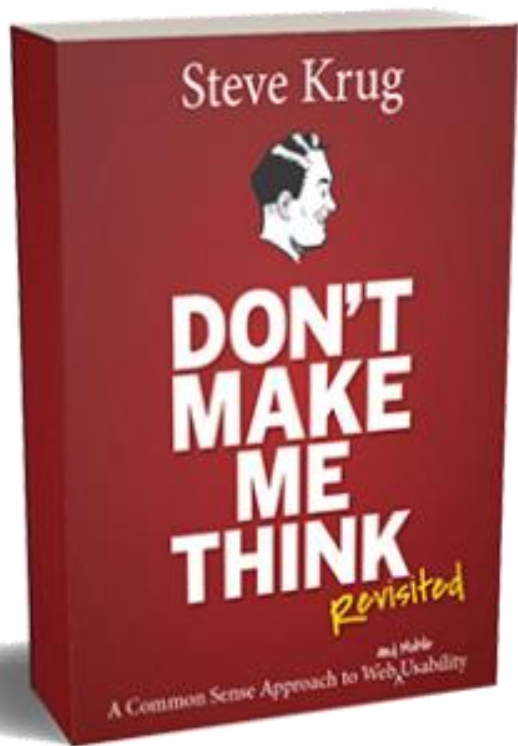
## The Design of Everyday Things

[wikipedia.org/wiki/The\\_Design\\_of\\_Everyday\\_Things](https://wikipedia.org/wiki/The_Design_of_Everyday_Things)

By Don Norman, the godfather of usability design and psychology



# Essential reading

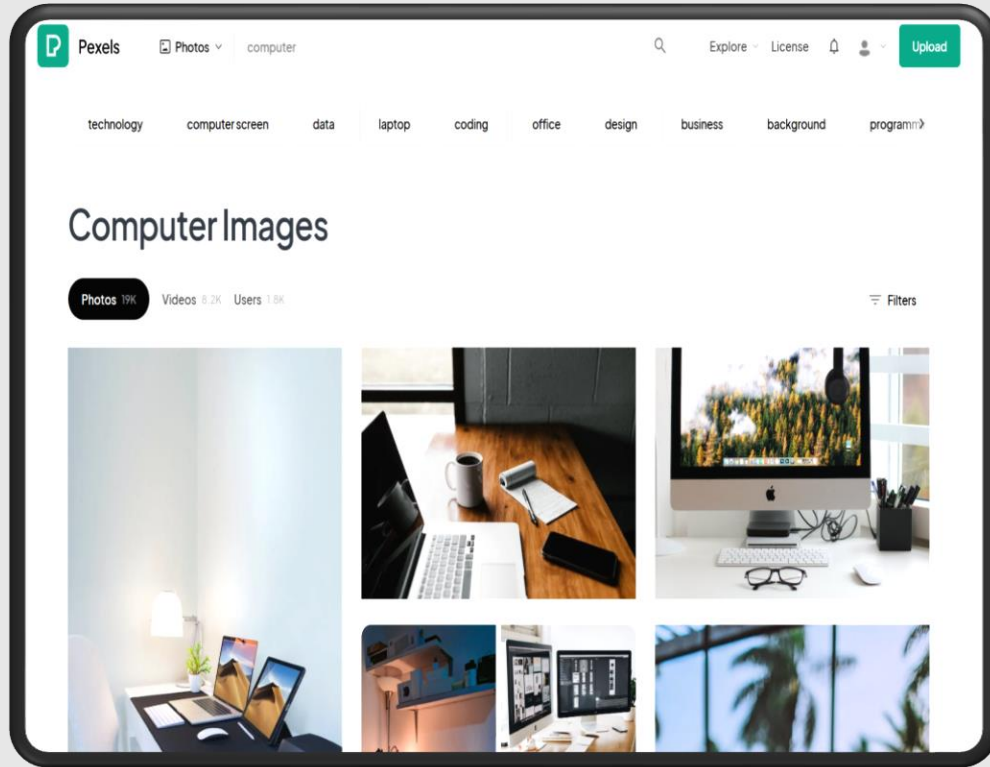


## Don't Make Me Think

[sensible.com/dont-make-me-think](https://sensible.com/dont-make-me-think)

From Steve Krug

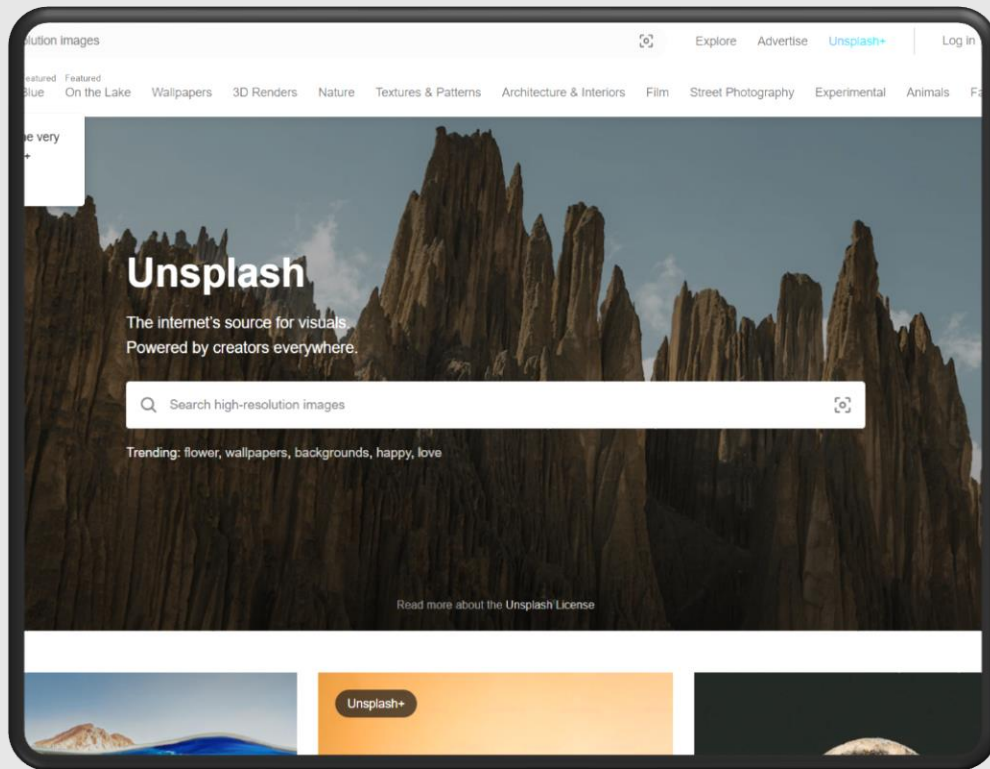
# Ready-made things to make you look good



[www.pexels.com](https://www.pexels.com)

Completely FREE  
graphics of all types

# Ready-made things to make you look good

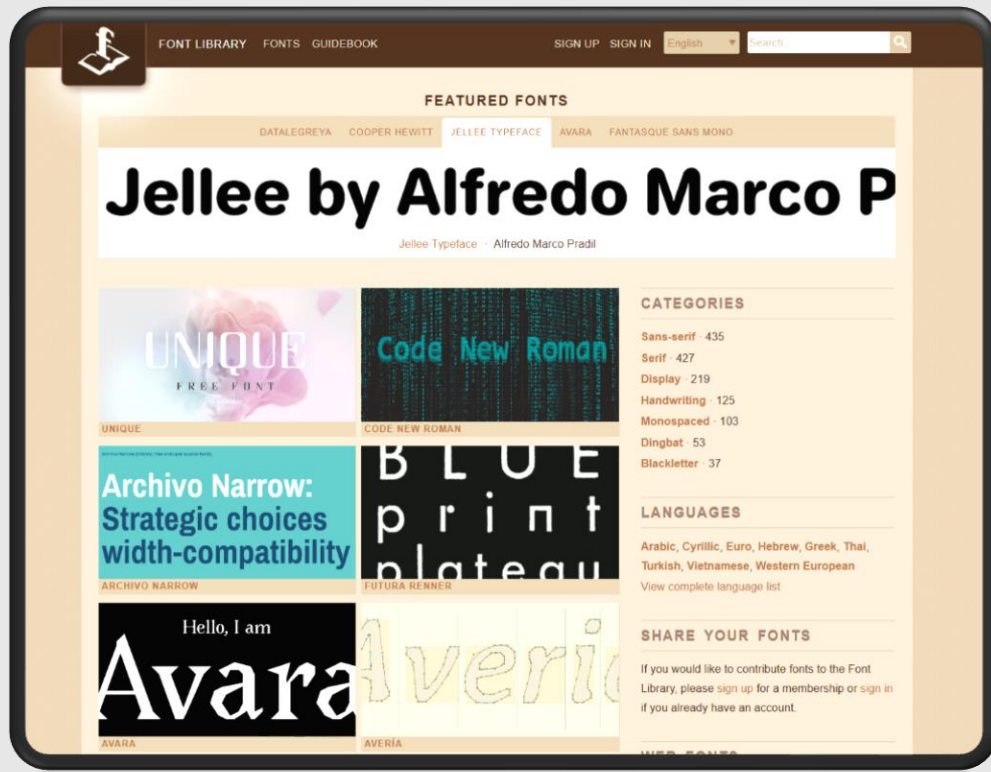


[www.unsplash.com](https://www.unsplash.com)

More FREE larger  
format graphics of all  
types



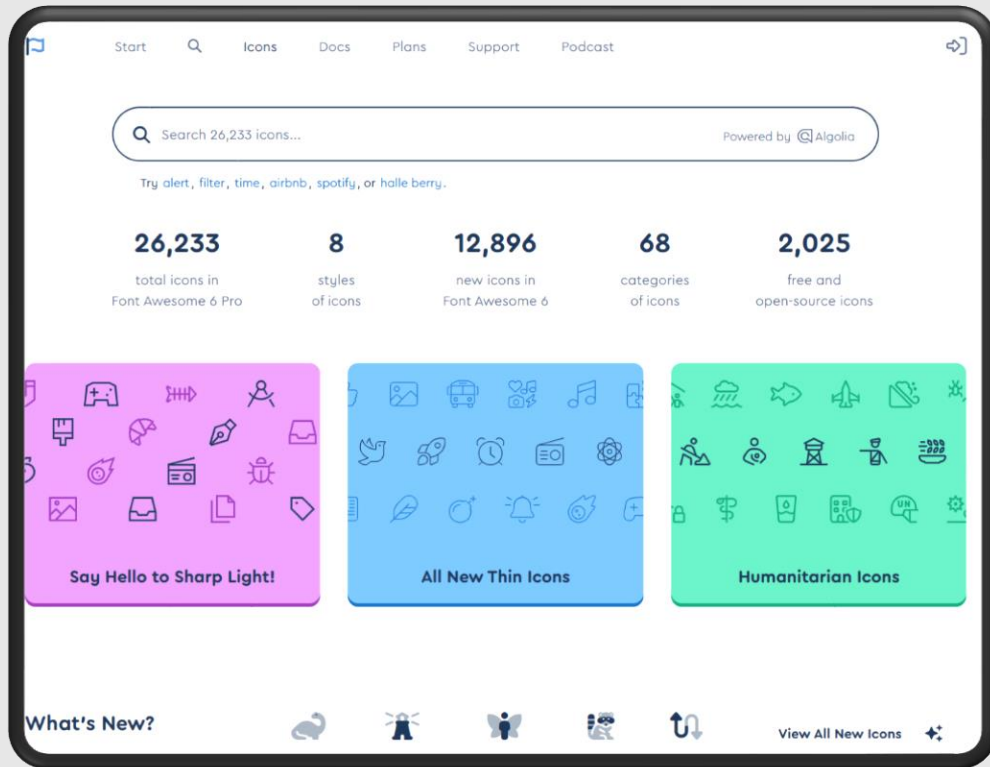
# Ready-made things to make you look good



fontlibrary.org

HUGE range of free fonts of every kind

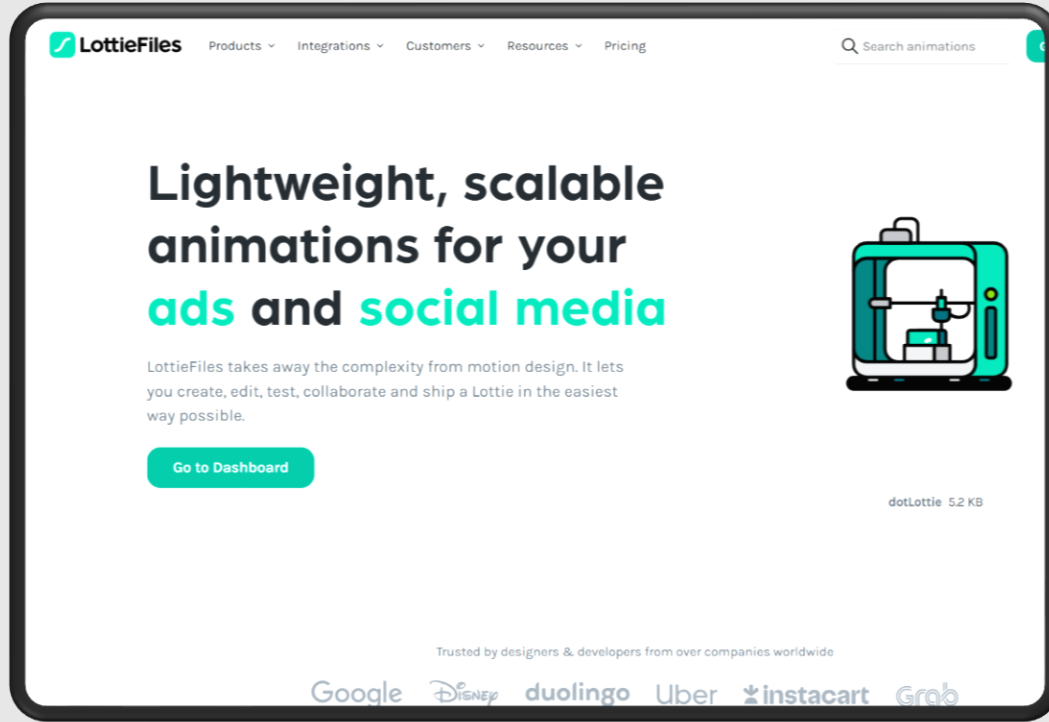
# Ready-made things to make you look good



fontawesome.com

The definitive source for  
all those cool line  
drawing icons you see  
EVERYWHERE

# Ready-made things to make you look good

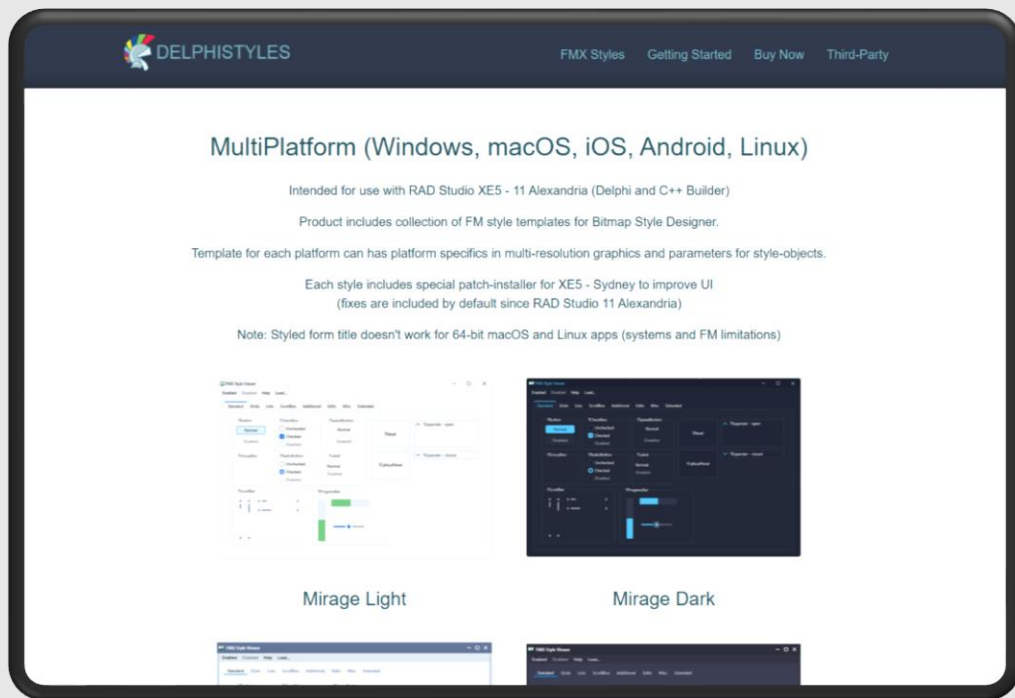


**lottiefiles.com**

A whole bunch of  
cartoon-like  
animations



# Ready-made things to make you look good



[www.delphistyles.com](http://www.delphistyles.com)

Make your apps look like  
you have a whole team of  
expensive designers  
locked in your bathroom



# Ian Barker

## Developer Advocate

