**Structure**

* Do organize the GUI to read from the top left to bottom right [4], [6]
* Do use tabbed interfaces where applicable [4]
* Do make a single detail panel that dynamically updates itself [5], [Unreal Engine observations]
* Do provide visible lists for user-created items [Unity observations]
* Do make the GUI overall as simple as possible to promote understanding [5], [6]
* Do reduce the time needed to complete an action (running time, number of operations, etc.) [1], [5]

**Information**

* Do group together items, panels, etc. by structure, meaning, etc. (such as in menus); how they are grouped together matters as well [2], [6]
* Do give a message or cue (and be consistent with it) if switching to a task that the user may not notice (e.g. the panel glows, etc.) [3]
* Do provide hover text if there are many potentially confusing controls [Unreal Engine observations]
* Do make functions consistent with functions from other applications, as well as function consistently [2]

**Images and Color**

* Do use text over icons unless the icon is well known (e.g. “save” icon), or even use BOTH icons and text [4], [Unreal Engine observations]
* Do put images on the left and text on the right [6]
* Do give an item a distinct feature to attract attention (e.g. a darker tab to show the opened one) [3]
* **Do not** use small font sizes (e.g. lots of text) [4]
* **Do not** use color combinations that would impact color-blind users (e.g. red and green) [2]
* **Do not** use different foreground colors unless the items are different [6]
* **Do not** use bright colors or high-contrasting colors; instead use soft ones [6]

**In addition to ideas pulled from Unity/Unreal Engine:**

[1] Agah, A., and K. Tanie. "Intelligent Graphical User Interface Design Utilizing Multiple Fuzzy

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Computers in Human Behavior 19.5 (2003): 593-607. ScienceDirect. Web. 4 Mar. 2016.

[3] Hillstrom, Anne P., and Yu-Chin Chai. "Factors That Guide or Disrupt Attentive Visual

Processing." Computers in Human Behavior 22.4 (2006): 648-56. ScienceDirect. Web. 4 Mar. 2016.

[4] Stupak, Noah, Nicholas Difonzo, Andrew J. Younge, and Christopher Homan.

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[6] Yee, Chee Kit, et al. "GUI Design Based on Cognitive Psychology: Theoretical, Empirical and

Practical Approaches." Computing Technology and Information Management 2 (2012):

836-41. IEEE. Web. 10 Mar. 2016.