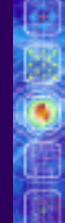
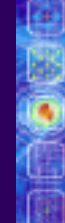




HUMAN-COMPUTER INTERACTION

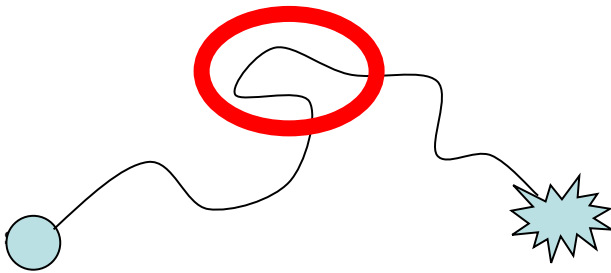
THIRD
EDITION

DIX
FINLAY
ABOWD
BEALE

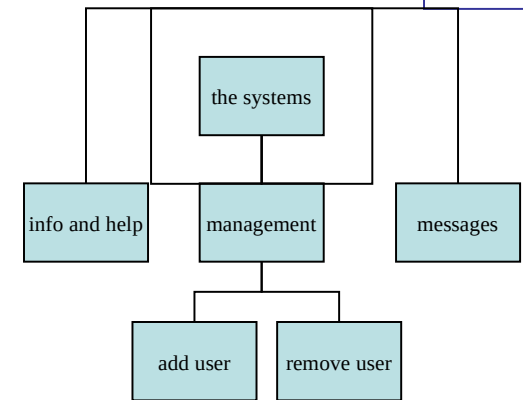


Navigation and Screen Design

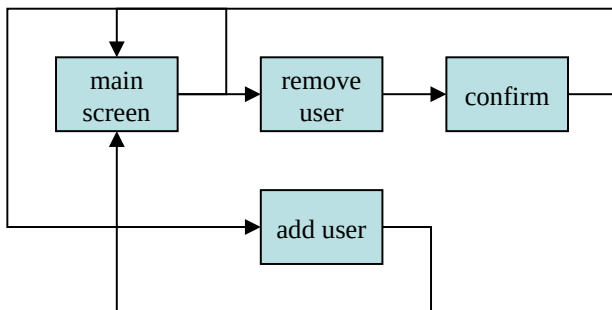
Chap 5 by Alen



navigation design



local structure – single screen
global structure – whole site

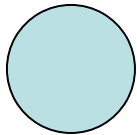


think about structure

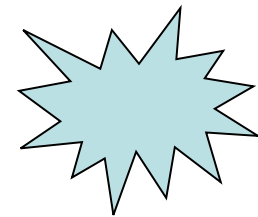
- local
 - looking from this screen out
- global
 - structure of site, movement between screens

goal seeking

start

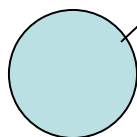


goal

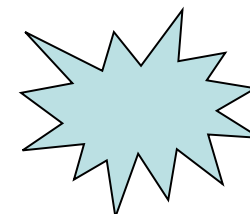


goal seeking

start

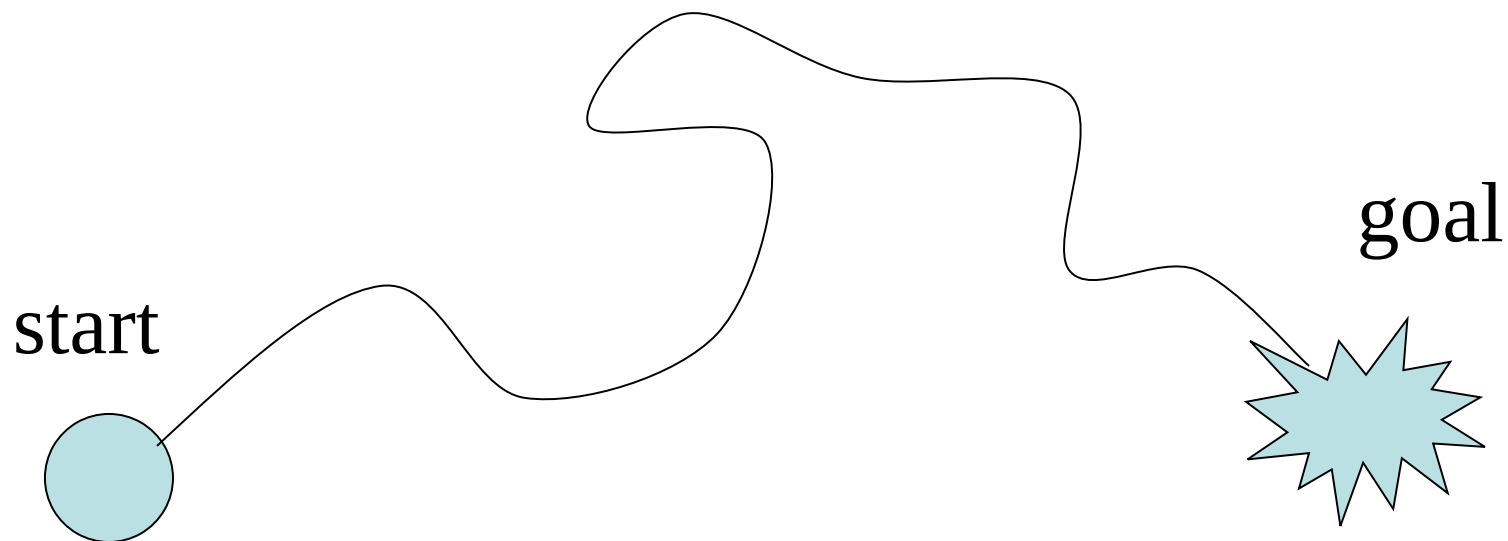


goal



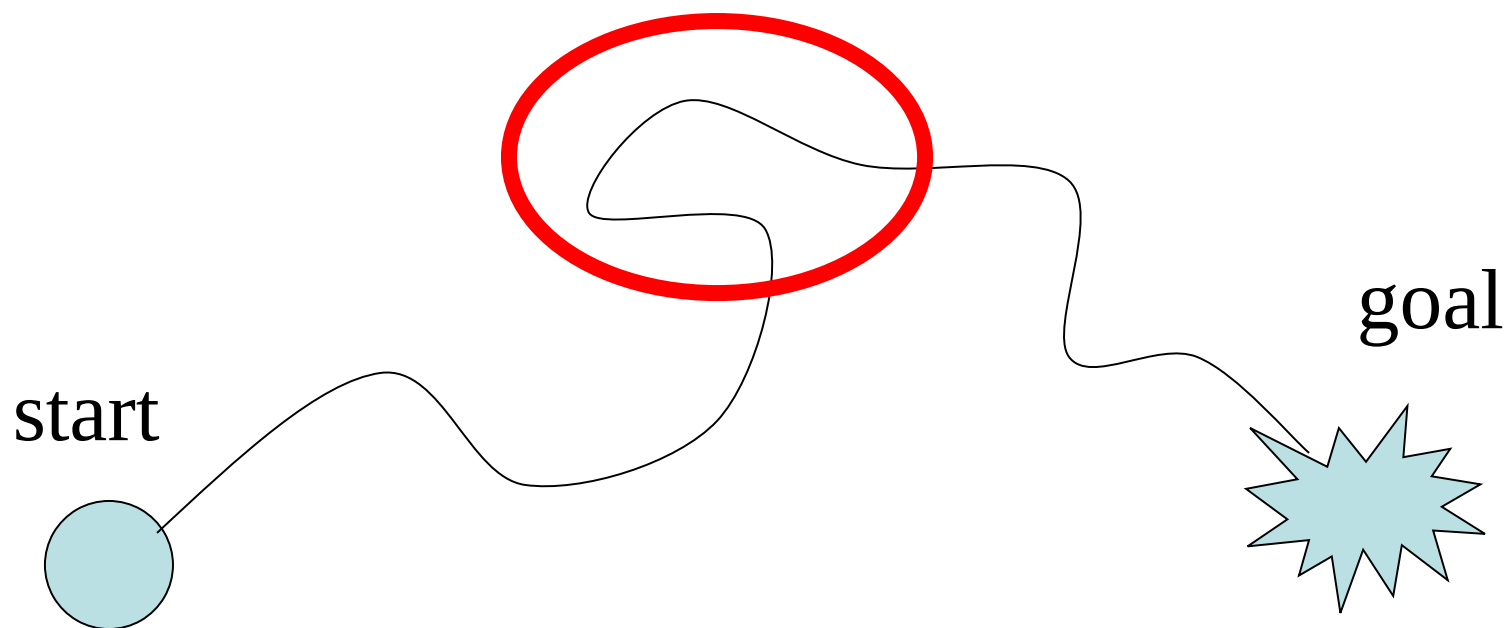
progress with local knowledge only ...

goal seeking



... but can get to the goal

goal seeking



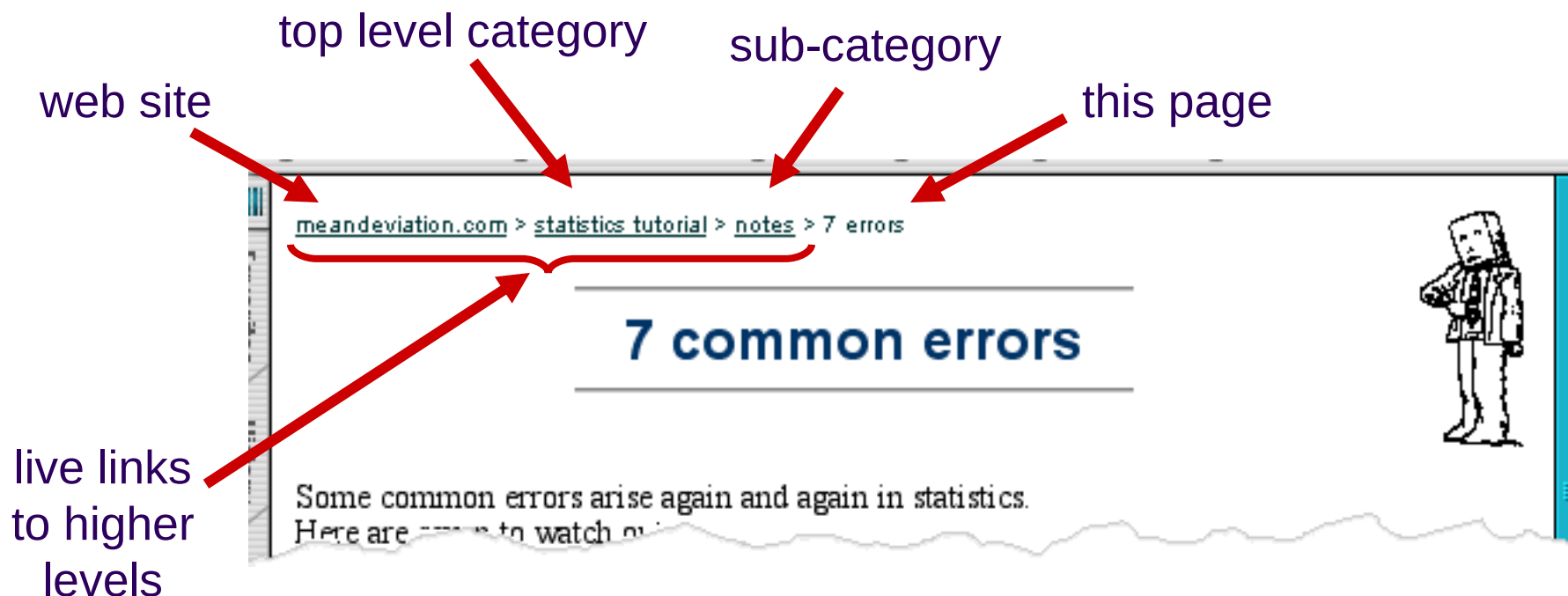
... try to avoid these bits!

Four golden rules

- knowing where you are
- knowing what you can do
- knowing where you are going
 - or what will happen
- knowing where you've been
 - or what you've done

where you are – breadcrumbs

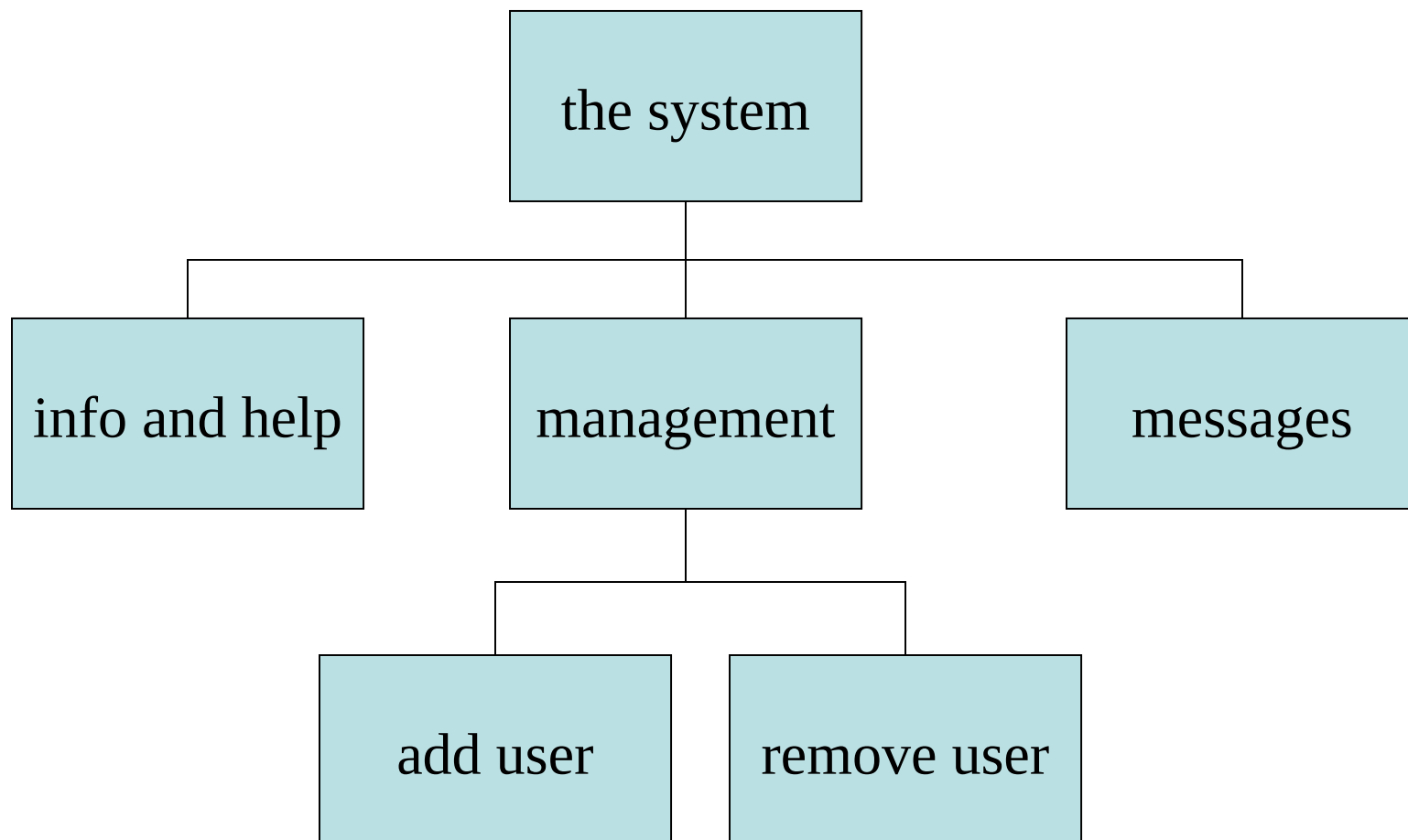
shows path through web site hierarchy



global

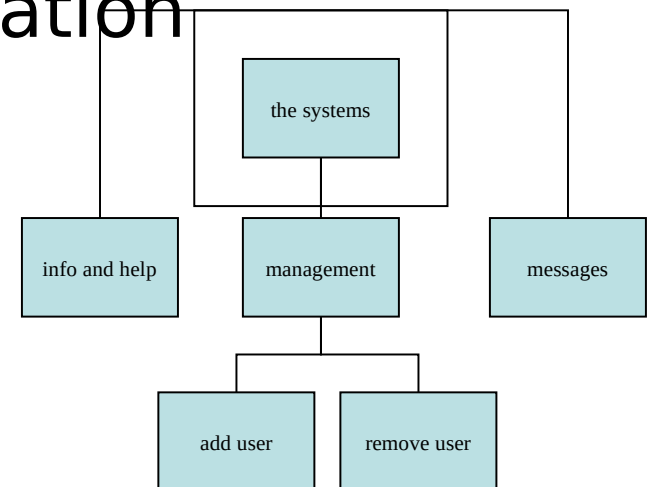
between screens
within the application

hierarchical diagrams



hierarchical diagrams ctd.

- parts of application
 - screens or groups of screens
- typically functional separation



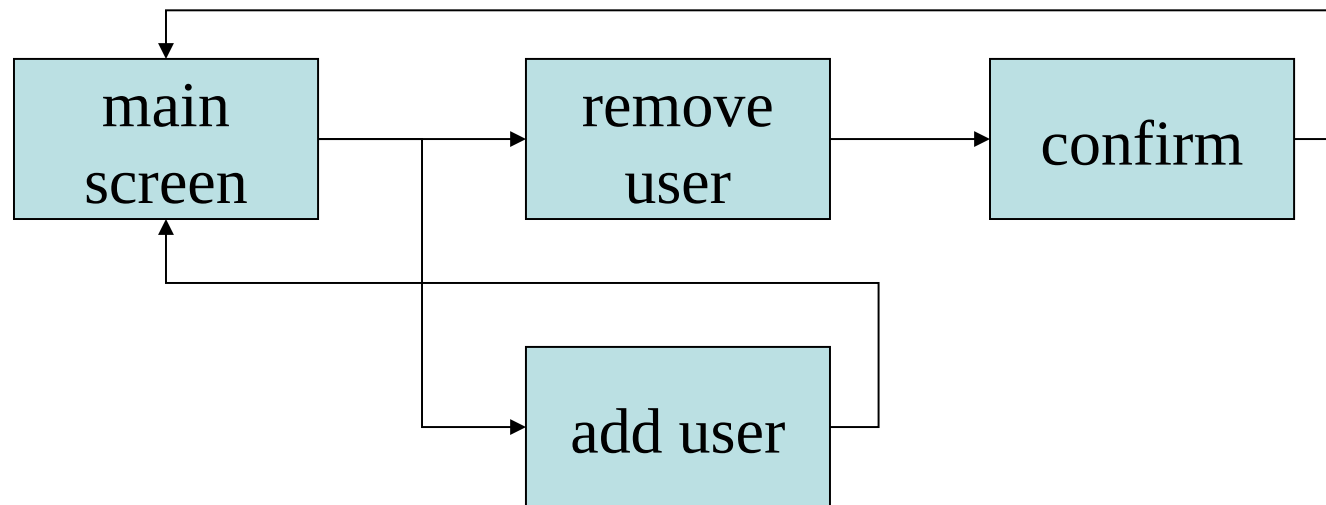
navigating hierarchies

- deep is difficult!
- misuse of Miller's 7 ± 2
 - short term memory, not menu size
- optimal?
 - many items on each screen
 - but structured within screen

think about dialogue

what does it mean in UI design?

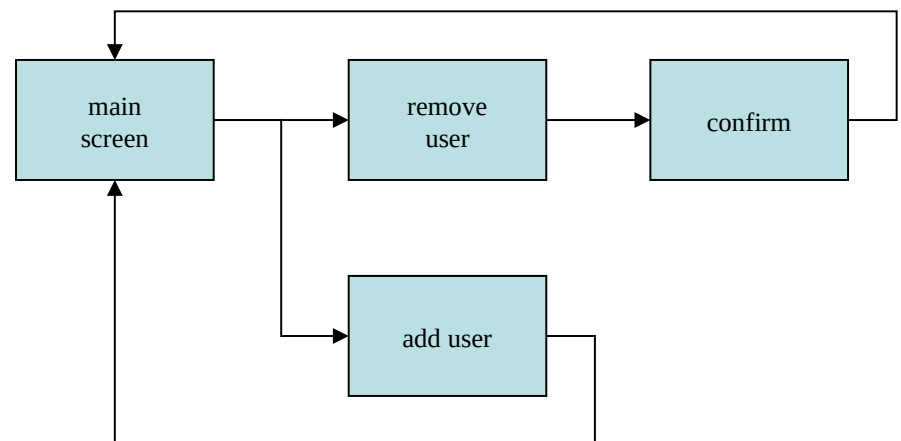
network diagrams



- show different paths through system

network diagrams ctd.

- what leads to what
- what happens when
- including branches
- more task oriented then hierarchy



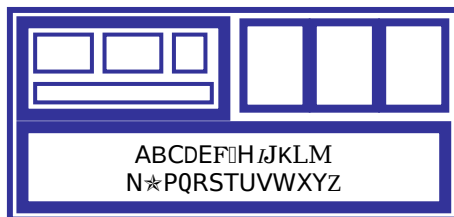


Dix , Alan
Finlay, Janet
Aboard, Gregory
Beale, Russell



screen design and layout

basic principles
grouping, structure, order
alignment
use of white space



available tools

- grouping of items
- order of items
- decoration - fonts, boxes etc.
- alignment of items
- white space between items

physical controls

- grouping of items

defrost settings

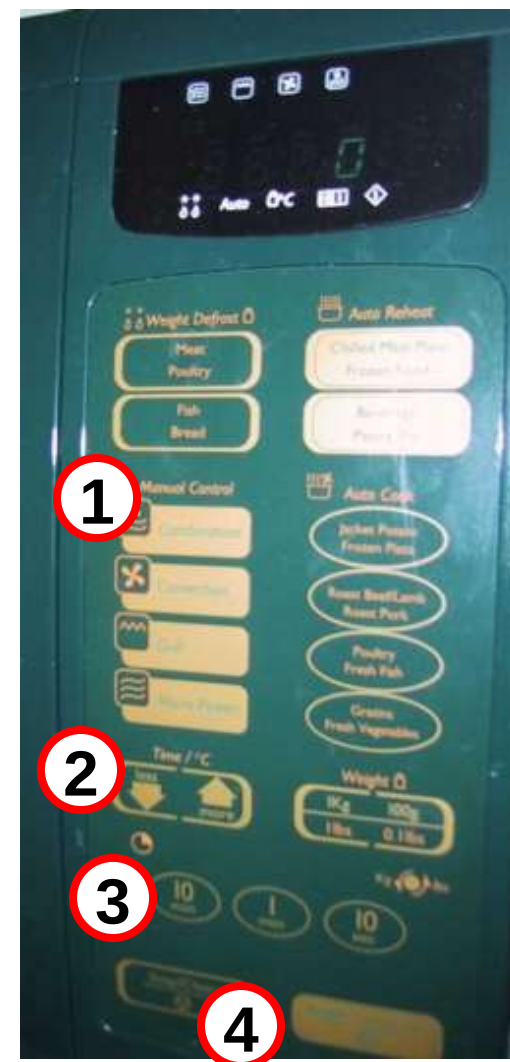
type of food

time to cook



physical controls

- grouping of items
- order of items
 - 1) type of heating
 - 2) temperature
 - 3) time to cook
 - 4) start

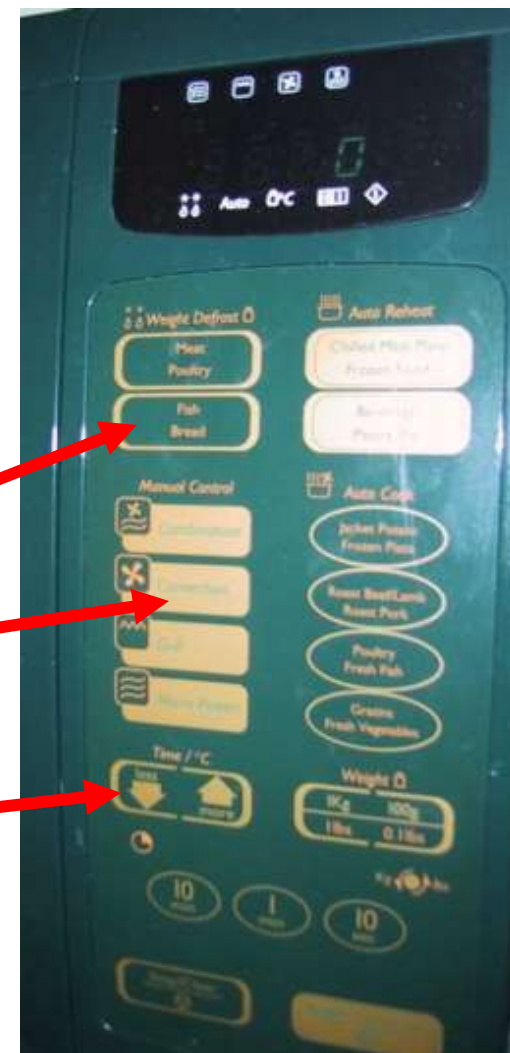


physical controls

- grouping of items
- order of items
- decoration

different colours for
different functions

lines around related
buttons (temp up/down)



physical controls

- grouping of items
- order of items
- decoration
- alignment

centred text in buttons
easy to scan



physical controls

- grouping of items
- order of items
- decoration
- alignment
- white space

gaps to aid grouping



