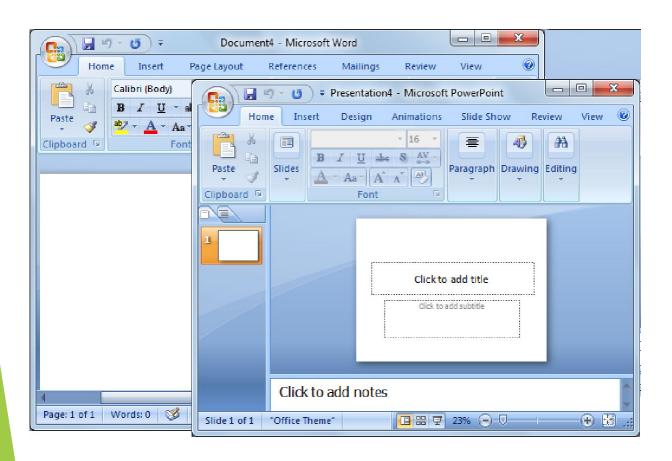
Golden Rules and Heuristics

Shneiderman's Eight Golden Rules of Interface Design

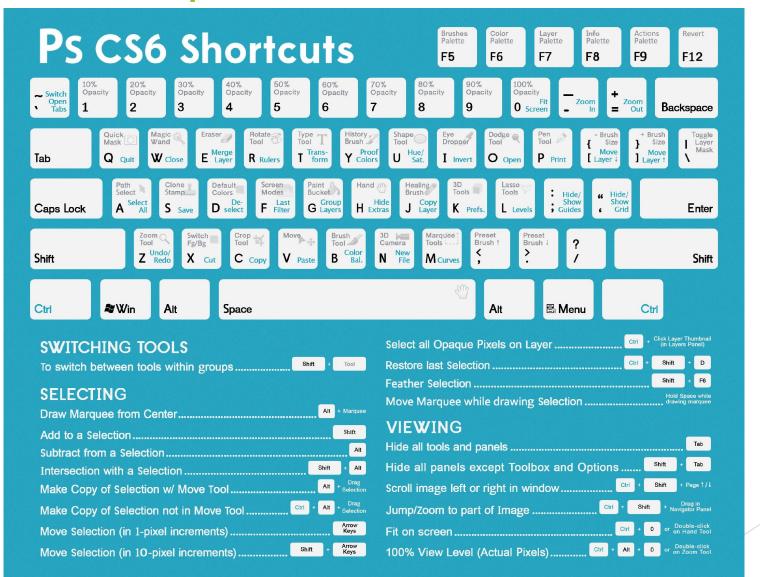
Strive for consistency



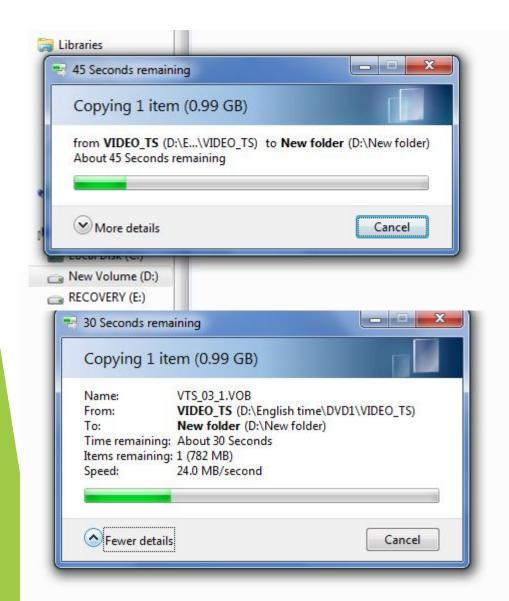
Same shortcut keys for same actions

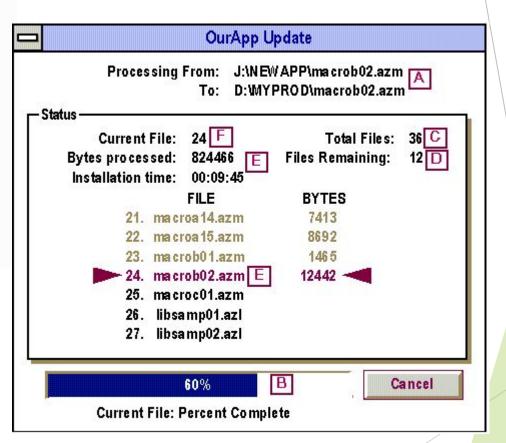


Enable frequent users to use shortcuts



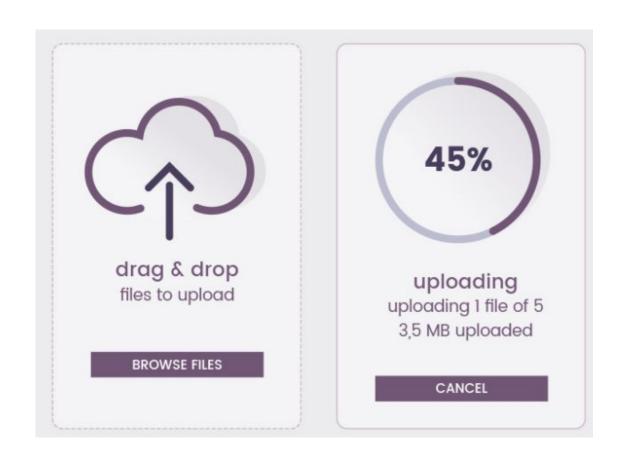
Offer informative feedback



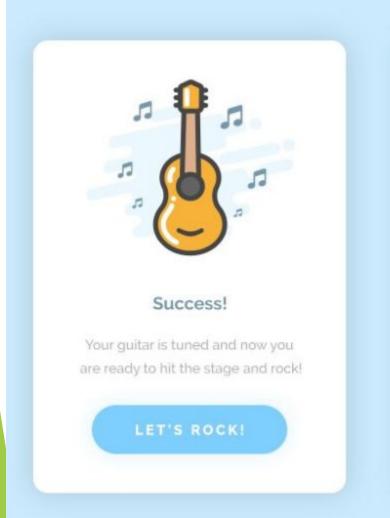


If delay is inevitable, provide reassurance

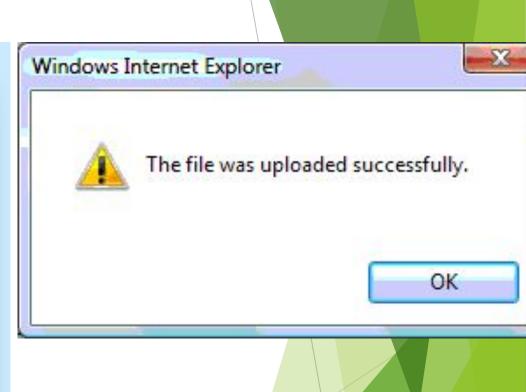
Offer informative feedback



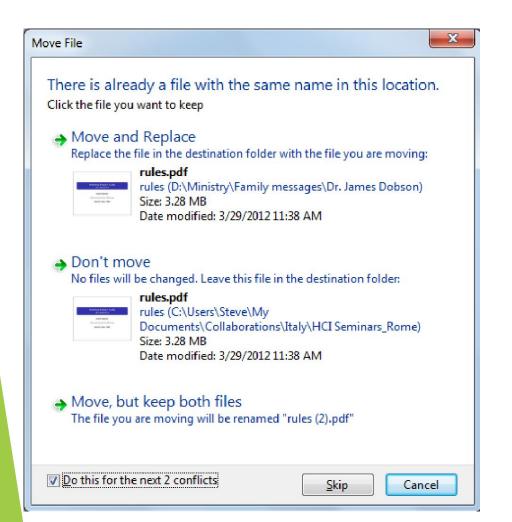
Design dialogs to yield closure

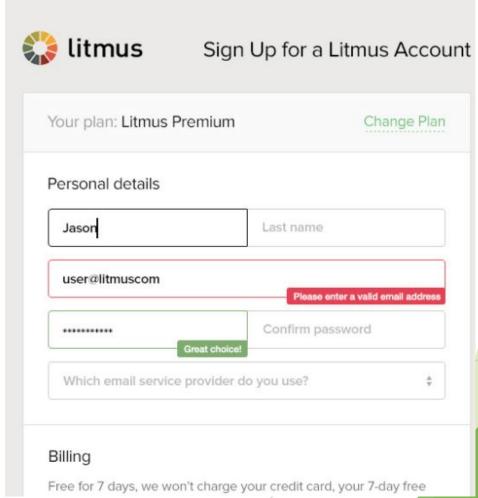




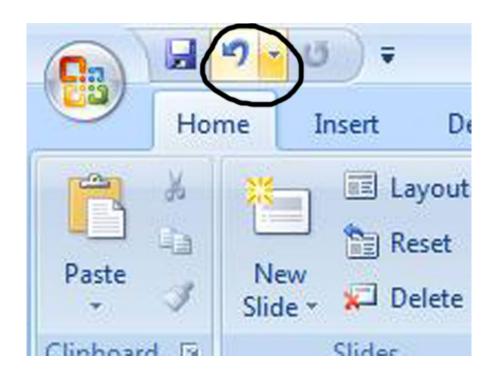


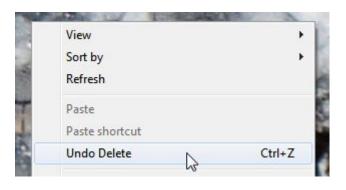
Offer error prevention and simple error handling





Permit easy reversal of actions





Support internal feel of control

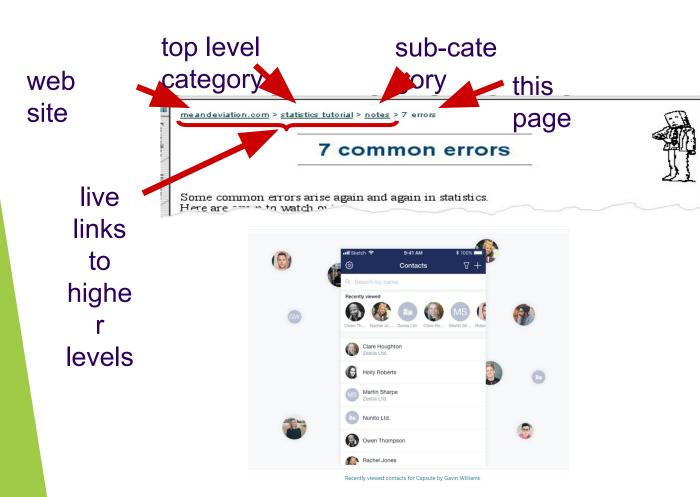
- degree to which people believe that they have control over the outcome of events
- Users should be the initiators of the actions rather than the responders
- Example 1: Do not eject CD upon playing all the records
- Example 2: Do not give all default values in a form
- Example 3:youtube allowing user to set notification settings.





Reduce short term memory load

shows path through web site hierarchy



The limitation information processing in short-term memory requires that displays be kept simple, multiple page displays be consolidated, window-motion frequency reduced, and sufficient training be allotted for codes, mnemonics, and sequences actions.

Norman's Seven Principles for Transforming Difficult Tasks into Simple Ones

Use both knowledge in the world and knowledge in the head

For first time or infrequent users, knowledge required for a task should be available either explicitly in the world or derived from constraints in the environment. There should be a natural, easily interpreted relationship between the knowledge and the information it's intended to convey.



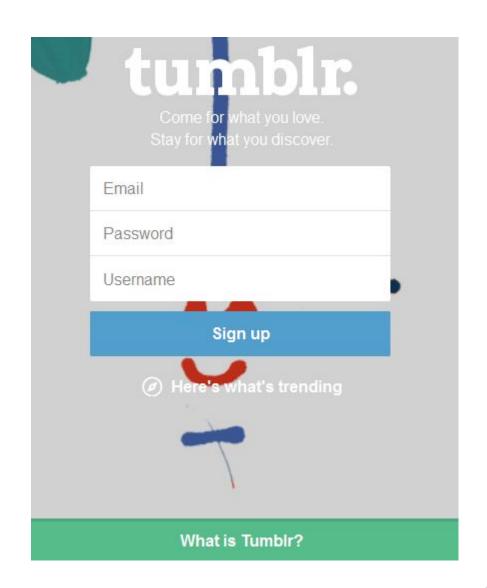






ndian Currency

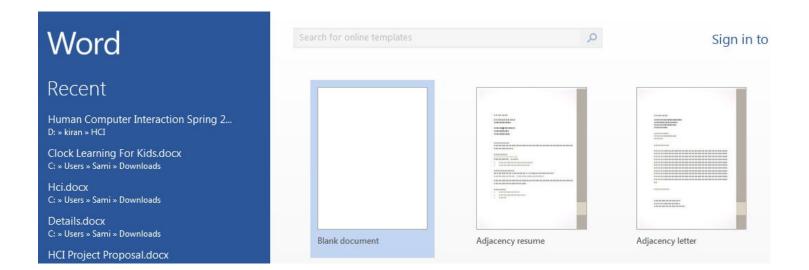
Simplify the structure of tasks



Make things visible: bridge the gulfs of execution and evaluation

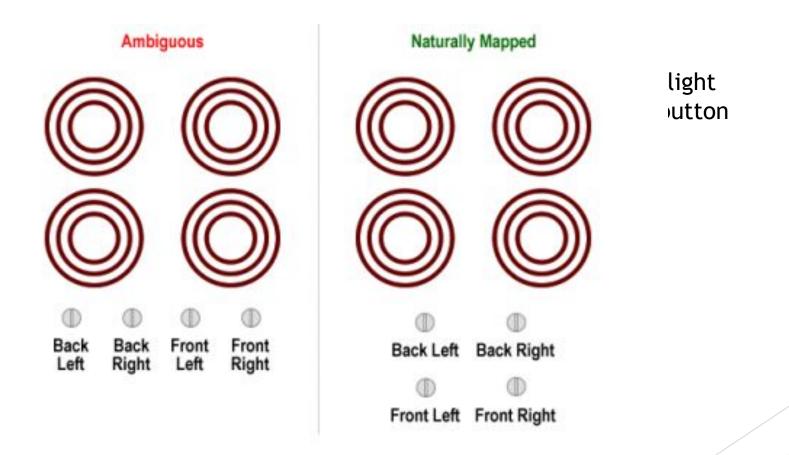
What do I do here?

What happened?





Get the mappings right



Stove example

Exploit the power of constraints

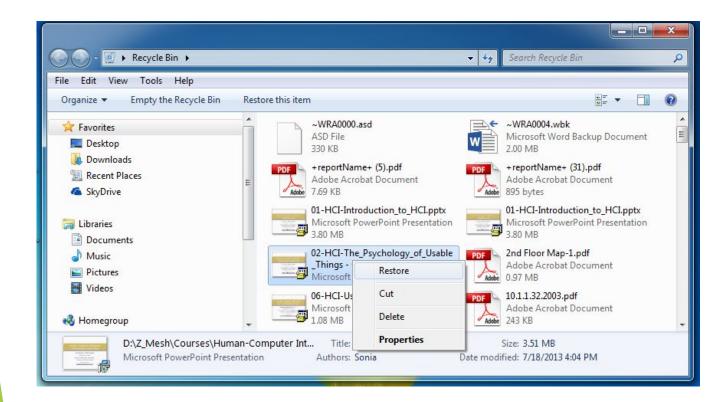


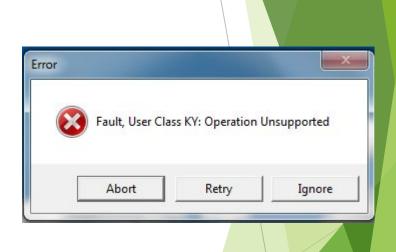
♥ 0.12

ALASKA

Delete

Design for error





When all else fails, standardize

