

Guidelines for User Interface Design

Babich (2016), building in the work of Schneiderman and Nielsen, gave the following guidance for user interface design.

1. Consistency

When designing a user interface, you should make sure that you are consistent in what the different elements mean at different times. For example, it is confusing for the user if the buttons on one screen of an app behave in a different way to other pages.

The designer should aim for consistency in all aspects, including the wording, style, layout, colours and behaviour of an application.

2. Feedback to users

Users need to know what is happening with an application, especially when waiting for an action or carrying out an important task, like confirming a payment. The application should give clear, timely information to the user about the current status of the system. The designer should make the messages particularly clear in response to important events, but the feedback may be minimal in response to frequent actions.

References

Babich, N. (2016) *Golden Rules of User Interface Design*. UX Planet. [Online] [Accessed on 29th September 2020] <https://uxplanet.org/golden-rules-of-user-interface-design-19282aeb06b>