

# Guidelines for User Interface Design

Babich (2016) gave the following guidance for user interface design.

## 1. Consistency

Users should not have to think about whether different words, situations, or actions mean the same thing at different times. “Do not confuse your user — keep words and actions consistent.” (Babich, 2016)

Use all items consistently within your application. A Submit button in one page should look the same across the site on any page. If we show the data in a particular table format on one page, it should look the same the next time data is being shown in tabular format. If the header is displayed in a certain way on the public pages, it should be the same when he/she logs in.

Ensure consistency of:

- Functionality
- Appearance
- Terminology

## 2. Feedback to users

This principle states that the user should know what’s going on inside the system. We need to give feedback within a reasonable time. This feedback is normally associated with points of action and can be provided using a color change, loader, time-left graphics, etc. “Tell the user what’s happening so that they do not have to keep guessing.” (Babich, 2016)

Users don’t like surprises, they want to be in control and trust the system. For frequent minor actions, the response can be minor, while for infrequent and important actions, the response should be more noticeable.

Feedback:

- Relevant
- Fits importance and urgency
- Comprehensible and meaningful
- Within appropriate context (time and place)

## References

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