

Guidelines for User Interface Design

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

1. Strive for consistency

Users should not have to wonder whether different words, situations, or actions betoken an identically tantamount designation. Do not confound your utilizer — keep words and actions consistent. Utilize “The Principle of Least Surprise.”

In other words, utilize all elements across your application consistently. For example a certain style of button should always do equipollent, or navigation should function logically, going deeper in hierarchy.

Consistency of:

- Functionality
- Appearance
- Terminology

2. Overttness of system status or Offer informative feedback

The system should always keep users apprised about what is going on. Through felicitous feedback in a plausible time. Don't keep the users conjecturing — tell the utilizer what's transpiring.

Users don't like surprises. The utilizer wants to be in control, and trust that the system deports as expected. For frequent and minor actions, the replication can be modest, while for infrequent and major actions, the replication should be more substantial.

Feedback:

- Relevant
- Fits consequentiality and exigency
- Comprehensible and consequential
- Within opportune context (time and place)

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>