Upon researching and delving into my own knowledge regarding effective touchscreen interface designs this is what I have come up with for this week’s posting:

**Providing Users, the Fewest Options:**

Users should be given the fewest alternatives possible so that they are not confused and do not execute actions that were not intended for them. When we expand the options available to users, we expand the developer's workload since expanding the options expands the amount of information available to the user. This will also result in the user receiving specific interface guidance on the intricacies of the options. Otherwise, it would be completely useless to the user.

**Maintain simplicity:**

Maintain clear, brief, and straightforward messaging, and only expound when absolutely required. Also, before adding any new things, ask yourself if the user needs to see all of the information being presented to them. Consider yourself a minimalist, and just display the elements required for each activity. Your users are presumably familiar with a variety of other interfaces that they routinely utilize. Create layouts that are like the interfaces with which users are already familiar to make them feel more at ease (a good example of this would be comparing Facebook, Instagram, and even Twitter – as they all utilize similar designs) Maintain consistency by using the same language, layout, and labeling terminology across all menu selections.  Keep in mind that when pushing trigger components, your hands might obscure critical information. It is best to put the labeling information.

**User Preferences:**

The first and most important item to bear in mind while working with programs is the user's preferences. It essentially relates to the user's requirement. As we have learned thus far, the basic requirements of a design must be met, such as providing adequate room for a user to click anywhere in the space where event processing is taking place. It is also critical to provide user feedback for events as needed, for as via vibrating, buzzing, or making sounds whenever an essential event is initiated.

**Designing with keeping in mind the screen size:**

​​The screen size matters the most when we talk about creating a design since when transforming images and other media in the applications -sometimes, the developers forget the size of the screen and then the media looks like it was supposed to be looking in the desktop versions. I had this issue come up a bit when working on android development last semester - my app would look great on desktop however not on the phone version. This would make my whole design look worthless and even more it would not keep the interest of the user. Ultimately, I fixed the problem. Also, it is important to optimize the usability of all trigger or activation components (buttons, arrows, checkboxes, sliders etc..) This is to ensure successful activation; all trigger parts should be designed with large fingers in mind.

The Facebook app (even though I rarely go on there anymore as Facebook is lame) makes use of most if not all these functional requirements. Facebook makes use of simplicity – as you can like or dislike (even though it took years to get a dislike button – it just goes to show that the creators kept the app simple) I cannot speak for how well Facebook works on variety of screens however, as I am an iPhone simp. The buttons are reliable as far as I am concerned although, I do tend to “fat finger” regularly due to my abnormally large fingers (haha) Most applications such as Insta, Twitter and Facebook do pretty well at maintaining simplicity. As far as user preference goes, my assumption is that if you use Facebook, Twitter, Insta, etc then your preferences are probably met. Most folks do have a preference towards one or the other but, they are basically all the same app at the end of the day.

Also, I really enjoyed the information on this site about pros and cons regarding touchscreens, and I found the relative information for effective touchscreen interface designs useful in my research.

https://www.designnews.com/medical/4-tips-designing-most-effective-touchscreen-interface