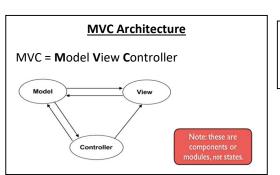
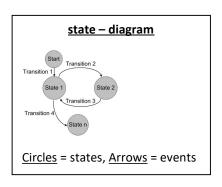
13. User Interface Design



<u>Model</u> = stored info/database – changing display – represents **state** <u>View</u> = information stored in the model subsystem to a graphical display <u>Controller</u> = buttons, external peripherals – represents **events**



- Proximity = elements close together are related
- Continuity = aligned objects are related
- Similarity = size/colour/shape are related
- Closure = objects enclosed together are related boundaries





 Proximity – users assume that elements that are placed close together are related.





- Gestalt Principles:
- Continuity users assume that aligned objects are related.





 Similarity – users assume that objects of similar size, colour and shape are related.



Gestalt Principles:



Navigation

- sequential steps
- response = clicking action (want to know something has happened)

Short precise sentences/words e.g describing objects/stuff

Don't necessarily need instructions to be in words (universally understandable)

Terminology

- Users hate inconsistent terminology in UIs.
 Ideally, use one word per concept:
 - e.g. choose one of find, search, query, inquiry and stick to it.
- Similarly, use one concept per word:
- Be careful with words like view and format, which can be both verbs and nouns.
- Remember to be consistent across all aspects of your software:
- software:

 Design documentation
- Comments in code
- variable, file & function nam



Terminology

 A sensible test for good GUI design: Can all display elements be identified by cues other than by reading the



Good UI acknowledges user actions There is nothing more frust

