Efficient Experience

Usability Principles: Remember using SSSADD FLCR

Stability: Are the interactions stable?

If a problem then should not be left in that error state, should go back to the last stable state. Use signposting to prevent things going wrong e.g the page after adding credit card details is usually the transaction confirmation page. Understanding location in interaction is done using **breadcrumbs**.

Scalability: Does the interface and its data scale?

Interface should be able to adapt to different devices, should be able to display data depending on the device.

Simplicity: Is the interface and interaction simplicity encouraged? can use the interface without having to read manual. options are simple. **Skeuomorphic** design - e.g mimic physical objects to increase familiarity.

Situational Awareness: Is the perception of the interface facilitate decision making? Word used in the context of flying. Important for systems that react with the environment.

Self-Description: does the system describe itself to the user?

Progressive disclosure: Are the interface options presented step at a time?

Anything needs to be 2 steps away

step by step revelation

Familiarity: Is your system intuitive? Gives learnability.

Can measure learnability by measuring speed through learnability. If faster with time then application is learnable. Confirm to operating system use and feel.

Consistency: Does the system exhibit internal and external (OS) constancy?

Allows to keep mental model of system, can infer things not experienced before. To learn it, do not need to be familiar with the it. Confirm to operating system use and feel.

Robustness: Is the system robust to errors?