**For my blog I will use the design theories I have researched here and make some physical good and bad examples using them.**

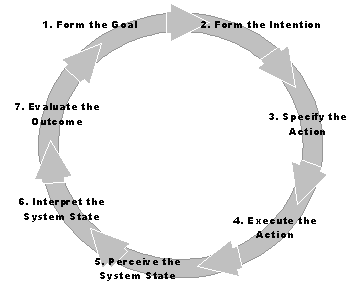
The three click rule, no website or game should take more than three clicks to get the information the player wants. This should not be followed religiously but should always be considered.

When making UI make sure elements that were used in multiple UI such as cancel and “ok” buttons like on windows UI that they are always in the same place so the player or user can brainlessly and consitently click on the button they need without having to think of where the button is.

“How you position your elements in relation to each other is also important: Items that are close together will appear to be related, items that are apart will appear to be separate. Too close and movement impaired users will have a hard time using your website. Too far apart and people won’t necessarily make the connection that a group of related items belong together.”

As a designer there are different ways to get a user to awnser a question, and using the right tool for the job is crucial to avoid the user being contradictory to the question, such as ticking multiple awnser box’s when only one was needed, instead of making it so only one option can be chosen through something such as a lable, or radio box.

Here are what can be usaid to be the seven stages of what a user does with a UI.



As a Designer you have to understand the users are not you, and that the devloper is not the user, uderstand the UI you are making is for the end user and focus on what is best for them and not for you

* ***The gulf of execution*** is the mismatch between the user's intentions and the allowed actions (for example, in the well-known user Web site amazon, a novice user wants to access his/her previous books wish list but the feature is not accessible directly from that page).
* ***The gulf of evaluation*** refers to the difference between the user's expectations and the system's representation (for example, the user clicked the "gold box" icon confusing it for the wish list icon).

Response time is also important as the longer it takes for a user to complete a task or access information can affect the users experience.

***STM stands for short-term memory***, human beings have a STM capacity of between five and nine items as said in [2] meanwhile in [1] they say it is between 3 and 7. Despite the change in figures it show that the human brain cannot handle too many tasks and that too much information and or questions can overload a user, and this information usually dosnt last longer than 30 seconds. STM is caused by many distractions, sounds, sights and even smells.

The UI needs to give all the usable information fast and simple so the user stays engaged.

Then you are suddenly forced to leave the site and close the session. Even if you come back within five minutes, you will probably have problems in remembering the exact book title. STM is commonly used to keep the state in vocal interfaces: When you answer a vocal interface selecting menus and options by means of voice or by pressing keys, you need to remember the operational context ("where" you are in the menus and options chain).

Another term is ***LTM this means long-term memory***, the brain works alot more with this, such as remembering passwords, it is important to use both terms and relate them to what UI they work with. STM deals mainly with operation efficency and LTM works with menial things such as passwords and important information, thus not being used loads in UI as to not overload the player with LTM tasks.

***Control and Automation*** is another important issue in user interface design. It is useful to provide the automation of some features. However, this will take away control from users. People get frustrated and nervous when they feel they do not have full control over the work they are doing. It is important to provide end-users with the sense of control.

**Genral Principles in UI theories:**

* ***Know your user.***
* ***Minimizing the load on users.***
* ***Preserving consistencies.(as mentioned before)***
* ***Ensuring overall flexibility, error recovery, and customization.***

Flexibility is essential when dealing with people. Alas, human beings do err; providing mechanisms to reverse performed actions allows users to explore the UI, relieving them from the anxiety of being trapped in an unrecoverable mistake. Furthermore, the interface should be customizable by the user. For certain people (those with disabilities, for instance), this could be the only suitable way to use the application. Flexibility consists also in providing different usage mechanisms for different classes of users. Novices could use Wizards or other simplified but lengthy means for an easy interaction, while expert users can take advantage of some form of shortcut, all in the same UI. Generally, this is accomplished by providing two distinct interaction paths; one for experienced users and a simplified set of functions for inexperienced users.

* ***Following Standards.***
* ***Make explicit the system internal state.***

[1] <http://squelchdesign.com/featured/your-website-would-benefit-from-applying-some-user-interface-theory/>

[2] <https://www.developer.com/design/article.php/10925_1545991_2/The-Theory-Behind-User-Interface-Design-Part-One.htm>