

## Identify the recent web or mobile trends that follows the rules of “Eight Golden Rules of Interface Design”

**Content Flow** :We will create a video in 9 parts that has the following content  
1. Introduction to one rules  
2. Describing it with an example on Screen

**Video Duration** :6 Minutes est. (MAX)

**Audio Duration** :6 Minutes est. (MAX)

**Softwares:**

Audacity  
Openshot

**Resources:**

<https://www.rouserlab.com/>

<https://dribbble.com/>

<https://www.youtube.com/>

<https://www.airconsole.com/>

**Pre-Video** :Introductions

**In-Video** :Real Content of Rules

**Post Video** :Credits for each members and copyrights

**Pre-Script:**

**Take 1: Part 1**

Hi Everyone, My name is Prajeet Shrestha and i am currently studying computer science at Kathmandu University.

I am sure you have seen a lot of user interface designs that have made you drop your jaw or roll your eyes, from a very simple yet beautiful piece of work to something that made you realize if hell really exists. However, what all of the good designs have in common is these 8 rules that they follow while creating something that connects with you and your emotions. These rules are called “The Eight Golden Rules of Interface Design”, but i won't be telling you what these rules are, coz it would be too boring. Instead, Today we will be looking at some web trends in 2020, and connect them with these golden rules to make it more practical and relevant.

\*\* User Interface is something that has been here since the early phase of Computer Graphics. Every website we go through or an application we run, the strides taken in development of User Interface is massive. From a very simple yet beautiful design to something out of the ordinary, Computers today are no short of game changing user interface that works as a frontier for something even better. In this ever changing scenario, it has been concluded that the rules known as “The Eight Golden Rules of Interface Design” holds strong for any kind of User Interface. A simple Google, thanks to its User Interface, is enough to go through these rules. So instead what we are going to do is look at the recents web trends and try to adjust them alongside golden rules to make things more practical and relevant.

## Take 2: Part 2

### **RULE 1: Strive for consistency**

Let's talk about the first rule, Do not change your fonts, or menu position or even colors everytime someone visits your design on the web, it is very dynamic and gets confusing when someone revisits your web. When you are about being consistent in design you talk about fonts, colors and alignment and Remember, a consistent interface will allow your users to complete their tasks and goals much more easily.

This rule is something that is applied in every trending design, one good example of this is, this website called rouserlab.com. Each page has a color palette and a font which are aligned at the same position on every page and there is no contrast between where to look and how to navigate, plus this bubble animation has made the design more vibrant and interactive.

## Take 3: Part 3

### **RULE 2: Enable frequent users to use shortcuts.**

When we are talking about using shortcuts in the UI, what we really need to know is that, users like to get things done with less effort and time. Which mean, using some Abbreviations, function keys, hidden commands or micro facilities, where your users will benefit from shortcuts as well, especially if they need to complete the same tasks often.

You can take an example of video skipping with numbers in website like youtube or Overlapping layers video content trends.

## Take 4: Part 4

### **RULE 3: Offer informative feedback.**

Your users are your top concern, you need to make them uptodate about where they are, what they did, what is happening. This kind of feedback needs to be meaningful, relevant, clear, and fit the context, that will help the user to feel more comfortable with your system and increase usability time.

One simple example is how you click on a subscribe button of our channel and a small text on the left bottom corner pops up to tell you what you did, similarly, we can go to rouserlab to see how the website interacts with user to give them how the bubble is about to burst and how gets bigger everything we scroll down.

Loading icon allows feedback to user without saying, or how you click a button.

## Take 5: Part 5

### **RULE 4: Design dialog to yield closure.**

The less the user has to guess the better it is, Once a task is completed, give some peace of mind to your user by providing them informative feedback and well-defined options for the next step if that's the case. Don't keep them wondering! The way you do it is by directing to user to next page with direction.

Like you see how each section has clarity on what to do and once you load the code it gives you a loading screen, so you don't have to guess what is going on.

## Take 6: Part 6

### **RULE 5: Offer Simple Error Handling**

A good interface should be designed to avoid errors as much as possible. But when errors do happen, your system needs to make it easy for the user to understand the issue and know how to solve it. Simple ways to handle errors include displaying clear error notifications along with descriptive hints to solve the problem.

Like you can see when you leave a compulsory part in google form it shows an error and where is that error.

## Take 7: Part 7

### **RULE 6: Permit Easy Reversal of Actions**

(Having a good User Interface means there must be options for Undo/Redo operations, which allows the User to easily reverse their actions in case the User performs some actions that will have negative consequences in the future.)

## Take 8: Part 8

### **RULE 7: Support internal locus of control**

It's important to give control and freedom to your users so they're able to feel they're in charge of the system, not the other way round. Avoid surprises, interruptions, or anything that hasn't be prompted by the users.

Users should be the initiators of the actions rather than the responders.

(Keeping the user in control makes them comfortable and means they are more likely to continue using the software in question, possibly even recommend it to others. Following this particular Golden Rule is not only good design practice, it's good for business as well.)

## Take 9: Part 9

### **RULE 8: Reduce short-term memory load**

(As Nielsen says, recognizing something is easier than remembering it. Minimize the user's memory load by making objects, actions, and options *available*. The user should not have to remember information from one part of the dialogue to another. Instructions should be *visible*.)

## Conclusion

Although you need you have your own creativity and decision, these set of rules and guidelines will head you in the right direction and allow you to spot major usability issues early in your design process. These eight principles are applicable to most user interfaces

