Assignment 5
UI Guidelines, Forms

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Contents

a) Analyzation of the following UI Guidelines to identify parts which might be relevant

In the following next **3** pages we showcase our summaries for the individual interface guidelines, and where we have found them. Furthermore, we briefly comment on how clear and useful we found the particular guideline. Lastly, we touch upon whether the particular summary is applicable across platforms.

macOS Design Themes

Summary

Considering a pop-up button and the ability to choose from a list of predefined options rather than typing inside a text field, makes the life of the user much easier. Also by sorting the content of those options in a logical manner will optimize the time taken to complete the form. Use introductory labels and placeholders to help the user along with the form. Only require information that is necessary. Only show an asterisk next to the text field if the user forgets to input a required value. When possible check the value of the fields dynamically and validate them, so it is not frustating for the user. Use Regular Expressions to let the user known that they have entered an invalid value.

Clearness and Usefulness

Generally, the guidances are very clear and precise with respect to our task. We also noticed that there are concrete elements, which we can use in our form, for instance

Date Pickers and *Pop-Up Buttons*

etc. (also it was easy to navigate, and find), which makes these guidelines suitable as a reference type work as opposed to something you read from start to finish.

However, most of the elements seem to be rather common sense, and specifically the following statement

A label is often unnecessary when placeholder text is present[1]

Made us very critical to the wording *often* since it has many negative consequences to it[2].

Cross Platform Support

The design is only applicable for Apple platforms which is stated on the landing page. However, most of the guidance seem applicable in general.

Links to the guidances

Landing Page: Click here

Data Entry: Click here.

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[1]Read under "Use an introductory label or placeholder text to help communicate purpose" here
[2]To read the consequences read under "Placeholders that Replace Labels" here

Material Design

Summary

Text should be understandable by anyone, regardless of whom they are. UI text should be short and concise. Use direct language so the content is easy to understand. Each state should be visually similar and not change a component drastically, and must have clear affordances such that it distinguishes from other states. The Disabled state communicates to the user that a particular element is not interactive. The Hover state is shown when the user for a split second pauses on a given interactive element with the cursor. An overlay signifies a hover state. The Focus state communicates to the user when a particular element is being highlighted using an input device. The state itself applies to all interactive components. Icons are useful when the system lets the user know that they have accomplished the task successfully.

Clearness and Usefulness

The guidances are more general and not that specific on to how the concrete elements should be designed, but more of which functionality the different elements should have. Therefore, in our case it is good to know which functionality our form should have, but we would also like a guidance to how the form should look like. Lastly, we found it a bit hard to navigate and find concrete guidance we needed.

Cross Platform Support

Material Design's guideline are indeed very general and applicable to other platforms, for instance iOS and Android. Although, it is notable that they are emphasizing the do and dont's for mobile and apps.

Links to the guidances

Cross-platform adaptation: Click here

Imagery: Click here.

States: Click here.

Writing: Click here.

Windows Design

Summary

The user experience should be fluent and feel natural on any device. This means the controls should adapt to the environment and be both intuitive and immersive. We should use the right sizes and create a responsive layout as well as using the right controls for the right types of input. Buttons are used to trigger an immediate action, checkboxes are used for binary choices, radio buttons are used to choose from two or more mutually exclusive options, and combo boxes are used like radio buttons, but typically with 5 or more options.

Clearness and Usefulness

These guidelines seem very focused on specific controls and how to implement them. Like the Apple guideline, it will probably work mostly as a reference type work since it is so specific, and does not contain much general information about how to do everything.

Cross Platform Support

The few notes about layout and each control are applicable cross platform, however, the site is very focused on the actual code and implementation of each control, so this will obviously be mainly applicable to Windows forms.

Links to the guidances

Fluent design system: here.

Buttons: here.

Check boxes: here.

Combo boxes: here.

Radio buttons: here.

b) Two patterns that are useful for our task

Good Defaults Pattern

This pattern is basically when we have a lot of options to choose among, then the developer can logically set a default value which would most likely match the input of the user in that particular text field. For instance the year of graduation is most likely to be the current year or later, and thus it is useful to have the current year as default. Additionally in relation to the example, the pattern is great because you would then have eliminated all years before the current year.

Input Feedback Pattern

This pattern lets the user know when there is an error in the input. It can also be used to indicate a successful input and to notify the user after submission that everything went as planned. This allows the user to immediately rethink an input after being notified that it is incorrect instead of having to fill out the entire form and then having to scroll up to correct the input.

Links to the patterns

Link to the Good Defaults Pattern here.

Link to the Input Feedback Pattern here.

c) The guidelines and the Eight Golden Rules

The three guidelines generally seem to reflect the eight golden rules pretty well. For instance, the Material guideline talk about *steppers*[3], which is a dialog box to yield closure. We also found that both the Apple and Windows guidelines talk about user feedback on an entire site (*Apple*[4], *Windows*[5]), and although Material design does not name it explicitly, it is implemented through each component's site, for instance *"Use a snackbar to provide brief feedback about an operation"*[6].

We did, however, notice that Apple's guidelines say *"A label is often unnecessary when placeholder text is present"* which we researched a bit, and the word *often* at least seems to be misplaced as this goes against our rule number eight where we try to reduce short-term memory load. We do, however, see why it would be used. For instance in 2FA, and CAPTCHA forms since there is not a cyclic path.

Examples from implementation of the guidelines

Apple (Universal availability):

Primary Key	Keyboard Shortcut	Used by the System	Action
Space	Command-Space	●	Show or hide the Spotlight search field (when multiple languages are installed, may rotate through enabled script systems).

Windows (Offer informative feedback):

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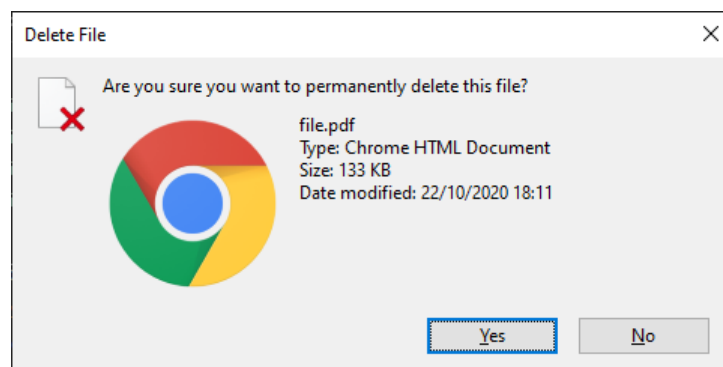
[3]Read about steppers: here
[4]Read about Apple and visual feedback here
[5]Read about Windows and visual feedback here
[6]Read about Material and confirmation acknowledgement here

Material (Design dialogs to yield closure):