Full Sail University

Applied Design Tools & Interfaces

Designing for the Activity - Errors
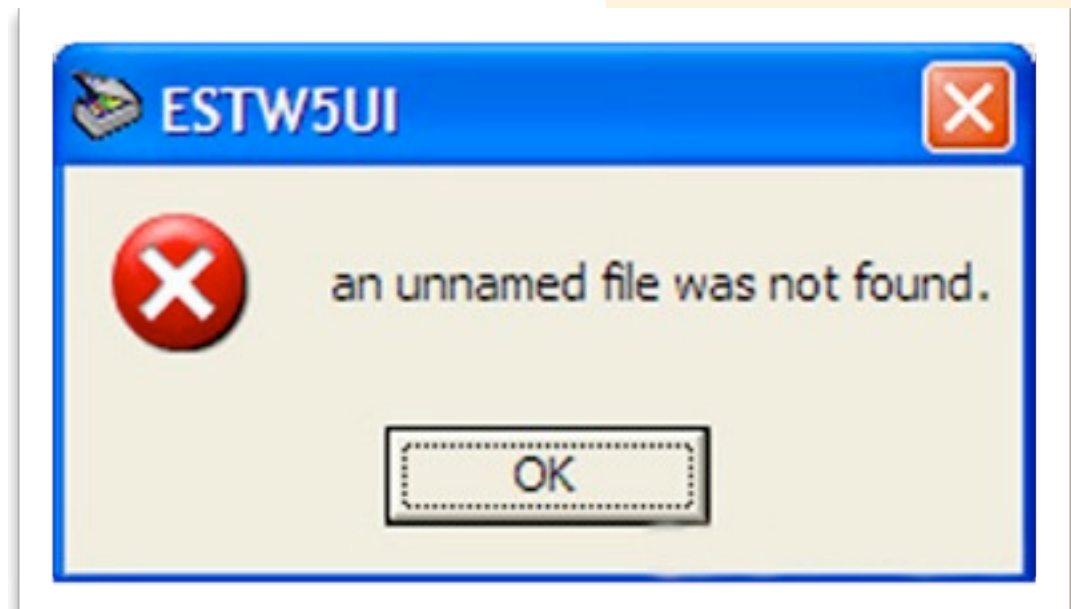
Designing for the Activity

Handling Errors Wisely

Don't start nagging...

" guess what? *error messages* are ***very* annoying**... "

They create a disconnect because it stops users from completing intended activity.

Error messages should help the user get back on track with their task quickly.

Designing for the Activity

Handling Errors Wisely

How can we remove error messages?

First, identify areas where errors are likely to occur and eliminate them.

▸ apply *Constraints!*

User Testing will help you identify areas where "*pain points*" may exist.

Designing for the Activity

Handling Errors Wisely

How can we remove error messages?

Poka Yoke

Fail Safe / Mistake Proofing. Keeps mistakes from occurring.

Designing for the Activity

Handling Errors Wisely

How can we best address errors...

Prevention Devices: devices that prevent errors from happening in the first place.

Designing for the Activity

Handling Errors Wisely

How can we best address errors...

Detection Devices: detects the error and then presents the error to the user so they can recover.