



## Applied Design Tools & Interfaces

Designing for the Activity - Up To Speed Aids

## Designing for the Activity

### Helping out the n00bs...

Turning beginner users into intermediate users...

*Up To Speed Aids:* aids developed to get new users acquainted with the major features of an application.

#### Basic Types

- Welcome Screen
- Offering Tips
- Filling the Blank Slate
- Give Hints



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#### *Welcome Screens*

Usually a set of links that direct user to often used tutorials in the application.

A better solution; integrate the information in to the screens themselves.

This presents the information in context to the task being performed.

Users now access the help when its needed.





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#### *Offering Tips*

Explains the application feature sets as the user encounters them.

Should have the flexibility to be turned off.

Should be kept short and to the point.

The object should be to help and not interfere.

The screenshot shows a web form titled "Choose your user ID and password - All fields are required". The form contains four input fields: "Create your eBay user ID" (with "Johannes" entered), "Create your password" (with a cursor), "Re-enter your password", and "Pick a secret question" (a dropdown menu). A callout box titled "Password essentials" is positioned to the right of the password field, listing requirements: "6-20 characters", "Mix of letters, numbers, or symbols", "Not similar to your user ID or email", and "Not easily guessed, e.g. abc123". Below the password field, there is a red arrow icon and the text "Enter your password caSe sensiTive. [Learn about secure passwords](#)".

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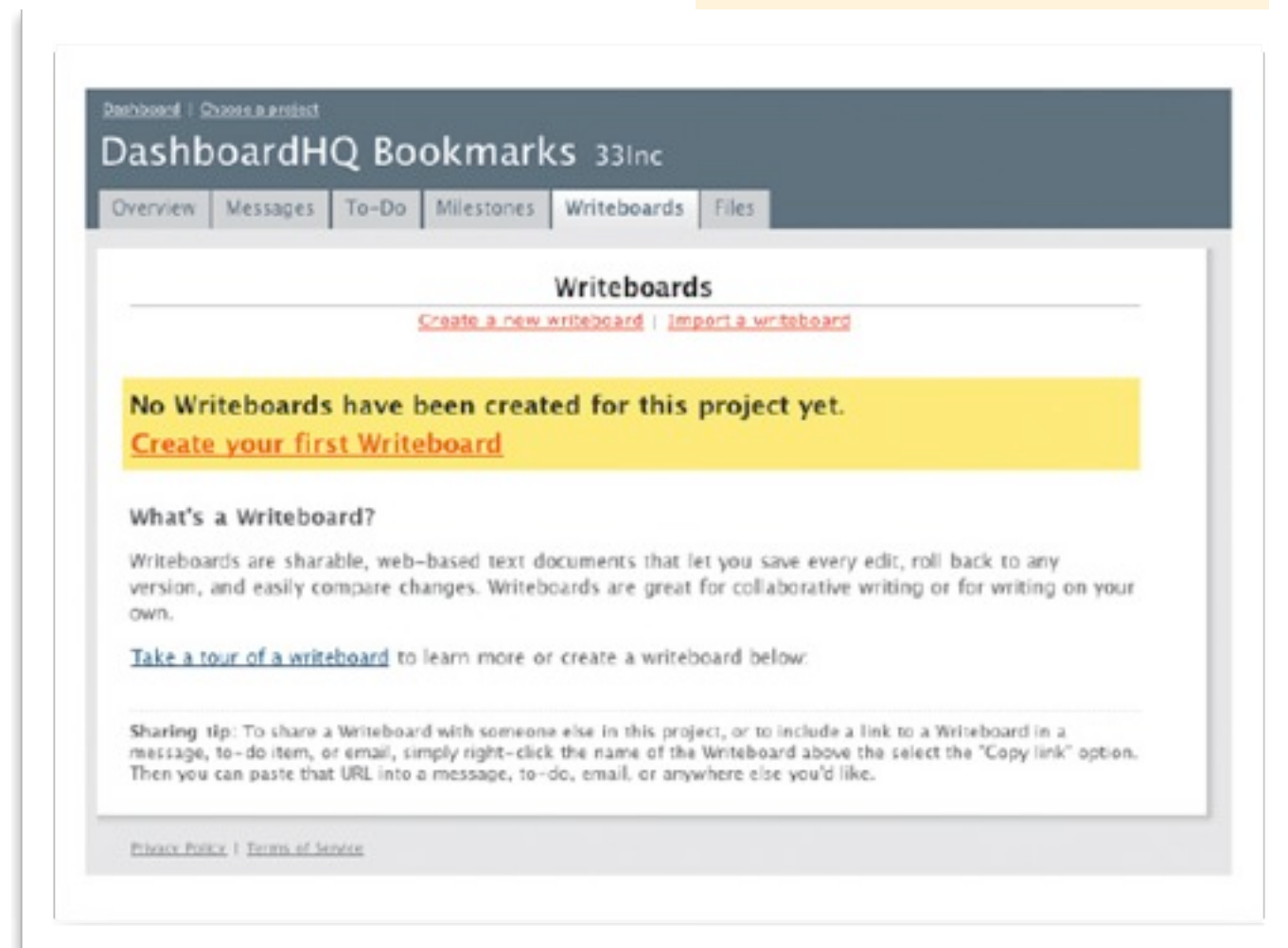
Turning beginner users into intermediate users...

#### *Fill the Blank Slate*

Puts instructions or sample content in an area the user is supposed to interact; helps the user understand expected interaction.

Show users what they get if they invest a few minutes in to the application.

Acts as a way of encouraging users to get started.



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#### *Give Hints*

Used to guide the user within the context of their current task.

Can be as basic as sample values in a text input field or inline tip on how to perform an action.

Design Patterns: *Input Hints / Input Prompts*

The screenshot displays the Wufoo Account Creation interface. At the top, a green header bar contains the 'Wufoo' logo. Below this, a white section titled 'Welcome to Wufoo Account Creation!' includes the tagline 'Every journey starts somewhere. This journey starts here.' The form consists of three main input sections. The first section, 'Email Address \*', has a yellow background and contains a text input field with the placeholder 'myemail@email'. A red arrow points to this field with the text 'Active field is highlighted with a different background'. The second section, 'Password \*', has a white background and contains two text input fields. The first field has a placeholder 'At least 6 characters long.' and the second field has a placeholder 'Once more to verify, please.'. The third section, 'Account URL \*', has a white background and contains a text input field with a placeholder 'http:// username wufoo.com'. The 'username' part of the placeholder is highlighted in green.

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*Leveraging Design Patterns to Encourage Habituation*

Refers to the use of common design solutions to common design problems.

- ▶ Helps with habituation and user familiarity.

They are frameworks for design and not specific rules.

- ▶ leave a lot of room for creativity and innovation.



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### Design Pattern Libraries

Good resources...

Collections of Design Patterns for use in UI design & development.

- Yahoo Developer Network
  - ▶ <http://developer.yahoo.com/ypatterns/>
- Designing Interfaces by Jenifer Tidwell

