

Chapter-07

design rules

Principles to support Usability

types of design rules

② Principle :-

- ↳ abstract design (hard and fast rules)
- ↳ low authority (ମେଟ୍ରୋଫି ମାନ୍ୟ ୧୦)
- ↳ high generality (ମେଲକ ମୁଣ୍ଡ ବିଶେଷ)

Standards:

- ↳ specific design rules
- ↳ high authority (ଫୋର ମାନ୍ୟ ୨୦୦)
- ↳ limited application (standard set)
କାମକାରୀ, ପାଇଁ ବ୍ୟବ୍ସ୍ଥା, ଅନ୍ତର୍ଗତ
~~୩~~ application କାମକାରୀ
rules କାମକାରୀ, ପାଇଁ ବ୍ୟବ୍ସ୍ଥା, ଅନ୍ତର୍ଗତ

Guidelines

- ↳ low authority
- ↳ more general applications.

① Learnability:

→ Predictability

- Synthesizability → immediate, honest, eventual, honestly.
- Familiarity → real world (e.g. common objects like chair, table, book, pen, etc.)
- Generalisability → common objects, Durbin - recycling same.
- Consistency → extend (e.g. same buttons, same icons, same colors, same fonts, same layout, same structure, same size).

② Flexibility:

→ Dialogue initiative

→ Multi threading

→ Task Migrability

→ Substitutivity

→ Customization

③ Robustness:

→ Observability

↳ Recoverability

↳ Responsiveness

↳ Task ~~performance~~
conformance

System & user interface based
on user's behavior, focus on user's
easily obtain access etc.,
continuous feedback

User's ability to imagine
envision
which operations can be

performed next. like shuttle
keys to move up, down, left, right.

→ it extends the way
a user and a system
exchange information.

→ flexibility.

Dialog

- ① user preemptive \rightarrow যে প্রোগ্রাম, মেনু, কোড
গুরুত্ব দিতে পারে এবং আপনি
② system preemptive
পার্ক করে

যদিও এই কাজে system data এর format
way অনুসৰি হলো Data Input/Output System
Control করে।

Multi-threading

- ① concurrent \rightarrow Browser এর, সিলেক্ট শেভ এবং
fb এর first page, এবং আপনি
② interleaved - এবং একই সময়ে, একই concurrent
য. Docx file open - এবং স্বার্ভার, কিম্বা Edit
যখন একই সময়ে প্রযোজনী, এবং একই সময়ে, একই
Interleaved Multi threading.

task migrability \rightarrow শুধুমাত্র প্রযোজনী

User \Rightarrow System

task control

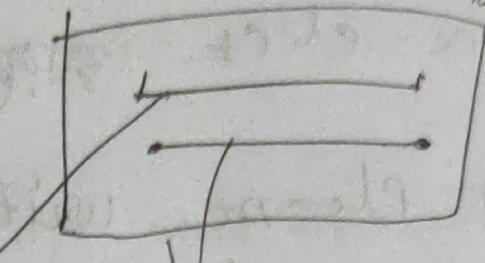
spell checking - system দ্বাৰা নির্ভীত

অ্যালগো RUT - BUT \rightarrow chi \rightarrow কিম্বা
অ্যালগো

চার্জ লাইট BUT
প্রিস্টে,

→ সুবিধা
represent
equal
Customi
→ পুনৰ
প্রক্
চেতু

→ ഫോറ്മാറ്റ്, ഫോസ്സേസ് എന്നെല്ലാം alternate option
Substitutivity: → ലൈൻ ഡ്രാഫ്
 representation multiplicity,
 equal opportunity.
Customisability:
 > ആശയാനുസരിച്ച് custom ചെയ്യാൻ,
 പ്രാബല്യം, മേഖലാ, advertisement.
 Chester നാ, അപ്പോൾ കോ. പി.എൽ.,
 draw ചെയ്യാൻ, start, end, start



draw ചെയ്യാൻ

end, start ചെയ്യാൻ

By Carlo end, start

CHEN,

Robustness → അപ്പോൾ system എംഗേജ് goal achieve

പ്രാബല്യം ദിവസം system കൊഞ്ചുവരുന്നു help കൊഞ്ചു

അലൈ ഓഡി ഒഴിവ് Robustness. Excel എംഗേജ് ഇ

more complicated than word.

① Observability: Provide the user with an ability to evaluate the internal state from its representation. ഉമ്മൻബോർ
 കോമ്പ്യൂട്ട് ചെയ്യാൻ, actual എങ്കി താഴെ കാണാം

like click ক্ষাপিলেখন ২ min এলাই আছে বা,

৩ Please wait করান এবং তারপর অপ্পেডেভ,
নাপিল রেজেন system enter করুন বোন,

Recoverability: able to reach goal after

recognition of error a. \rightarrow ফেল করি যেনো গোল
previous state o b. goal perfectly
করে আরু করে করে আরু করে আরু করে

Responsiveness: the rate of communication
between system and user \rightarrow একটুই আমল

communicate করি system কে আমর user

ফিল, print button আর কোনো মাধ্যম দ্বাৰা

কোনো icon, button কোনো কোনো response

দাওয়া, আমরা কোনো মাধ্যম না, আমার কোনো

কাজ কোনো কোনো কোনো

task conformance \rightarrow କାମ ପରିବହନ

→ task completeness and task adequacy \rightarrow କାମ ପରିବହନ ଏବଂ କାମ ପରିବହନ
ଉପରେ

ଯାଇ କାମ ପରିବହନ କାମ ପରିବହନ ଏବଂ କାମ ପରିବହନ
ପାଇଁ ପାଇଁ ପାଇଁ ପାଇଁ ପାଇଁ ପାଇଁ

ଏବଂ କାମ ପରିବହନ

Considering a mobile or web application you are familiar with. Now explain how the application follows or violates the principles to support learnability.

X Clash of clans

① Predictability:-

Here user can predict which option perform which action. Suppose we have

etc
clan war league button, troops button. We can

nimely predict by clicking them what will happen in the next.

② Synthesis ability:-

When ever a update arrives, they notifies us how many time server will be down and also when it will be down.

besides if we are trying to build anything without having enough coins, it simply feedbacks not enough money.

③ Familiarity:-

Here the troops are looking like real men, hog, witch, horse, boat etc. that indicates that any user can easily relate their daily life with this.

④ Generalizability:-

→ different attacks but theme same:
it gives up opportunity to extend any previous failed challenges. We can buy time with the help of gears. and troops upgradation is also part of extend. We are improving previous skills.

⑤ Consistency:-

Here all page layout have been following same rules so that, user might not confused while they are going from one page to another or searching another player's profile. And the buttons styles are also different with respect of it's functionalities.

For ex, QPPA is perfect, QPS is perfect, QP
perfect, 2017, 2018 against is perfect reason
statement, where source name is,

Standards

national, international, program or organization level

उपकरण वा एक विशेषज्ञ समुदाय, लोगों की समुदाय

(एक) accept करने विद्युतीय International rules

use इन्हीं Design राशि जरूर standard follow

इन्हीं, Hardware Design Strictly follow राशि ही,

Software वा नियम इन्हीं Hardware वा उपकरण

वा, standards define यहाँ विवरित विवरित

मार्ग देती है।

① good analysis राशि बनाने के लिए

② good वा उपकरण fullfill राशि प्राप्त करने,

③ user satisfaction

Guidelines

proper design follow ଏଣ୍ଡର୍ ଅପ୍ଟେ ୨୦୯୭,
Standards

ମୁଁ ଗୁଡିଲିନ୍ସ କୁଠି ସୁଗେଷନ କରି,
ଏହା ମଧ୍ୟ ବିଭିନ୍ନ ବାଣୀ କରନ୍ତେ ଏହା ଏବେଳେ,

ତାହା ଏଣ୍ଡର୍ ଅପ୍ଟେ, ୨୦୯୭ ବର୍ଷ ରେ ଏହା
କିମ୍ବା ଏଣ୍ଡର୍ ଅପ୍ଟେ, ୨୦୯୭ ବର୍ଷ ରେ ଏହା

initially
life cycle ରେ ଏହା, a abstract form guideline

Design ରେ ଏହା ଏକ ପ୍ରୋଜ୆କ୍ଟ
specification

detailed guidelines ଏହା

suggestion କରେ ଫିଲ୍ଡିଙ୍ ଲୋକଙ୍କରେ
logically

proper reason କରନ୍ତେ ଏହା, Designer

ଏହା ମଧ୍ୟ କିମ୍ବା ଏହା ଏହା ଗୁଡିଲିନ୍ସ

follow କରି କରନ୍ତେ ଏହା ଏହା

8 Golden Rules

Shneiderman

- ⑥ Permit easy reversal of actions
action easily revert ചെന്ന പാടി, first

എക്സൈസ്, അംഗൾ Delete ചെന്ന പാടി നി, ടേബിളിൽ

ചുരുക്കി, interface ഉം reverse action ആശീ

പ്രശ്നാഭിഷ്ഠ,

- ⑦ Support internal locus of control.

User അനു കontrol ഫലിച്ചുപറ്റി, app off,

ഫലിച്ചുവെച്ചിരിയാണ് save, ഒരു യൂണി ഫലിച്ചുവെച്ചു അനുമതി നേരിക്കും |

- ⑧ Reduce short term memory load.

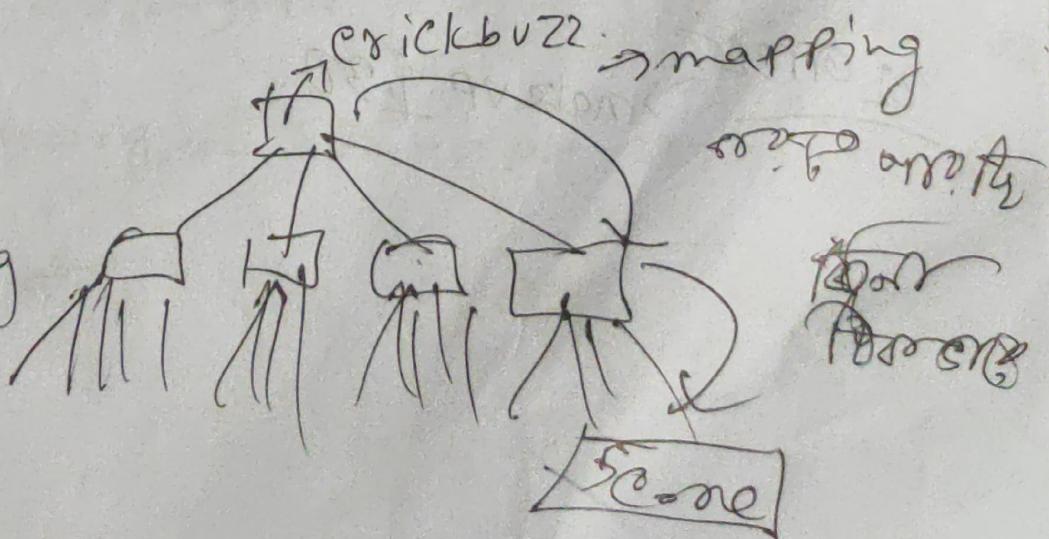
User ഫലിച്ചുവെച്ചിരിയാണ് മനോ ധൂത്തോന്തര മനോ വാദിക്കും നാ ആശീസ്തി കൂടി.

Question
mark!!

Nor'man 7 Principles → Design Principals

- ① familiarity → real world as major from user,
↓ head and world. Use both knowledge
in the world and in the head.
- ② task ৰাখা বৰ্তমান, Simplify কৰ, complex কৰ
তাৰ বৰ্তমান, enter বস্তুৰ পেছো কৰাৰ ভাবুক আছে
ফার্মা, Farmer কৰো app, ফার্মা প্ৰযোগ কৰাৰ ৰিপোর্ট
হিস্টোরি, এন্ড চালনাকা বৰ্তমান, Simplify
the structure of tasks.
- ③ ফ্ৰিজ ফ্ৰিজ কৰাৰ বৰ্তমান → make thinking visible.
gulf of execution and
evaluation.

④ Site map
নথিৰ মাপ
নথিৰ নথি.



⑤ Exploit the power of constraints, both natural
মাঝে অনেকগুলি সূচনা active, আরে অন্য
and artificial.

ex dark mode ক্ষেত্রে, সিস্টেমের ব্যবহা

ক্ষেত্রে design -্যথা,

⑥ Design for error.

error tolerance

মাত্র পরিমাণ হতে, এটি ২৫০, ইন ২৩০% প্রক্রিয়া করা হয়েছে।

⑦ অভ্যন্তরীণ ক্ষেত্রে tails করা, Nation guidelines

to follow ISO standards এবং, when all else fails, standardize. → till this.

HCI design pattern .pdf — X

21 এপ্রিল
make VP. I.30.