

Design of user interfaces Gestalt principles

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Contents

	Gestalt principles					
	1.1	Assignment				
	1.2	Chosen	en interface		2	
		1.2.1	Proximity		3	
		1.2.2	Common region		4	
			Similarity			
			Continuity			
			Closure			
		1.2.6	Symmetry		6	
			Common fate			
	1.3		lusion			

1. Gestalt principles

1.1 Assignment

The assignment of this task is to analyze the use of Gestalt principles in an interface.

Our task is to choose an interface and argument the Gestalt principles in it.

1.2 Chosen interface

I chose an interface of internet portal of Czech main newspaper called iDnes ("Dnes" is translated as "Today"). The interface of its home page can be seen on Figures 1.1 and 1.2.

In following parts of document I will examine the interface from Gestalt principles point of view.



Figure 1.1: iDnes - homepage. Source: https://www.idnes.cz/



Figure 1.2: iDnes - homepage (scrolled down). Source: https://www.idnes.cz/

1.2.1 Proximity

Elements arranged close to each other are perceived as more related than those placed further apart [1]. This way different elements are viewed mainly as a group rather than as individual elements, as can be seen in Fig. 1.3.

If we take a look on the iDnes page, Proximity principle can be found for example in top Menu bar that shows links to sections or section "Nejnovější" (Newest) in top right corner (Fig. 1.1).

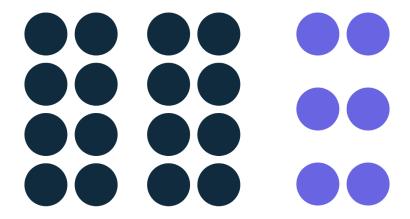


Figure 1.3: Gestalt - Proximity. Source: https://medium.muz.li/gestalt-principles-in-ui-design-6b75a41e9965

1.2.2 Common region

Similarly to the Proximity principle, elements placed within the same region are perceived as grouped [1] (example in Fig. 1.4). This can be seen on iDnes page scrolled down (Fig. 1.2), where news are divided to regions as "Zprávy", "Sport", etc., which makes it easy to recognise, which article belongs to which section.

1.2.3 Similarity

Elements sharing similar visual characteristics are perceived to be more related than those not sharing similar characteristics [1]. Example of how similarity affects perception is in Figure 1.5. On the iDnes page, this can be found on top right corner of Fig. 1.1, where is the weather forecast. Page shows forecast for 4 days, each one with one image, that are similar.

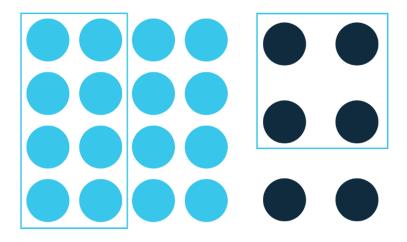


Figure 1.4: Gestalt - Common region. Source: https://medium.muz.li/gestalt-principles-in-ui-design-6b75a41e9965

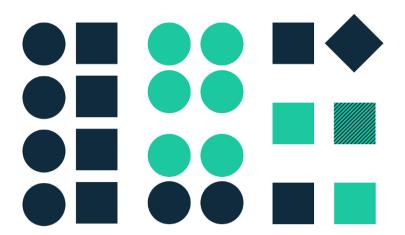


Figure 1.5: Gestalt - Similarity. Source: https://medium.muz.li/gestalt-principles-in-ui-design-6b75a41e9965

1.2.4 Continuity

Elements arranged in a line or a soft curve are perceived to be more related than those arranged randomly or in a harsh line [1], as can be seen in Fig. 1.6.

Example of continuity principle can be seen on both Figures 1.1 and 1.2, as the Menu bar arranges the links to sections in one line.

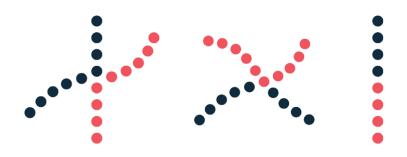


Figure 1.6: Gestalt - Continuity. Source: https://medium.muz.li/gestalt-principles-in-ui-design-6b75a41e9965

1.2.5 Closure

A group of elements are often perceived to be a single recognisable form or figure [1]. The Closure also occurs when an object is incomplete, or parts of it are not enclosed (Fig. 1.7). This Gestalt principle is not used on iDnes page.

1.2.6 Symmetry

Symmetrical elements tend to perceived as belonging together regardless of their distance, giving us a feeling of solidity and order [1], as presented in Figure 1.8.

On the iDnes news page (after scroll down, Fig. 1.2), there are two columns that divide the sections of news, so the page looks symmetrical



Figure 1.7: Gestalt - Closure. Source: https://medium.muz.li/gestalt-principles-in-ui-design-6b75a41e9965



Figure 1.8: Gestalt - Symmetry. Source: https://medium.muz.li/gestalt-principles-in-ui-design-6b75a41e9965

1.2.7 Common fate

Elements moving towards the same direction are perceived as more related than those moving in different directions, or not moving at all [1]. Example can be seen on Figure 1.9. Since iDnes portal is static webpage, there are no moving elements, so this principle is not present.

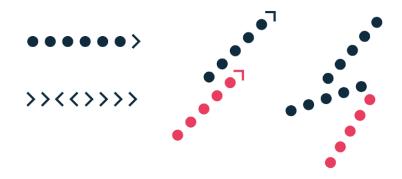


Figure 1.9: Gestalt - Common fate. Source: https://medium.muz.li/gestalt-principles-in-ui-design-6b75a41e9965

1.3 Conclusion

I would say that the page iDnes in overall meets the Gestalt principles and provides very good user experience.

Bibliography

[1] Gkogka, E., Gestalt principles in UI design, Muzli https://medium.muz.li/gestalt-principles-in-ui-design-6b75a41e9965, 2018