Sticky Fingers

10 Design Principles for Updating Software Interfaces

Natasha Eibich

M.Sc. Human Computer Interaction and Design | University of Twente, NL

M.Sc. (tech) Human Computer Interaction and Design (Advanced User Modelling) | Aalto University, Finland

UX Analyst and Designer at Clario Medical | Intelerad Medical Systems

Not a dev!:O







€ Developer

Human Interface Guidelines Overview Resources Videos What's No



Human Interface Guidelines

Get in-depth information and UI resources for designing great apps that integrate seamlessly with Apple platforms.

7 Rules for Creating Go

A non-artsy primer in digital a

Eleana Gkogka in Muzli - Design Inspiration lan 16, 2018 ⋅ 8 min read *

2019 UI and UX Design Trends

Holiday season is a great cutoff for an ever-evolving industry

Viktoria Romanovskaya in Akveo Engineering Apr 15, 2019 - 6 min read

Fluent Design System

HOOOM MINT macOS > iOS >

Gestalt principles in UI design.

How to become a master manipulator of Visu

16 491 O 3,178 🙆 Aida Pacheva





16 683 O 3.643 Multiple Owners -

Fluent Design **System**

Material System Introduction Material studies

Material Foundation

Foundation overview

MATERIAL DESIGN

Design Create intuitive and beautiful produc

2019 UI/UX Design Trends You Should Know

The designer needs to stay on top of the latest design trends. The work sty should...

Fluent brings the fundamentals of principled design, innovation in technology, and customer needs together as one. It's a collective approach to creating simplicity and coherence through a shared, open design system across platforms.

Open ecosystem, open design system.



















Context

RIS

Radiology Clinics, Radiology Information Systems, and the context of inquiry

Upgrading RIS is stressful, expensive, inefficient

RIS facilitate booking appointments, billing payers, managing clinic resources

Past RIS upgrades have been rocky

Research Questions

What are the interactions that remain most ingrained and difficult to overcome when asked to upgrade to a new version of a system?

Are there underlying psychological or mental models that explain which interactions are most difficult to learn anew and why?

How can we design and develop a system that facilitates the adoption of a new solution?

Background Research

Cognitive Mapping

And familiarity

- User map interfaces like they map their city
- Know where to look to find the important things
- Familiarity can increase speed of recognition and action

Cognitive Automation

Procedural Mapping, Coping,
Affordances

- Users automate repetitive interactions
- Micro-interactions are memorized
- Users only learn enough to complete their intended goals
- Rely on what a system allows them to do to know how to do things

Negative Transfer

- Bring old habits with them
- Old maps make new layouts harder to work with
- Interface elements that mirror old ones are expected to do the same thing moving forward

Self-Efficacy

- User who feel in control are more confident in their interactions
- Confident users have a more positive perspective on your system
- When they understand something they feel more agency around it

Methods

Grounded Theory (Straussian)

Data Collection:

Semi-Structured Interviews Observations Keystroke Level Modelling Usability Tests

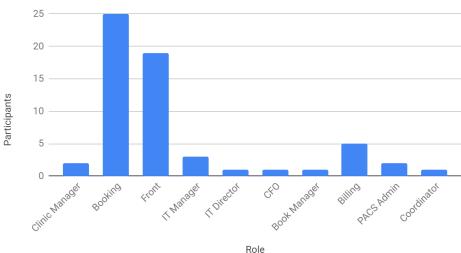
Analysis:

Open Coding (atlas.ti, dovetail)

Participants:

6 clinics 60 users





Results

Semi-Structured Interviews

2 interaction styles Correlated to client size

Appointment Search vs. Calendar booking

Strict rules vs. Allowing personal adjustments

Users had conflated their needs with the interaction methods allowed by the system



Key-Stroke Level Modelling

We traded off the efficiency of workflows with the update

Old RIS takes longer on everything but new patient creation (20 sec vs. 23)

Search may start faster, but trades off with creating patients taking much longer

Location Recall (Hick-Hyman Law):

$$T_d = b_a \times log_2(\frac{1}{p_i}) + a_d$$

Mouse Movement (Fitts's Law):

$$T_m = k + I * log_2(\frac{D}{S} + 0.5)$$

Observations

Workflows were clinic specific

Old RIS workflows were insufficient, each clinic repurposed pieces of the RIS to suit them or used paper

Clerks with more self-efficacy would customize

Pop-ups or anything taking away from the flow of interaction is distracting and disliked



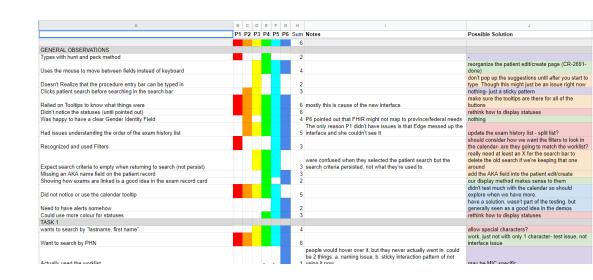
Usability Testing

Older clerks were more hesitant to try things out

Everyone double clicked, tried to click and drag to multi-select, wanted to select the calendar, and looked for actions where they had been

Status labels and colours were not understood, ignored, or unnoticed

Appointment search clerks didn't like the calendar, schedule grid clerks didn't like the booking wizard



_____ Recommendations

Research (Workflows)

Results

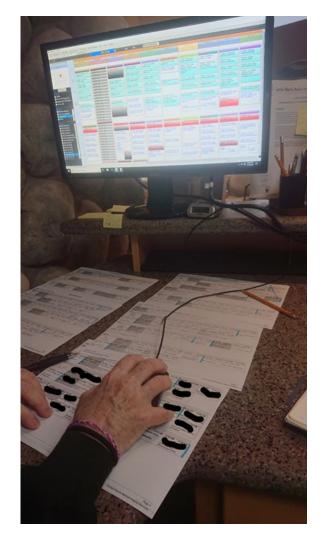
Each clinic developed own workflows
Users adapt the system to their needs,
understand the workflows to understand the
needs

Designs captured only few workflows, no space for discovered

Recommendation

Understanding an upgrade project requires overview

Find the workflows that have developed Know all workflows to focus on a few Don't get lured in by the next big design fad



Small Interactions; big impact

Theory

Cognitive Automation and Procedural Memory, Negative Transfer

Results

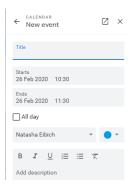
Try to double click everything Select everything on the calendar Multi-Select with click and drag

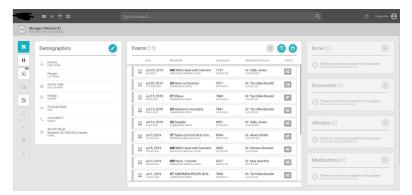
Recommendation

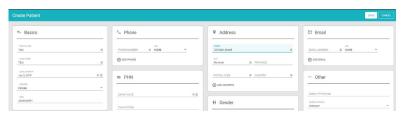
Consider and honour selection interactions

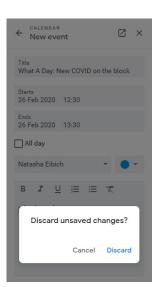
Users can't experience a system

Users can't experience a system if they can't select the element they want









Order





GIFT OPTIONS

PLACE ORDER

Theory

Procedural memory, Negative Transfer

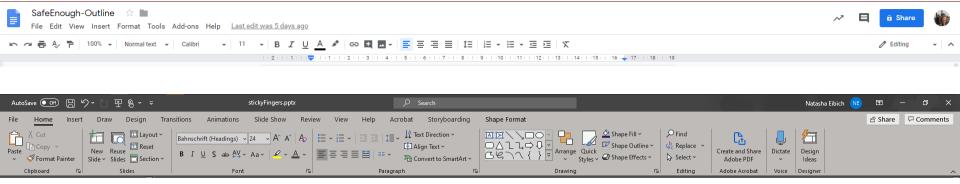
Results

Expect to enter the same information in the same order each time
Procedure helps memory
If expected step is not available, users hesitate

Recommendation

Keep the same procedural order unless new is more efficient Be transparent about changes





Location

Theory

Cognitive Mapping, Negative Transfer

Results

Users look to the same location for the same actions Always want action items at the top Ignore items that aren't where they expect

Recommendation

Keep the general location where possible Prototypical interfaces are faster to use

Taxonomy



Familiarity, Signalling, Negative Transfer

Results

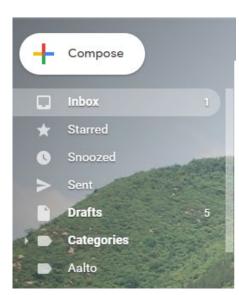
Users didn't know HL7 statuses, so using them was ignored and not understood "Advanced booking" vs. "Appointment search"

Recommendation

Keep good terms Change only if something new will be better- "Waiting for exam" vs. "Arrived"



Old RIS	New RIS
Advanced Booking	Appointment Search
Calendar Grid	Schedule
SC - Waiting for Exam	Scheduled
-	Arrived
IP – In Progress	In Progress
CM - Waiting for Report	Completed



Guide Users

Theory

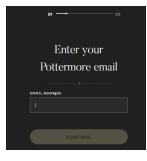
Affordances, Coping, Self-Efficacy

Results

Forgot to add required information (address, referring physician) in RIS Doing things out of order made it take longer Liked having imposed order from new RIS

Recommendation

Add guidance, even for common workflows - prevent errors before they happen Guide passively, no popups

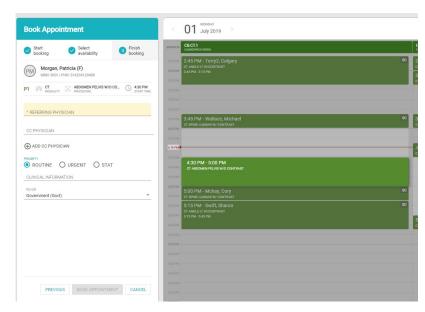












Contextualize

Theory

Signalling, Affordances, Self-Efficacy

Results

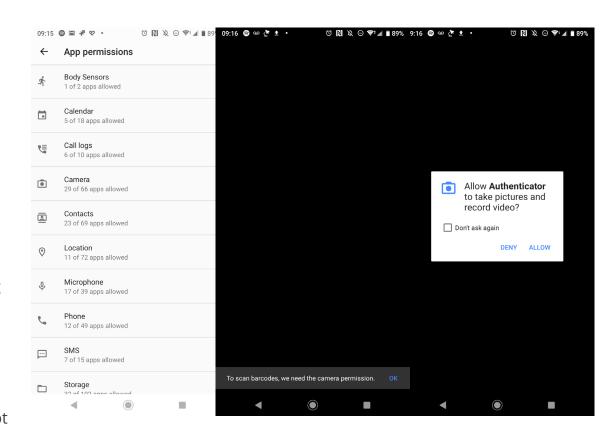
Multi-tasking is common, especially for front desk clerks

Constantly shifting between workflows, need context to know what's happening

Recommendation

Display information where and when needed

Titles, tooltips, process specific info is good, dumping all info everywhere is not



Colours

Theory

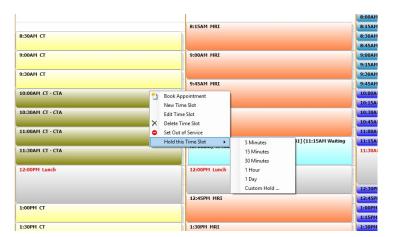
Affordances, Coping

Results

Colours have cultural significance- users saw Christmas when they were booking Used to dark interface, found light very bright

Recommendation

Consider the context of use when choosing theme colour
All other colours should not detract from job to be done





Simplify

Theory

Signalling, Affordances, Self-Efficacy

Results

A few confident users liked to customize their display

Generally were customizing because there was too much information

Less confident users didn't customize as they were scared they would break something

Recommendation

Reduce customization, design so it's not necessary. Or leave it at the admin level









Training and Help

Theory

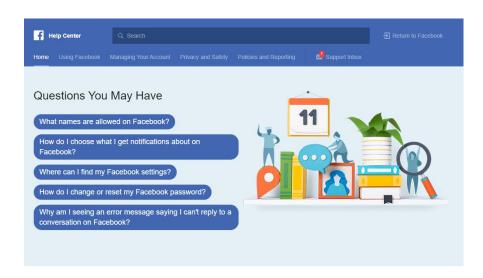
Self-efficacy

Results

Limited training and no manual left users deciding themselves what workflows to use, which fields had what meaning, and requesting existing features

Recommendation

Training, Help documentation, manuals, have them Reduce support costs, increase self-efficacy, ensure usage matches expectations



Popular Topics



Conclusions

Research!

There are many sticky interaction patterns

Most are explained through: Cognitive Mapping, Familiarity, Cognitive Automation, Procedural Memory, Affordances, and Coping

They are an issue because of: Negative Transfer and Selfefficacy

We can mitigate the effects by following some simple recommendations