SFWR ENG 4HC3

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Composite range:

Hard: designed for a purpose that cannot be changed

Soft: interfaces created in software

Control-display relationships:

* Spacial
* Dynamic
* Physical

Give user feedback, like progress bars

## Learnability

* **Generalizability**: generalize existing knowledge of the system to other as-yet untested interactions
  + **Skeumorphism**: parts of the UI emulate real-world objects
    - Isn’t always best design
* **Predictability**: predict the outcome of interactions based on their previous interactions
* **Synthesizability**:
* **Robustness**:

# Norman’s Design Principles

**Affordances**: perceived or actual ways the UI (or parts of it) can be used

**Mappings**: how controls are mapped to actions

**Conceptual Models**: how the user will understand the usage of the system

**Visibility**: are aspects of the controls (, displays, affordances, mappings, etc.) apparent to the user?

**Feedback**: do these systems provide adequate feedback upon performing an operation to indicate something has been done?

**Constraints**: how do parts of the UI constrain the user (i.e. limit the possible actions) to avoid errors?

**Consistency**: is the UI consistent within itself? What about to other UIs–can users draw upon past experience to use these systems?