GUI Bloopers 2.0 Checklist

Print out copies to use in documenting bloopers in your software.

Every blooper in the book is listed here and described briefly. Each blooper has a place to indicate whether your software has that blooper, and if so, where.

Suggestions on how this checklist can be made more useful are welcomed. Please submit to the discussion forum at GUI-Bloopers.com.

Project:_____ Version:_____ Review Date:_____

GUI Control Bloopers (chapter 2)

1. Confusing checkboxes and radiobuttons**.**

    Occurs:_____

2. Using checkboxes for non-ON/OFF settings.

    Occurs:_____

3. Using command buttons as toggles.

    Occurs:_____

4. Using tabs as radiobuttons.

    Occurs:_____

5. Too many tabs.

    Occurs:_____

6. Using input components for display-only data.

    Occurs:_____

7. Overusing text fields for structured data input.

    Occurs:_____

8. Dynamic menus

    Occurs:_____

9. Intolerant data fields

    Occurs:_____

10. Input fields and controls with no defaults

Occurs:_____

11. Poor defaults

Occurs:_____

12. Negative checkboxes

Occurs:_____

Navigation Bloopers (chapter 3)

13. Window/page not identified

Occurs:_____

14. Same title on different windows

Occurs:_____

15. Window title doesn't match invoking command

Occurs:_____

16. Distracting off-path links & buttons

Occurs:_____

17. Self links

Occurs:_____

18. Too many levels of dialog boxes

Occurs:_____

19. Competing Search boxes

Occurs:_____

20. Poor search results browsing

Occurs:_____

21. Noisy search results

Occurs:_____

Textual Bloopers (chapter 4)

22. Inconsistent terminology

Occurs:_____

23. Unclear terminology

Occurs:_____

24. Bad writing

Occurs:_____

25. Too much text

Occurs:_____

26. Speaking Geek

Occurs:_____

27. Calling users "user" to their face

Occurs:_____

28. Vague error messages

Occurs:_____

29. Erroneous messages

Occurs:_____

30. Text makes sense in isolation but misleading in GUI

Occurs:_____

31. Misusing "..." on command labels

Occurs:_____

Graphic Design & Layout Bloopers (chapter 5)

32. Easily-missed information

Occurs:_____

33. Mixing dialog box control buttons with application buttons

Occurs:_____

34. Misusing group boxes

Occurs:_____

35. Radiobuttons spaced too far apart

Occurs:_____

36. Labels too far from data fields

Occurs:_____

37. Inconsistent label alignment

Occurs:_____

38. Bad initial window location

Occurs:_____

39. Tiny fonts

Occurs:_____

Interaction Bloopers (chapter 6)

40. Exposing implementation to users

Occurs:_____

41. Needless restrictions

Occurs:_____

42. Confusable concepts

Occurs:_____

43. Asking for unneeded data (including asking 2x)

Occurs:_____

44. Asking users for "random" numbers

Occurs:_____

45. Pointless choice (including false choice)

Occurs:_____

46. Hard to remember ID

Occurs:_____

47. Long instructions that go away too soon

Occurs:_____

48. Unnecessary or poorly marked modes

Occurs:_____

49. Auto rearrangement of display

Occurs:_____

50. Dialog boxes that trap users

Occurs:_____

51. Cancel doesn't cancel

   Occurs:_____

Responsiveness Bloopers (chapter 7)

52. Cursor doesn't keep up

   Occurs:_____

53. Buttons acknowledge clicks too late

   Occurs:_____

54. Menus, sliders, and scrollbars lag behind

   Occurs:_____

55. Moving and sizing operations don't keep up

   Occurs:_____

56. Application doesn't indicate that it is busy

   Occurs:_____

57. Application is unresponsive during internal housekeeping

   Occurs:_____

58. Long operations don't display progress

   Occurs:_____

59. Long operations provide no cancel

   Occurs:_____

60. Application wastes idle time

   Occurs:_____

61. Application gives no feedback when it hangs

   Occurs:_____

62. Web site has huge images and animations

   Occurs:_____

63. Web site always reloads whole pages

   Occurs:_____

Management Bloopers (chapter 8)

64. Treating user interface as low priority

    Occurs:_____

65. Misunderstanding what user-interface professionals do

    Occurs:_____

66. Discounting the value of testing and iterative design

    Occurs:_____

67. Anarchic development

    Occurs:_____

68. No task-domain expertise on the design team

    Occurs:_____

69. Using poor tools and building blocks

    Occurs:_____

70. Giving programmers the fastest computers

    Occurs:_____

Color Bloopers (Web appendix)

71. Text hard to read on background

    Occurs:_____

72. Color-differences too subtle

    Occurs:_____