

Interface is about usability, but also control, transparency, trust and much more.

“Find a painful process - make it easier”

User Interface Design

- User Research
- Design
- Evaluation and improve the interfaces

Design Process:

- A systematic method for designing user interfaces
 - Increases probability of success
 - Incorporate best practices

Key Elements:

- User-centric process as well as goals
- Iterative Design
 - Easier to improve than to get it right the first time

User Research => Design & Prototyping => Evaluation => User Research

Finding the right problem to solve

- Who's the target user?
- What challenges do they face?
- What current strategies do they use to address these challenges?
- What values influence what they see as an acceptable technology?

Local Maximum - a point, when you can not get any better, happens after many improvements

Design-Centered Approaches:

Methods & Concepts

1. Intuition - better 'guess' through years of experience
2. Disruption - opens new avenues of thought/exploration
3. Dialog - users as partners and active participants
4. Process - explaining how you got there 'is' part of the contribution
5. Inspiration - role of data in design
6. Critique - evaluation and interaction with the team

Design Principles help us answer these questions:

- Visibility
- Feedback
- Mapping
- Constraints

Visibility

- Make the state and operations of a system visible and clean to user's. Don't hide controls.

Mappings

- Mappings are used to determine relationship, typically between an action and the result of that action.

Feedback

- An action that the system takes in response to a user action.

Constraints

- Are design features that limit the range of possible actions a user can take.
- Grayout / deactivate unavailable menu