**Examples for 10 Usability Heuristic of UI Design and 21 Principles of UX Laws**

1. **10 Usability Heuristic of UI Design:**
2. **Visibility of System Status:**
3. Lift status visibility.
4. AC temperature control.
5. Status of the door locking.
6. Wi-Fi Router.
7. Status on Teams.
8. Charging status of PC’s.
9. No wall clock
10. Washroom engagement status isn’t there.
11. **Match between the System & the Real-World:**
12. Power Button in the form of 0 & 1.
13. App icons such as Phone, Recycle bin, Folders.
14. Notepad resembles notice boards/sticky notes/notebook.
15. Camera lens is round like the Pupil of the eye.
16. Toggle switches are like normal switches.
17. Weather-based lighting.
18. Red colour indication if anything goes wrong or if the door is locked.
19. **User Control & Freedom:**
20. Switches around the room.
21. Chair adjustment.
22. Room lighting and temperature control.
23. Control over computer systems.
24. Control over the speed of the internet.
25. To complete tasks and communicate whenever required.
26. Employee’s termination by the HR/Manager.
27. Undo action on Gmail &other MS apps.

1. **Consistency &Standards:**
2. Meeting rooms & higher authoritative figures have a separate cubicle unlike regular employees with a common workspace area.
3. Trash can under the washbasin/near the washroom.
4. Parking in the basement/infront of the building.
5. Switch boards under/on each desk.
6. CCTV at the corners of each floor.
7. Power buttons are different on newly launched PC’s.
8. Same keyboard shortcuts across different devices.
9. **Error Prevention:**
10. Re-confirmation dialog box before finishing the process.
11. Smoke detectors.
12. Warning signages.
13. Guard railings.
14. Door locking system with biometrics.
15. Locking few images/cells in Figma/excel.
16. **Recognition rather than Recall:**
17. Emergency exists & fire extinguisher tags.
18. No references for the cabins.
19. The whole on the desks is for the accessibility of electrical ports present below the table.
20. Power button placement.
21. Auto-fill/pre-filled suggestions.
22. ID cards given to each employee.
23. Login credentials saved.
24. Floor boards outside the building.
25. **Flexibility and Efficiency of Use:**
26. Ports below the table is inconvenient at times.
27. Keyboard shortcuts for excel users.
28. Lift approach to all the floors.
29. Restrooms for both the genders on all the floors.
30. Reply All & Reply options given.
31. Templates in MS apps
32. Drag-and-drop feature.
33. Voice-to-text feature.
34. **Aesthetic and Minimalistic Design:**
35. Electric ports under the table for less clumsiness on the desk.
36. Desk boards used as a white board and to stick notes.
37. Wiring of the building.
38. Icon instead of names/lengthy texts.
39. Summary report, instead of detailed work.
40. **Help Users Recognise, Diagnose & Recover from Errors:**
41. Fire escape plan.
42. HR violation.
43. Employee performance.
44. If there’s a power cut, then there is a backup.
45. Invalid password/forget password for password reset.
46. No internet connection prompts have steps for troubleshooting.
47. **Help & Documentation:**
48. List of employees and their files/documents.
49. Floor boards outside the building.
50. Certificates & licenses.
51. NDA between the company and employees.
52. Chatbots, help guide, FAQ’s.
53. **21 Principles for creating winning designs (UX Laws):**
54. **Jacob’s Law:**

* Gmail and Outlook UI’s are different which leads to drastic change of UX.
* The manager would hire an employee if he has past experience with the same thing.

1. **Aesthetic – Usability Effect:**

* Well-designed office for employees to feel more comfortable and productive with work.

1. **Doherty Threshold:**

* A slow portal frustrates the users to use it. If its >400ms, then the engagement is efficient.
* When an issue is raised and an email/a ticket is raised, if the reply takes time, it can be frustrating.

1. **Fitts’s Law:**

* Electrical ports are placed under each table.
* Frequently used apps are pinned to the task bar.

1. **Hick’s Law:**

* A portal too many options can confuse a user.
* Too many folders with too many subfolders in too many drives that is shared, can confuse the employee.

1. **Miller’s law:**

* Lengthy and more than 7 points in a presentation can be overwhelming to understand.

1. **Goal – Gradient Effect**

* When employees see a task progress bar to maximum, they are motivated to finish remaining steps.
* Project deadlines let’s employees finish work faster.

1. **Law of Common Region:**

* Different teams have their own designated areas and workspace boundaries.

1. **Law of Proximity:**

* Seating teams next to each other will improve communication and collaboration.

1. **Law of Uniform Connectedness:**

* Having a meeting in the meeting room instead of having it in their own individual desks.

1. **Law of Prägnanz:**

* If a new person enters the office and looks into the glass cubicle, they recognise that a higher authoritative figure is sitting there.

1. **Law of Similarity:**

* Employee ID card tag differentiates them from different departments.

1. **Occam’s Razor:**

* The desk have simple design with a small divider as a board and ports below the table.

1. **Pareto Principle:**

* 80% of the team’s collaboration comes together with 20% of the communication.

1. **Parkinson’s Law:**

* When a documentation process can take 1 day to be completed, but is allotted 1 week, the work unnecessarily inflates to take more time.

1. **Peak – End Rule:**

* People remember the best/worst or start/end of the meeting instead of the whole session duration.

1. **Postel’s Law:**

* In a meeting, if the manager points out issues about it should be accepted, instead of putting out/arguing about your point.

1. **Serial Position Effect:**

* Employees remember the first and last agenda of the meeting.

1. **Tesler’s Law:**

* Reports on employees can be generated by the HR, but they have to be assessed personally and should be given feedbacks.

1. **Von Restorff Effect:**

* A red indication warning grabs more attention.

1. **Zeigarnik Effect:**

* If an employee is doing his work and then the manager interrupts him by giving him some different work. The employee keeps remembering about it.