Human Interface Design

Design Principles

- Metaphors

- Direct manipulation

- Feedback

- User control

- Aesthetic integrity

- Consistency

- Perceived stability

- Managing complexity

- Modelessness

- Discoverability

Characteristics

- High performance

- Ease of use

- Attractive appearance

- Reliability

- Adaptability

- Interoperability

- Mobility

- Focus

- Communication
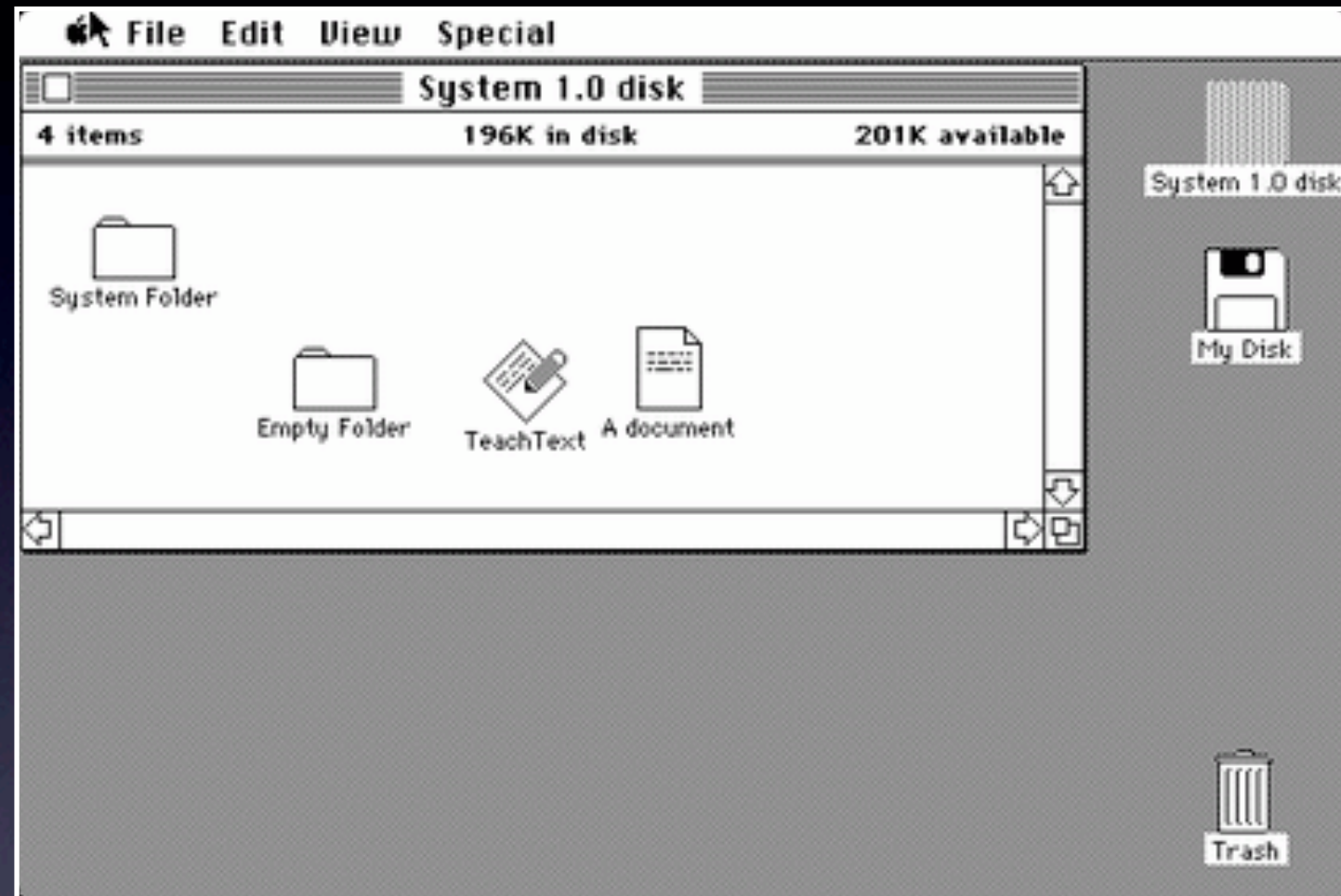
Downsides

- Screen

- Pointer

- Text input

- Processor, memory

- Graphics

- Mobile device

- Storage

- New API

Advantages

- Multi-Touch
- Multi-Touch
- Multi-Touch

Advantages

- Exclusivity (modality)

- Simplicity, uniformity

- Hardware

- New API

Metaphors

Metaphors

- Instructions for free
- Makes users happy
- Consistency

App Styles

- Productivity
- Utility
- Immersive (the iPhone metaphor)

Hardware

- Use it creatively
- Realize the difference between "creative" and "gimmicky"
- Get it right

iPhone-like

- Standard controls and icons

- Table views

- Custom views for new controls only

Consideration

- Reasonable tap targets

- Small footprint

- Forgiving

- Obey the mute switch

- Internationalization & localization

Homework

- Read Part I of the Apple Human Interface Guidelines (not the iPhone HIG)