A CRAP way to Improve Usability

Guidelines

- Visual design >< eye candy
- More attractive design → easier to use
 - People thought that way
 - "First impressions count"
- Good visual design makes interfaces easier to use

The Principles

- Contrast
- Repetition
- Alignment
- Proximity

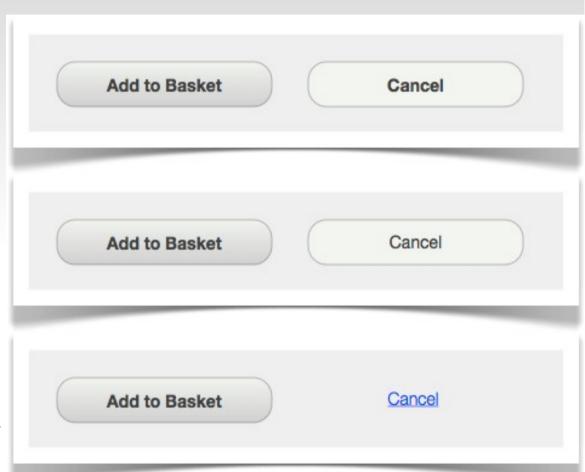
Contrast

- Helps to direct the viewer's eyes to what's important.
- Helps them focus on what to do next.
- This means making your call to action very different from the other items that surround it.



Contrast

- Reduce the apparent depth of the button
- Use a Roman (as opposed to Bold)
- Remove the button change it to hyperlink



Contrast

Volksabstimmung und Großbeutscher Reichstag

Stimmzettel

Bift Du mit der am 13. Marg 1938 vollzogenen

Wiedervereinigung Offerreichs mit dem Deutschen Reich

einverstanden und ftimmft Du fur die Lifte unferes Subrers

Adolf Hitler?

Ja



Rein

Repetition

- Repetition is really about consistency.
 - Systems are more usable (and easier to learn) when similar stuff is presented in similar ways
- For a web site,
 - Internal consistency means making sure you use the same kind of fonts, icons, headings, links, list styles and page layout.
 - External consistency means things like using standard buttons, link colours and search results
 - → Ensure people to find common elements in the standard locations

- Alignment simply means making sure that all elements of the design line up horizontally and vertically
- This can best be achieved by designing the interface to an underlying grid.

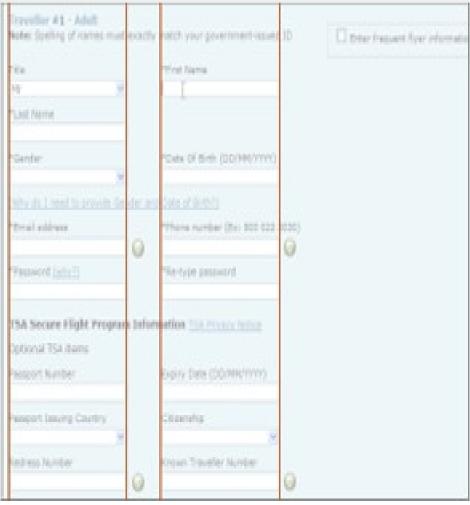
• Without thinking too hard, which form looks easier to complete?



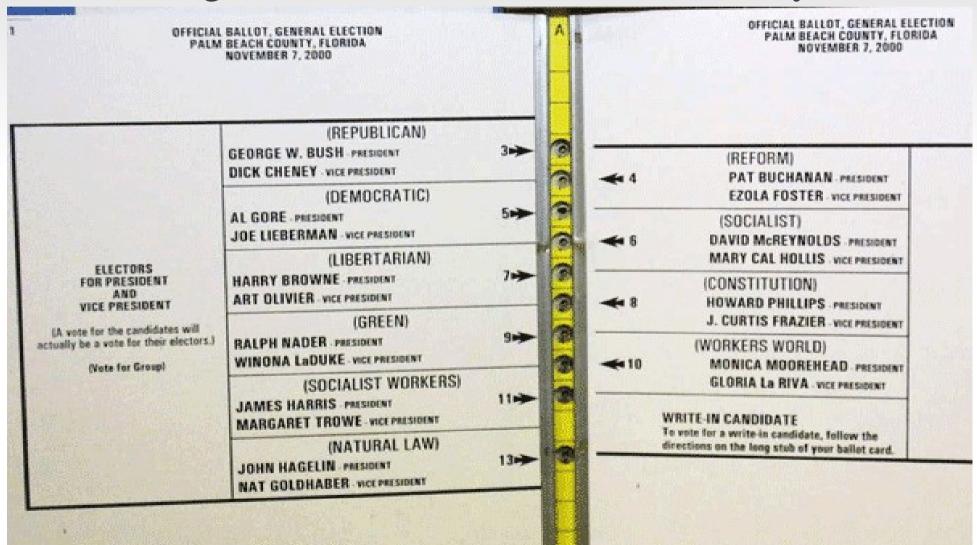
Traveller #1 - Adult Note: Spelling of names must exactly	match your government-sound ID
Tile	*Yint Name
M X	
*Last Name	
*Gerder	"Own of Birth (00/99/11111)
(Why do I need to provide Gender as	(Date of Birth()
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TSA Secure Flight Program Information TEA Privacy Nation	
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Passport Number	Every Date (DOMMITTON)
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	×
Redress Number	Krown Traveller Number
	•

 Let's add vertical red line to shows the vertical alignments





Poor alignment leads to disastrous usability mistakes



Proximity

- Visual perception was about perceiving organised wholes, not just about seeing isolated objects
- The principle of proximity means that if you place elements in a user interface near each other, people will think that they are related somehow
 - Helps users find the option they are looking for
 - Helps users build a conceptual model of how the interface is structured

Proximity

Appliances

Audio.TV & Home Theatre

Blu-ray

Camera & Photo

Computers & Office

DVD

Electronics

Garden & Outdoors

Home & Garden

Houseware & Furnishings

iPod, MP3 & Accessories

Kitchen & Dining

Lighting

MP3 Downloads

Music

Music, DVD & Games

Office Products & Supplies

PC & Video Games

PCs & Laptops

Peripherals & Accessories

Sat Nav. Phones & PDA

Software

Music, DVD & Games

Music

MP3 Downloads

DVD

Blu-ray

PC & Video Games

Electronics

Camera & Photo Audio, TV & Home Theatre iPod, MP3 & Accessories Sat Nav. Phones & PDA

Computers & Office

PCs & Laptops
Peripherals & Accessories
Software
Office Products & Supplies

Home & Garden

Kitchen & Dining
Appliances
Houseware & Furnishings
Lighting
Garden & Outdoors