

What role or relevance does a successful alignment of user and developer mental models play in the usability (or not) of skeuomorphic user interface designs?

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On mental models

A **mental model** is someone's perception of how a particular process functions on the real world. For system's designers and developers **mental models** play a core role on communication with the users of the systems being designed. The image designers provide to the users can shape the way users interact with a system, and can remarkably increase the satisfaction and efficiency that users get out of using a particular system.

On Usability

The **usability** of a product measures the level of efficiency at which its consumers learn how to use it to achieve their goals, and how much satisfaction they get out of the interaction with the product.^[1] There are also several measures that help designers and developers create their products, and determine that the essentials for which their product was designed are fulfilled. This is what Jakob Nielsen, author of the book *Usability Engineering*, refers to as “**usability measures**”, and they are learnability, efficiency, memorability, errors and satisfaction. Each of them represent a different focus of usability that is enhanced depending on the goal of the system at hand.^[2]

Skeuomorph

The word **skeuomorph** (derives from the greek skeuos - tool and morph - form)^[3] is now use to refer to designers technique of resembling features that were necessary for functionality on the original product, but that become ornamental on the designer's version. Numerous websites and computer programs make use of **skeuomorphism** design on their graphical interfaces with the purpose of resembling real objects. **Skeuomorphism** affects designs more than in a merely ornamental way, and sometimes it comes to improve or weak the **usability measures** of designs.

What it is not?

There might be certain unawareness of what bad and good **skeuomorphism** really means and to clarify that I will lay out a some examples.

Skeuomorphism is the opposite of **mixing metaphors**, but the use of mixing metaphors can still help create useful effect on an interface. For instance, applying a very distinctive purple velvet texture to an element on a design where everything is wooden will give an strong emphasis to that element even though that element was not

originally made out of velvet.

No longer helps usability

Skeuomorphic approach could lead to visual perfectionism rather than improving **usability** and functionality. Emphasizing the visual section of interfaces can lead to the creation of useless elements that will not extend the user understanding of the interface. As a case in point, the animated paper shredder that was used to delete e-tickets in the mobile iOS 6 does not improve the users **mental approach** to more than a simple “drag to the trashcan” deletion would.[4]

Realism complexity leads to confusion

Users **historical knowledge** is also an important matter to take into account when designing skeuomorphic interfaces. Using outdated objects as a base for skeuomorphic design can decrease the **learnability** of an interface, rather than helping to create a mental image from a physical object. A possible strategy to solve this gap between users mental image and interface is to use a skeuomorphic example based on a more common object, or simply to focus on simplifying the execution of the task on the interface.

iDial vs Normal dial

Misses the point of good skeuomorphism

The misuse of **skeuomorphism** will sometimes lead to misdefining important **usability metrics**. In this case the skeuomorphic metaphor limits efficiency of other design techniques and reduces the overall **information** that is delivered to the user. This derives on creating a much stronger resemblance of a physical element by missing on the content of information that could be delivered to the user. For example, News Kiosk offers a perfect representation of the issue previously discussed while the Pulse interface accomplishes its purpose better with a much simpler interface.

News Kiosk vs Pulse

What is it ?

As previously mentioned, **Skeuomorphism** is the opposite of mixing metaphors. More precisely, good use of Skeuomorphism implies the user understanding of an efficient metaphor to facilitate interaction with an interface. From the examples above it can be inferred that the overall usability of a system can be negatively influenced by mixing or misusing skeuomorphic metaphors. Oppositely, I will provide some more cases to illustrate that good use of skeuomorphic successfully **aligns** user and developer **mental models** and **improves usability**.

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Some good stuff

<http://www.neowin.net/news/skeuomorphic-design-apple-vs-good-ux>

Some more good stuff

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How can it become useful ?

<http://sachagreif.com/what-skeuomorphism-is-and-isnt/>

Another way Attractive vs Ugly and fun

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What to do with it?

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PICS

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INTERESTING

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