Conestoga College – SET

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PROG3165–Assignment # 02

Image Renaming - Metaphors and Design Patterns Document

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User Interface Design

PROG3165

Application: Epic Image File Renamer

Purpose: Allow artists to rename image files in a directory based on common EXIF data sourced from image.

Use of Design Principles in Application:

- Minimize wording
  - We designed our application with idea of 'less is more'.
  - We felt that most file renaming software applications are overly busy and complicated with wording and wanted to create an alternative that had very minimalistic amount of text.
- Consistency
  - We designed application to be consistent in use of colors (all uniform) and button sizes and labels. We used one uniform font and an open sourced WPF theme (Metro Light) to keep things consistent and aesthetically appealing.

Usability Principles in Application:

- Provide Adequate Feedback
  - We provide confirmation that the user has operated a control successfully.
  - We provide confirmation that user has encountered errors.
  - We attempted to limit amount of errors user would encounter and not trap them in a repetitive series of error notifications.
- Reduce unnecessary mental effort by the user
  - Simplify frequent tasks much as possible
- Force User Actions
  - Disable "Remove Selected", "Remove All" and "Rename" buttons until they actually serve a purpose

Use of Metaphors in Application:

- Forms - the element of the page, containing the data which will be submitted. This is the key metaphor used in our application. We have three of them. They act as 'containers' of our file information.
- "Browse"(ing) is used in our application, as a metaphor for going through files and folder virtually.

- Controls - Buttons and List Boxes act as metaphors for controls the user can interact with.

Reference:

Ed Barsalou - PROG3165- Useability and Wireframes