

# THM Design Guidelines

Each THM design will follow these guidelines before it proceeds to be developed. If a design does not follow these guidelines it will be sent back for revisions. In general there is always a more interactive way of presenting the content and the only real limits are the hardware and our imaginations.

## THM Design Do's:

- Explore mode and questions do need to fit inside the 480x320 screen. This will become even more important as we are moving towards mobile devices that don't have a magnified option.
- Do make sure all text is clear, large (12pt+), legible and has some whitespace separating it from other text or images.
- Do make the demo is interactive as possible. Instead of just showing an animation, give the user the ability to control it.
- Do make the demos require some brainpower to complete. The user should not be able to just click through explore mode and all the questions without thinking.
- Do put controls like sliders, buttons and input boxes on the right Control Panel. There are some exceptions to this guideline but in general if it fits on the Control Panel it should go on the control panel.
- Do only ask one question at a time, multiple questions per scene are confusing and very hard to fit in the screen dimensions.
- Do keep experimenting in different ways to present information. We encourage new ideas and unlike coded demos the design can be easily changed if it's not going to work.
- Do make the demos fun. Play is an important aspect to learning so when possible try to turn a question into a little game. This shouldn't be taken too far as this demos are foremost educational but the students should want to use demos.

## THM Design Don'ts:

- Don't create questions that are simple multiple choice, fill in the blank word or numeric type question. We have that ability on the website and don't need demo that do the same.
- Don't make the user read too much. Try to keep questions between 1 or 2 concise sentences.
- Don't make slideshow style animations, tech savvy professors can already make some very impressive slideshows and we'd like to offer them something they can't do on their own.
- Don't make a question with only 3 or less options. Since users have 3 chances get it right they can easily try all the answers and get it right.
- Don't make an animation sequences last longer 5 seconds with 2 seconds as the average. The student should be more involved with the animation and where ever possible controlling the animation.