# User Interface Design COMP1650

#### **User Interface Design Guidelines**

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### User Interface Design Guidelines

 "Design principles and guidelines are emerging from practical experience and empirical studies....they stimulate discussion of user interface issues and help train new designers." (Shneiderman et al., 2014)

#### Nielsen Heuristics (1995)

- Visibility of system status
- Match between system and the real world
- User control and freedom
- Consistency and standards
- Error prevention
- Recognition rather than recall
- Flexibility and efficiency of use
- Aesthetic and minimalist design
- Help users recognize, diagnose, and recover from errors
- Help and documentation

## Eight golden rules of Interface Design (Shneiderman, 2010)

- 1. Strife for Consistency
- 2. Cater to universal usability
- 3. Offer informative feedback
- 4. Design dialogs to yield closure
- 5. Prevent errors
- 6. Permit easy reversal of actions
- 7. Support internal locus of control
- 8. Reduce short-term memory load

#### Twelve design heuristics (Benyon, 2014)

- 1. Visibility
- 2. Consistency
- 3. Familiarity
- 4. Affordance
- 5. Navigation
- 6. Control
- 7. Feedback
- 8. Recovery
- 9. Constraints
- 10.Flexibility
- 11. Style
- 12.Conviviality