

# Ordlista GUI

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## *Introduktion*

# *Kapitel 1*

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## *The patterns*

### **1.1 Kunna sammanfatta och exemplifiera**

#### **1.1.1 Safe exploration**

Make sure users can try out different features without any unnecessary cost, e.g. let users change fonts in a text editor and make sure they are able to revert the change or switch to a new font instead of having to delete and retype the text.

#### **1.1.2 Instant Gratification**

Make sure the first steps of using your application is as easy and quick to use as possible, e.g. when starting word it takes you to a blank page, sets the size, font and text colour to the most commonly used. You shouldn't have long introductions and multi step setup for these actions, instead, hide the introductions together with the features later in the program (as with popups or manpages) and setup a standard workspace to start from.

#### **1.1.3 Satisficing**

Användaren är enbart beredd att lära sig precis tillräckligt för att kunna använda programvaran.

#### **1.1.4 Changes in Midstream**

A user might not only want to do one task at a time, allow them to switch between several workspaces and/or save their current state, whether or not the task is completed fully.

#### **1.1.5 Deferred Choices**

If a choice isn't necessary to complete right away, let the user choose whether to do it now or later. Things as profile pictures or phone numbers isn't necessary for creating a word document, let such features be optional.

#### **1.1.6 Habituation**

When using an application repeatedly one becomes habituated with different shortcuts, key combinations and button placements, if we use different functionality for the same combinations in different parts of our application and/or remove the shortcuts in some, more advanced users will perform unintended actions out of habit. We don't want our habituated users performing the wrong actions, so make sure to keep actions consistent throughout the application and with standards, for example, don't use ctrl+s to delete the workspace.

### **1.1.7 Spatial Memory**

Very closely related to habituation.

People often remember not the exact position of features, but rather their relativity to each other. Keep menus consistent between menus and subpages to avoid the confusion. Also, when updating an application, make sure not to change the location of different features.

### **1.1.8 Keyboard Only**

Some people have physical trouble using a mouse or are "power users" and try to avoid using a mouse as much as possible. It can be good to try and accomodate these needs, after all, try to fill out a web form without tabbing through the text fields or saving a document without using ctrl-v, ctrl-c and ctrl-s.

## *Kapitel 2*

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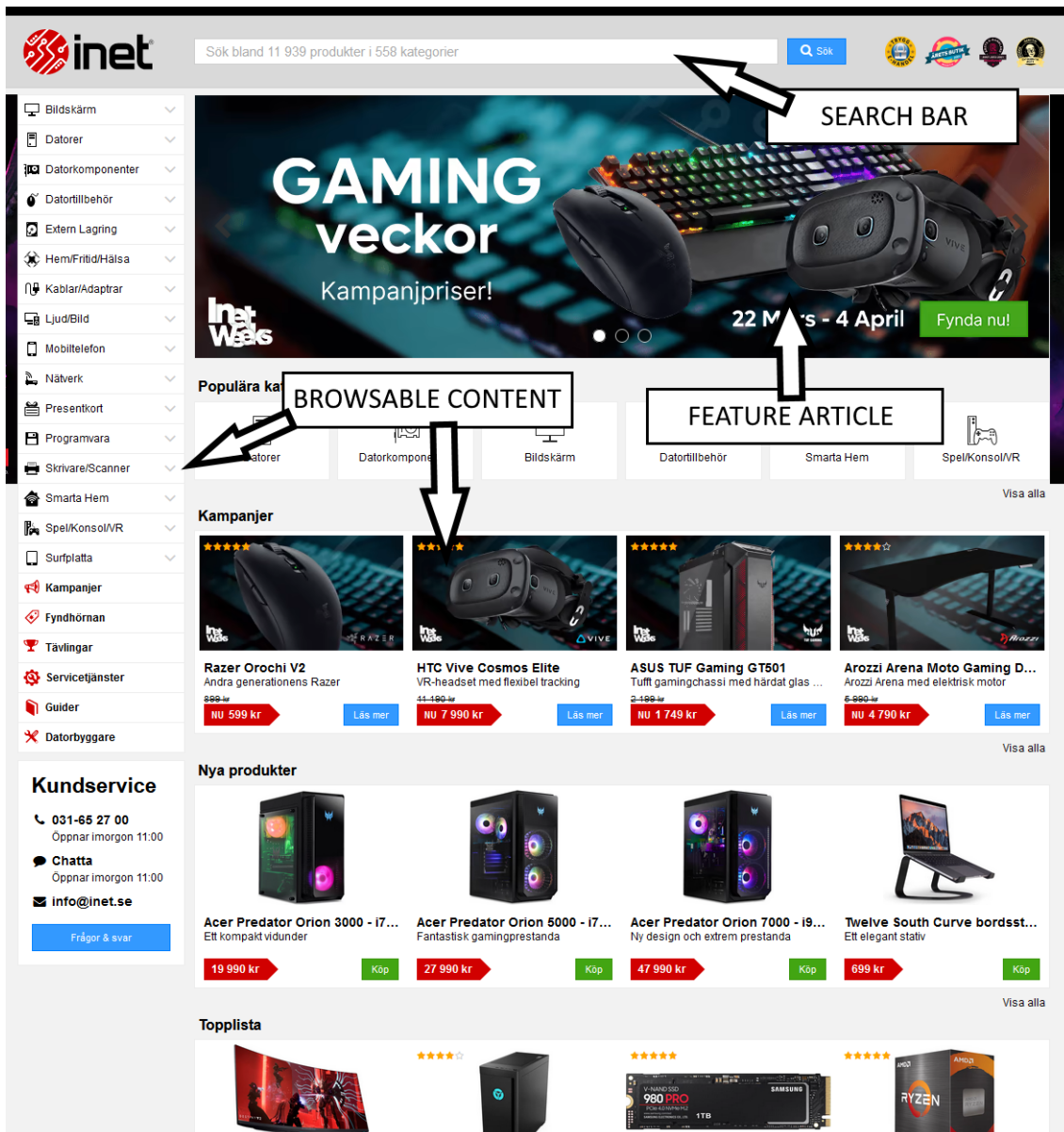
### *2*

## **2.1 Kunna sammanfatta och exemplifiera**

### **2.1.1 Feature, Search, and Browse**

The main page of a site or application should contain three things: A way to search content, a featured object, and a way to browse the content of the page.

A great example of this is news sites and shopping sites, such as [svt.se](https://svt.se) or [inet](https://inet.se).



## 2.1.2 Canvas Plus Palette

Give the user a blank canvas with a palette of tools either ms paint or gimp style! This layout is so common most users understand how to interact with it without some kind of help or tutorial.

## 2.1.3 Wizard

It's hard to choose between multiple options, when designing longer, one-time use, tasks, use this pattern. Instead of giving the user a long form and having to fill out every single field themselves, split the process up into several shorter tasks and prefill as much as possible, its much easier for inexperienced users to just press next and accept without having to understand what's going on and if the user is more experienced, they still have the choice of customizing the task. Perfect for installation and setup processes, i. e. installation wizards.



### 2.1.4 Alternative Views

It's not always practical to show all information at once, separate information into different groups and let the user switch between those, think pdf versus standard view in text editors or the different views in Cities Skylines (like traffic view or the utility views).

### 2.1.5 Many Workspaces

Just like you might want to use more than one application simultaneously someone might want to work on several workspaces in your application without having to close and reopen them constantly, utilize tabs and preferably some kind of drag and drop customizable layout for multi workspace view. Think of how one might want to have several tabs in a web browser open or chat in two groups at once.

## 2.2 Känna igen/känna till

### 2.2.1 Streams and Feeds

### 2.2.2 Media Browser

### 2.2.3 Dashboard

Cram as much useful information into one page as possible, let the user customize this page to their satisfaction. Great examples of this are recorded future and a car dashboard.

The trick is to only show useful data, when looking at weather data, don't show info about the users dating profile or games to play, instead show humidity, risk of rain, temperature, wind speed and so on.

If you must have different kinds of information, make sure to section them into relevant groups.

### 2.2.4 Settings Editor

Combine all the apps settings into one "mini app" from which all settings are easily navigable and changeable. If it starts resembling the hellhole that is windows settings you have done something horribly wrong, try again and maybe try modelling more after the GNOME or OS-X settings editors.

A great example of where this has been used correctly is the Windows 7 control panel (settings for windows in general), and an example of where this pattern should have been used but the company hasn't "afforded" to follow it is the settings cluster fuck used in every version of Windows since 2012, I mean, you don't really make it easier by adding more and more unnecessary layers. To format how time is shown in the task bar, you should be able to modify that from directly in the time and date settings as well as by right clicking the clock and bringing up those settings but noo, you have to right click the clock, select "adjust date and time", select "Language and region", click on "Administrative language settings", switch to "Formats" tab in the popup, select "Additional settings", switch to the "Time" tab in the NEW popup and start editing, just to realize that for some reason they have removed the possibility to customize the clock in the way you wanted to without telling you and that you paid 200\$ for Microsoft's surveillance software without them even letting you have a funny looking clock because that might be unsafe, let us just record your voice constantly and store as diagnostics data without your knowledge and permission and let's forget to sign some of our apps, making it look like malware when we "secure" your images by backing them up without your knowledge and while we're at it, why would you want an efficient way to search through your files and apps, let's make the search menu default to start a bing search in Microsoft in the background. Oh, you thought you could get rid of that by blocking the search bar in your firewall, well fuck you! Then we won't let you use it at all, after all you've only paid us 200\$ for our ugly spyware, You don't care that you can't use search any more? Well let us just ignore your firewall rules and continue accessing the internet even though you specifically blocked us from doing that (While writing this I started to notice a slight anti-Microsoft bias, do your own research as well).

### 2.2.5 Help Systems

If you can add an extra help system without intruding on the design, do it! Examples of making it easier for the user to find the help and tooltips they need is tooltips, the f1-key and fitting into the right click menu.

## *Kapitel 3*

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### *3*

## **3.1 Kunna sammanfatta och exemplifiera**

### **3.1.1 Clear Entry Points**

Use a small number of task oriented, well described entry points. If the users of your application all have a few, clear cut ways to start using the program, like when using the office suite, make several starting pages which each caters to a specific case.

### **3.1.2 Modal Panel**

The use of popups is a great example of this, you enter and return to the same place. The pattern suggests that you should show a page, with no way too keep on navigating without performing the prompted task, can be registering for a newsletter when accessing a site or to accept the terms of use and EULA before getting to use the application.

### **3.1.3 Escape Hatch**

Have a one-click way to get from all pages in a program back to the start/splash page. A common use case of the escape hatch method is by having the user returned to a website start page when clicking on the title/logotype.

### **3.1.4 Sitemap Footer**

Use the footer as a nav bar, useful when the pages on a web page is too large to fit onto the screen simultaneously, makes it so the user neither has to scroll to the top of the page to keep on navigating or have a large part of the screen horizontally be taken up by a nav bar.

### **3.1.5 Progress Indicator**

I didn't find any information about progress indicators but found something called a "Sequence Map" which sounded like it might be the same thing:

On each sequential page, show how far through the process the user has gotten, useful when designing wizards or other types of multi step processes.

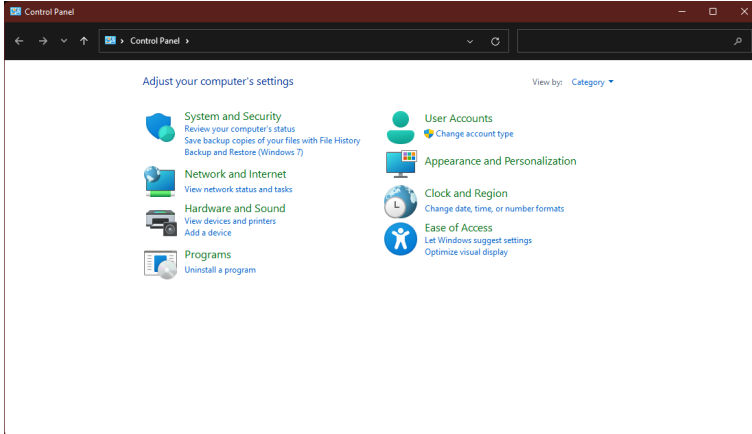
### **3.1.6 Breadcrumbs**

Show the file hierarchy leading up to the current page on your site, a simple way to make it easier for the user to start understanding how your site works and how to find things in the future.

## 3.2 Kännna igen/kännna till

### 3.2.1 Menu Page

Have an entire page dedicated specifically to link the user to other pages in the application, examples of this are the table of contents in a book and the start menu in the windows control panel.

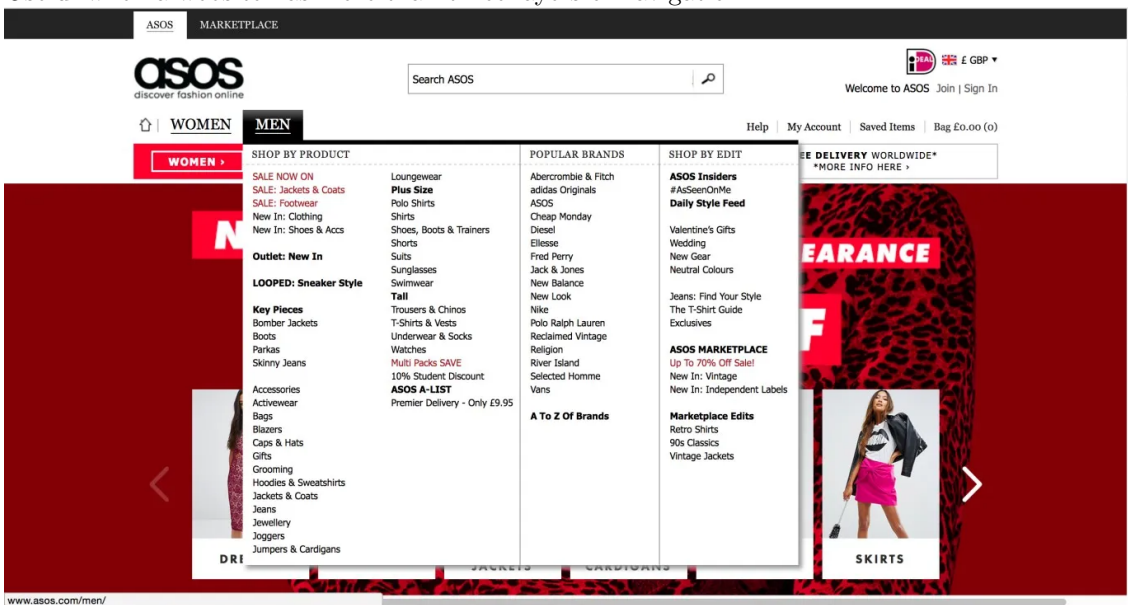


### 3.2.2 Pyramid

Have a parent page which links to a list of stepwise linked pages. Commonly used in media viewers/players, you can either listen to the song or look at the images in order or choose to go to a menu page where you can navigate to the specific song or image you want to use.

### 3.2.3 Fat Menus

Have a drop down menu containing all relevant subpages so a knowing user easily can navigate to a specific subpage. Useful when a website has more than three layers of navigation.



### **3.2.4 Sign-in Tools**

Tools and user information should be placed in the top right corner of the web page. This is exactly where the user expects these features to live, why? No reason but it has become a staple in web design.

## *Kapitel 4*

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### *Organizing the Page*

#### **4.1 Kunna sammanfatta och exemplifiera**

##### **4.1.1 Visual Framework**

Have all pages on your site use the same layout. This means that the colour scheme, button placement, header and footer content should be consistent across the pages, if all pages on the site is almost identical it becomes easier for the user to understand where to look for information and how to continue on navigating.

##### **4.1.2 Center Stage**

Assign the most amount of space as well as the centermost position to the most important part of your UI. Surround the object with grouped together sections of tools or secondary resources. The centerpiece is kind of the layout version of the feature from the Feature, Search and Browse template.

##### **4.1.3 Grid of Equals**

Put several equally important items in a grid pattern and give them all a similar look and feel (use a common template) to make the user think of them as equals and letting them choose themselves which one(s) to choose. Useful in e.g. tool palettes or online stores.

##### **4.1.4 Titled Sections**

When having multiple sections on the same page, separate these by giving each section a relevant and visually apparent title. Makes it faster and easier for the user to navigate your pages while simultaneously giving them a more visually appealing look. Useful when you are forced to show large amounts of information on the same page, like on a user profile or a settings menu. Make the title stick out by giving it a differing background colour, bolder or italic font, less indented text, different font family or just larger text.

##### **4.1.5 Module Tabs**

Instead of just grouping together similar objects on a page, put each of these modules of objects in separate tabs and let the user tab through them, useful when creating a website or multi purpose applications, you might not want to put an about us section, your online store and job application information on the same screen so instead put them on different pages and place each page on a different tab. Could also be used if you have too many tools to fit on one page, and then instead separate them onto different purpose tabs.

## **4.2 Känna igen/känna till**

### **4.2.1 Accordion**

Collapsible content. Used when uncertainty exists on whether the user wants content on different pages or on the same or when there exists too much content to fit into one page. When collapsed, hide everything except the title of the object.

### **4.2.2 Collapsible Panels**

Put tools or optional content into panes which the user can choose whether to show or hide completely. Think of the bookmarks or history tabs in web browser and how they can be completely hidden from the user on request.

### **4.2.3 Movable Panels**

Put content into different collapsible module panels and let the user decide freely where on the screen to place these. Great for different types of more professional software (Canvas plus Palette, Photoshop, Excel, Visual Studio) or dashboards.

## ***Kapitel 5***

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### *Lists of things*

Skumma

Kan vara bra att läsa om man vill lära sig hur man listar information på ett bra och interaktivt sätt. Jag var dock för lat för detta =/

## *Kapitel 6*

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### *Doing things*

Skumma



## *Kapitel 7*

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### *Showing complex data*

#### **7.1 Kunna sammanfatta och exemplifiera**

7.1.1 Two-Panel Selector eller Split View

7.1.2 One-Window Drilldown

7.1.3 List Inlay

7.1.4 Thumbnail Grid

7.1.5 Carousel

#### **7.2 Känna igen/känna till**

7.2.1 Cards

7.2.2 Pagination

7.2.3 Jump to Item

7.2.4 Alpha/Numeric Scroller

7.2.5 New-Item Row

## *Kapitel 8*

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### *8*

Kunna sammanfatta och exemplifiera Button Groups Action Panel Prominent "Done" Button  
Känna igen/känna till Hover or Pop-Up Tools Spinners and Loading Indicators Cancelability

## *Kapitel 9*

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### *9*

Nope

## *Kapitel 10*

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### *10*

Kunna sammanfatta och exemplifiera Structured Format Fill-in-the-Blanks Input Hints Input Prompt Good Defaults  
Error Messages  
Känna igen/känna till Forgiving Format Dropdown Chooser List Builder

## *Kapitel 11*

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*11*

nope

## *Kapitel 12*

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*12*

nope