Gestalt Principles
Creating Organization and Structure
Typography

Visual Design

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# **UI Visual Design Objectives**

#### 1. Information communication

- Enforce desired relationships (and avoid undesired relationships)

#### 2. Aesthetics

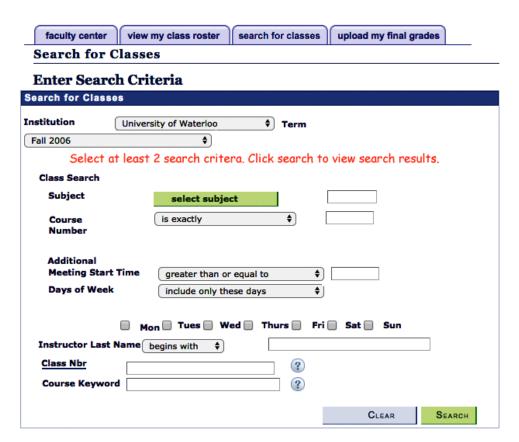
- well designed, complete, well ordered, professional

#### 3. "Brand"

- recognizable as being part of your organization

### **UI Visual Design Problem**

- You need to present elements of your interface to your users
- Those users need to know:
  - What can I do in this interface?
  - Where is ?
  - What is related to what?
- Want to impose as little thinking as possible on your users
  - Let them concentrate on their task, not the interface



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### **Organization and Structure**

- Structure doesn't usually occur naturally, it must be designed
- People will find structure, even if none was intended
  - (and it may be the wrong structure)
- Use Gestalt principles to create structure
  - Perceptual organization for intermediate visual processing

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### **Gestalt Principles**

- Theories of visual perception that describe how people tend to organize visual elements into groups or unified wholes, when certain principles are applied.
- Clues about how the brain groups raw visual input

Proximity Similarity

Continuity

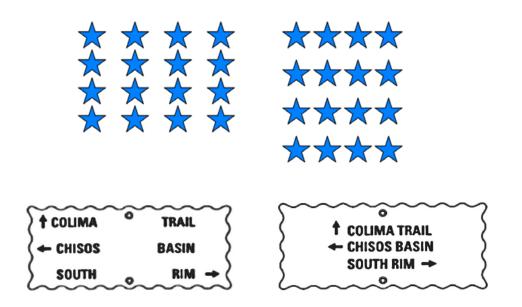
Closure

**Connectedness** 

(pronunciation: <a href="http://www.howjsay.com/index.php?word=gestalt">http://www.howjsay.com/index.php?word=gestalt</a>)

### **Proximity**

 Individual elements are associated more strongly with nearby elements than with those further away



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CLEAR

Instructor Last Name begins with

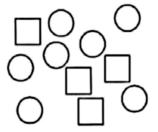
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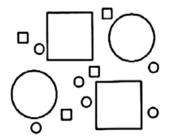
**Course Keyword** 

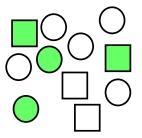
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### **Similarity**

- Elements associated more strongly when they share basic visual characteristics, such as:
  - Shape, Size, Color, Texture, Orientation

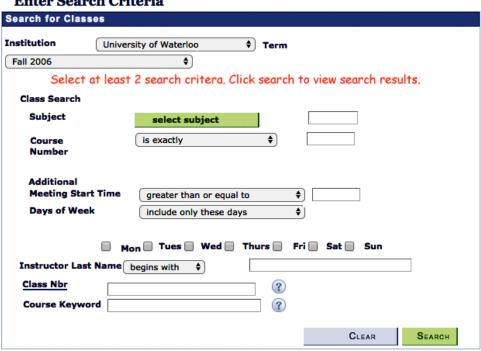






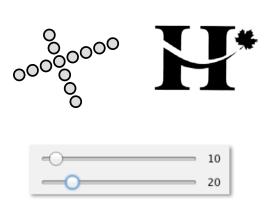
Visual Design





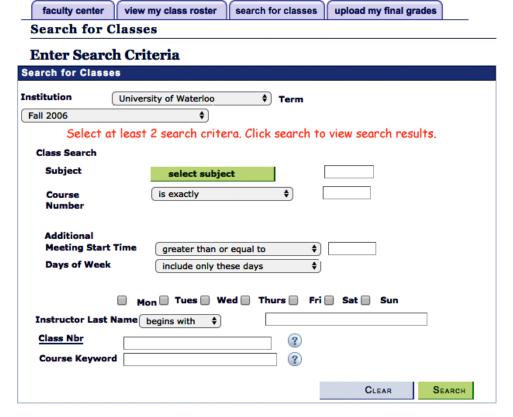
### **Continuity**

- Elements arranged in a straight line or a smooth curve are perceived as being more related
  - bias to continuous forms rather than disconnected segments



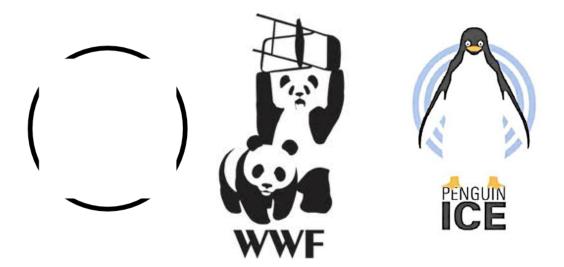


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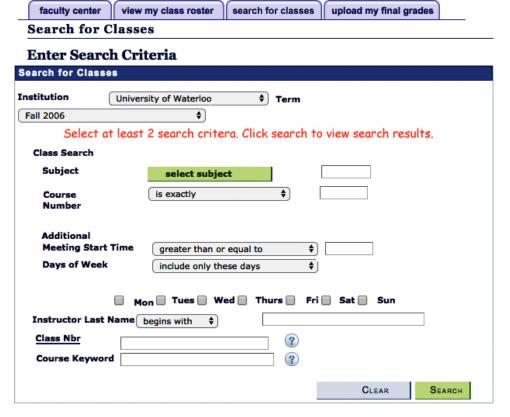


#### Closure

• The visual system perceives a set of individual elements as a single, recognizable pattern, rather than individual elements.

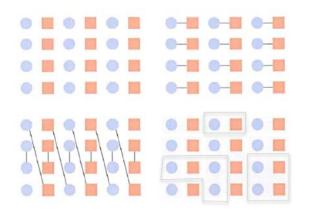


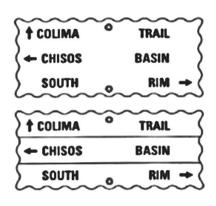
Visual Design



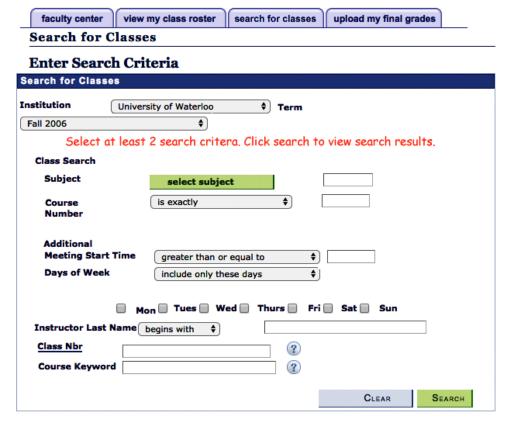
#### **Connectedness**

- Elements connected to one another by uniform visual properties are perceived to be more related than elements that are not connected
- Two typical strategies:
  - connecting lines
  - connecting regions





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# **Creating Organization and Structure**

- Grouping
- Hierarchy
- Relationship
- Balance

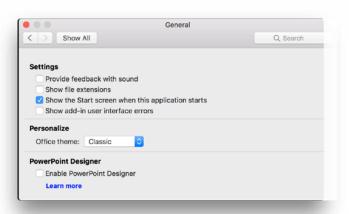
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# **Grouping**

- Group elements into higher order units
  - e.g. Newspapers have paragraphs, columns, sections, pages
- Use the Gestalt principles to create groups
- Reserve powerful techniques such as colour and connectedness for explicitly telling the user something





### Hierarchy

- a visual hierarchy guides and allows information scanning
- create the hierarchy to support intended reading sequence
- Useful techniques for creating hierarchy:
  - Size, Position, Spacing, White space, Colour

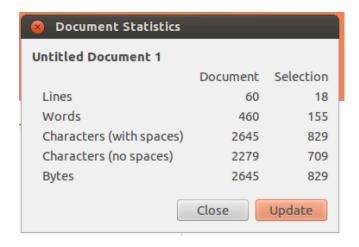


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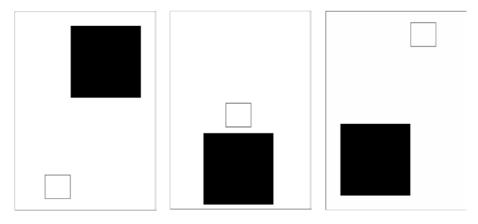
# Relationship

- Establish relationships between elements by using position, size, value (colour, shape, etc.)
- Use position, size, value (colour, shape, etc.)
- Alignment and similarity effective for creating relationships

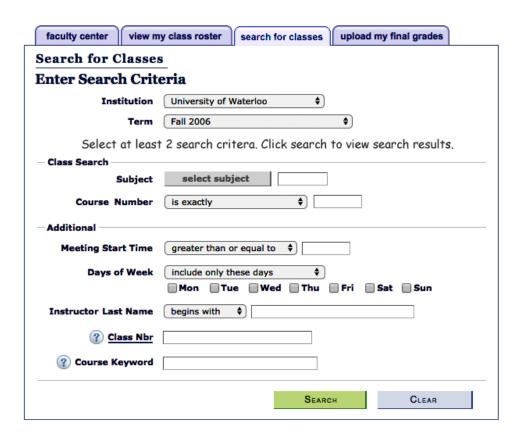


#### **Balance**

- Try to create a stable composition by balancing elements (similar to physical balance)
- Stability achieved by manipulating properties such as:
  - Position, Size, Hue, Form
- Symmetric layouts naturally achieve balance



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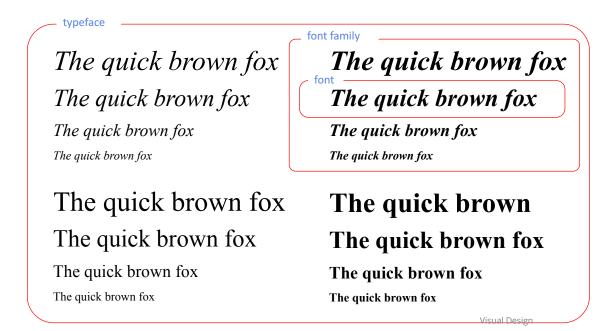


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# **Typography**

- The practice of arranging written subject matter.
- Difference between "Typeface", "Font Family", and "Font"



### **Type Styles and Anatomy**

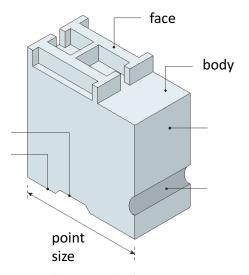
Style (Sans-Serif, Serif, Display, etc)



- Weight (e.g. bold)
- Emphasis (e.g. italic)
- Point: 0.351mm = 1/72" (mostly)

No kerning

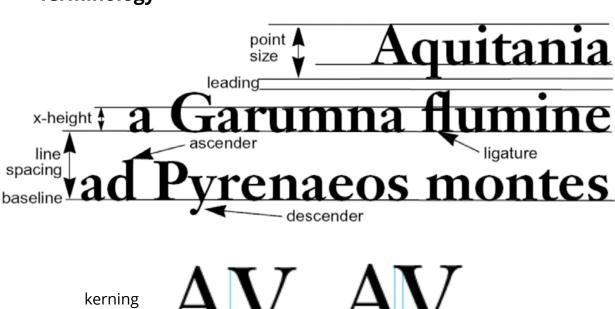
- original Mac was 72 DPI



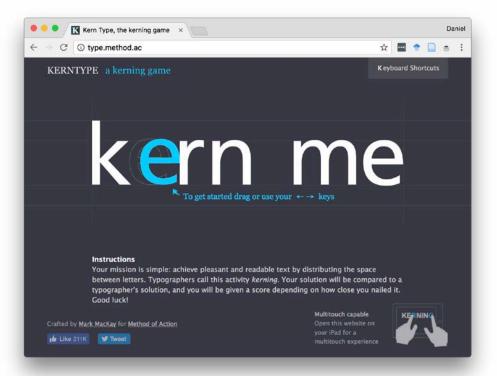
http://en.wikipedia.org/wiki/Image:Metal\_type.svg

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# **Terminology**



Kerning applied



#### Kerning Game

- http://type.method.ac/

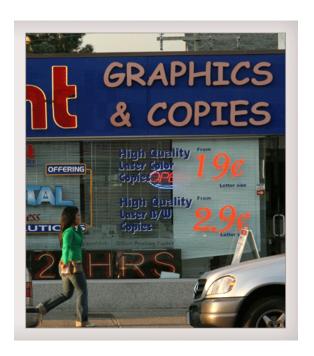
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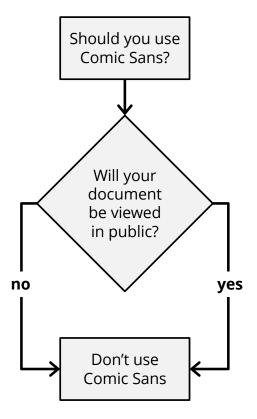
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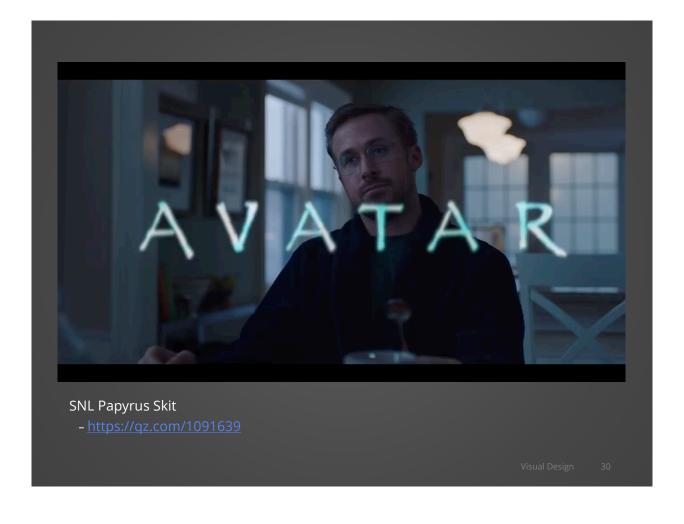
#### **Rules of Thumb**

- Avoid using display typefaces like comic sans
- Don't use many typefaces
- Avoid underlining (use bold and italics for emphasis)
- Avoid fully justified text









### **Simplicity**

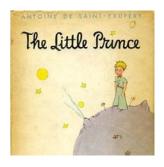
- Present the minimum amount of information to achieve maximum effect
- Functions are quickly recognized and understood
  - Less information means less time to process
  - Can more quickly produce correct mental models
- Simplicity also aids recall
  - Less to remember, easier to recall

Visual Design

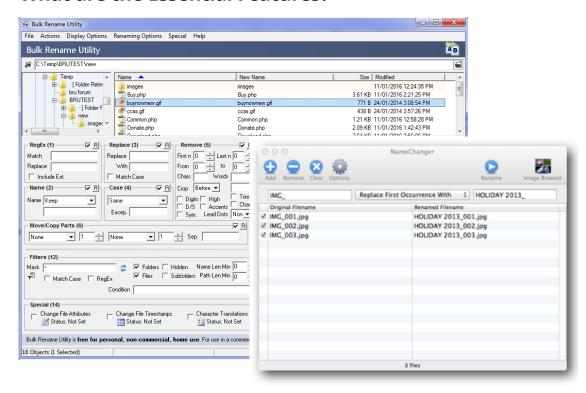
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In anything at all, perfection is finally attained not when there is no longer anything to add, but when there is no longer anything to take away.

-- Antoine de Saint Exupery



#### What are the Essential Features?

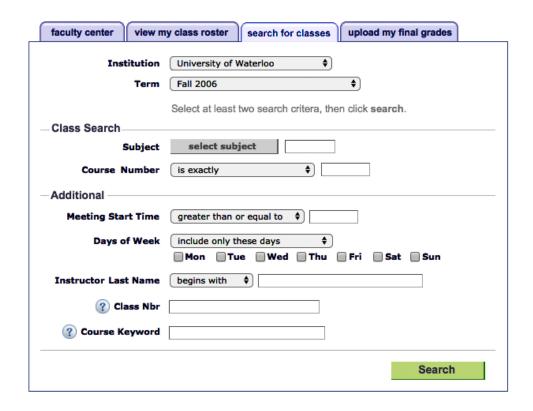


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# How to achieve simplicity?

- Reduce, reduce, reduce
- Reduce some more
- Reduce until it hurts



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### **Impact**

- Good visual design can reduce human processing time
- Tullis redesigned lodging information screens (1984)
  - 5.5 vs. 3.2 sec avg search times

```
Pennsylvania
Bedford Motel/Hotel: Crinoline Courts
(81h) 623-9511 S: $18 D: $20
Bedford Motel/Hotel: Holiday Inn
(81h) 623-9006 S: $29 D: $36
Bedford Motel/Hotel: Midway
(81h) 623-8107 S: $21 D: $26
Bedford Motel/Hotel: Penn Manor
(81h) 623-8177 S: $18 D: $25
Bedford Hotel/Hotel: Penn Manor
(81h) 623-5188 S: $23 D: $28
Bedford Hotel/Hotel: Quality Inn
(81h) 623-5118 S: $23 D: $28
Bedford Motel/Hotel: Terrace
(81h) 623-5117 S: $22 D: $24
Bradley Motel/Hotel: De Soto
(81h) 362-3567 S: $20 D: $24
Bradley Hotel/Hotel: Holiday House
(81h) 362-4511 S: $22 D: $25
Bradley Motel/Hotel: Holiday Inn
(81h) 362-451 S: $22 D: $25
Bradley Motel/Hotel: Holiday Inn
(81h) 362-4507 S: $32 D: $40
Breezewood Motel/Hotel: Best Western Plaza
(81h) 735-4352 S: $20 D: $27
Breezewood Motel/Hotel: Hotel 70
(81h) 735-4385 S: $16 D: $18
```

		Area		Rates	
City	Motel/Hotel	Code	Phone	Single	Double
Charleston	Best Western	883	747-8961	\$26	\$30
Charleston	Days Inn	8.03	881-1800	\$18	\$24
Charleston	Holiday Inn N	883	744-1621	\$36	\$46
Charleston	Holiday Inn SW	883	556-7100	\$33	\$47
Charleston	Houard Johnsons	863	524-4140	\$31	\$36
Charleston	Ranada Inn	883	774-8281	\$33	\$40
Charleston	Sheraton Inn	803	744-2481	\$34	\$42
Columbia	Best Western	8 83	796-9400	\$29	\$34
Columbia	Carolina Inn	803	799-8288	\$42	\$48
Columbia	Days Inn	803	736-0000	\$23	\$27
Columbia	Holiday Inn NV	883	794-9448	\$32	\$39
Columbia	Howard Johnsons	8 93	772-7288	\$25	\$27
Columbia	Quality Inn	883	772-0270	\$34	\$41
Columbia	Ranada Inn	883	796-2700	\$36	\$44
Columbia	Vagabond Inn	803	796-6240	\$27	\$30

#### **Summary**

- Strive for simplicity
- Gestalt principles hint at how brain reacts to visual stimulus
- Use principles to structure a visual design by:
  - Grouping visual information into higher units
  - Creating a hierarchy to guide the user's viewing
  - Establishing relationships between elements
  - Creating a sense of balance

