

### Principles of Design

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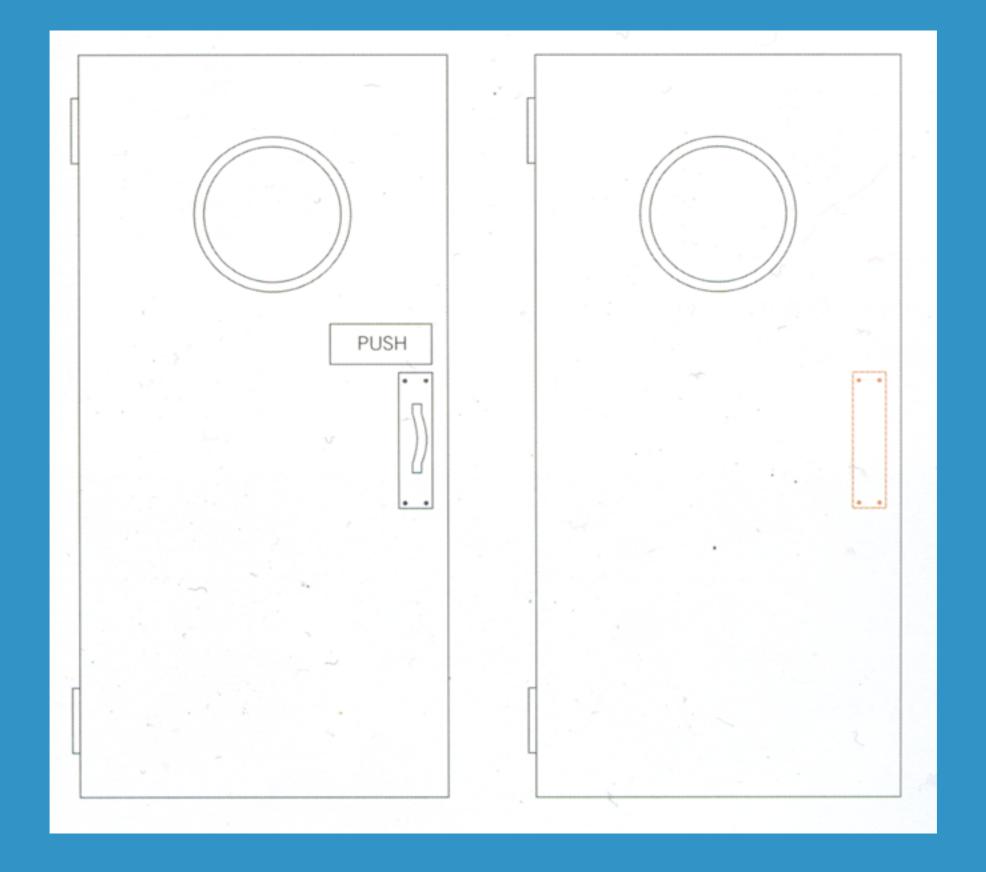
### Affordance

**PERCEPTION** 

# Physical characteristics influence function

#### Affordance

- Design things to afford their intended function
  - Round wheels roll better than square ones
  - 3D Buttons and the desktop metaphor
- Door usability
  - Do I push or pull this door? How do I know?
  - Handles afford pulling, plates afford pushing
- Affordance errors can cause issues on websites when common elements like form fields and buttons are styled to look like other page objects



## Mapping

**PERCEPTION** 

# The relationship between controls and their effects or movements

#### Mapping

- Position controls so that their location and behavior correspond to the layout and behavior of the device
- Avoid single controls for multiple functions (remember the plane crash?)
- Examples
  - Range controls and associated burners
  - Form fields and submit buttons
  - The Segway





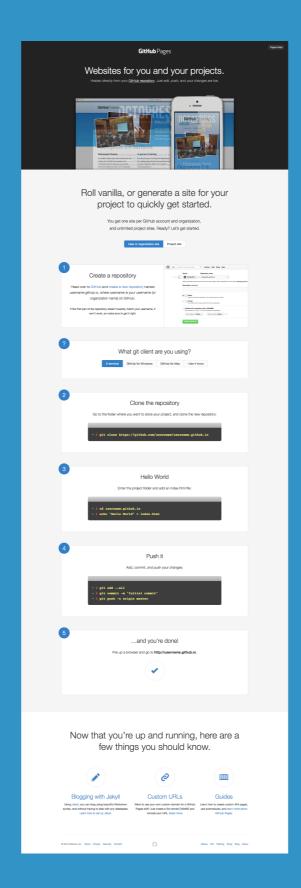
## Chunking

**LEARNING** 

# Combining information into a limited amount of chunks for easier processing and recall

### Chunking

- How much information can our brain/attention handle at once?
- Chunk information when it's important that users retain that information or when using for problem solving
- Can help with page layouts and logical grouping of content and media
- The maximum number of chunks that can be processed in short-term memory is 4 (+/-1).



### Signal-to-Noise Ratio

**LEARNING** 

# The ratio of relevant to irrelevant information in a display

#### Signal-to-Noise Ratio

- Highest S/N Ratio is desired for design
- Did someone say website ads?
  - Answers.com
- Keep designs simple (both from a layout and color/texture perspective)
- Don't make me think!

### Hick's Law

**USABILITY** 

# The time it takes to make a decision increases as the number of alternatives increases

#### Hick's Law

- Hick's Law effects any situation where simple decisions are involved
  - Website menus
  - Way-finding layout and signage
  - Emergency response
- Always try to reduce the number of decisions involved

## 80/20 Rule

**USABILITY** 

# A high percentage of effects in any large system are caused by a low percentage of variables

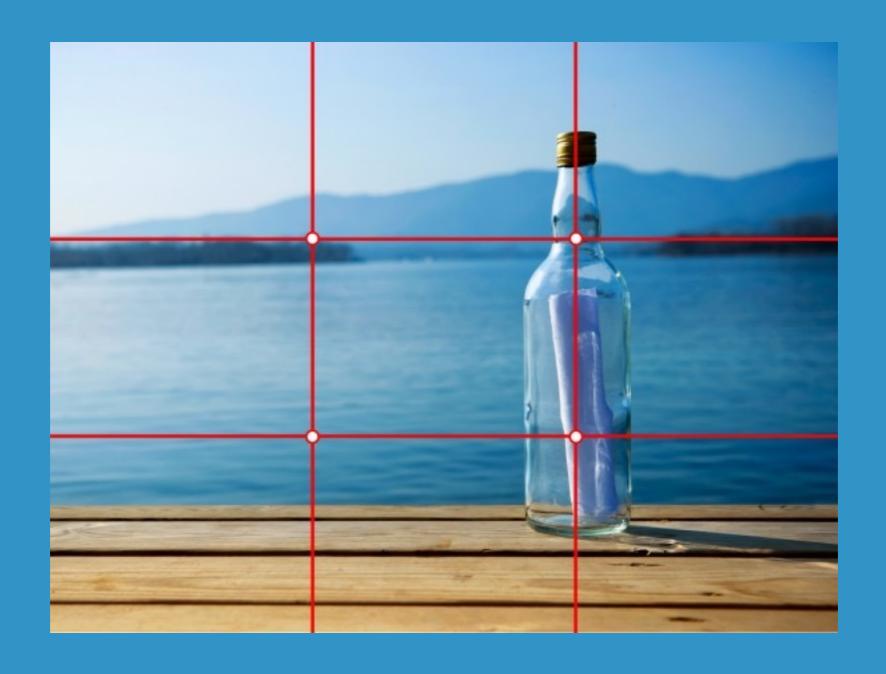
### 80/20 Rule

- Examples
  - 80% of website usage comes from 20% of visitors
  - 80% of a company's revenue comes from 20% of its products
  - 80% of innovation comes from 20% of people
- Focus on the 20%

### Rule of Thirds

APPEAL

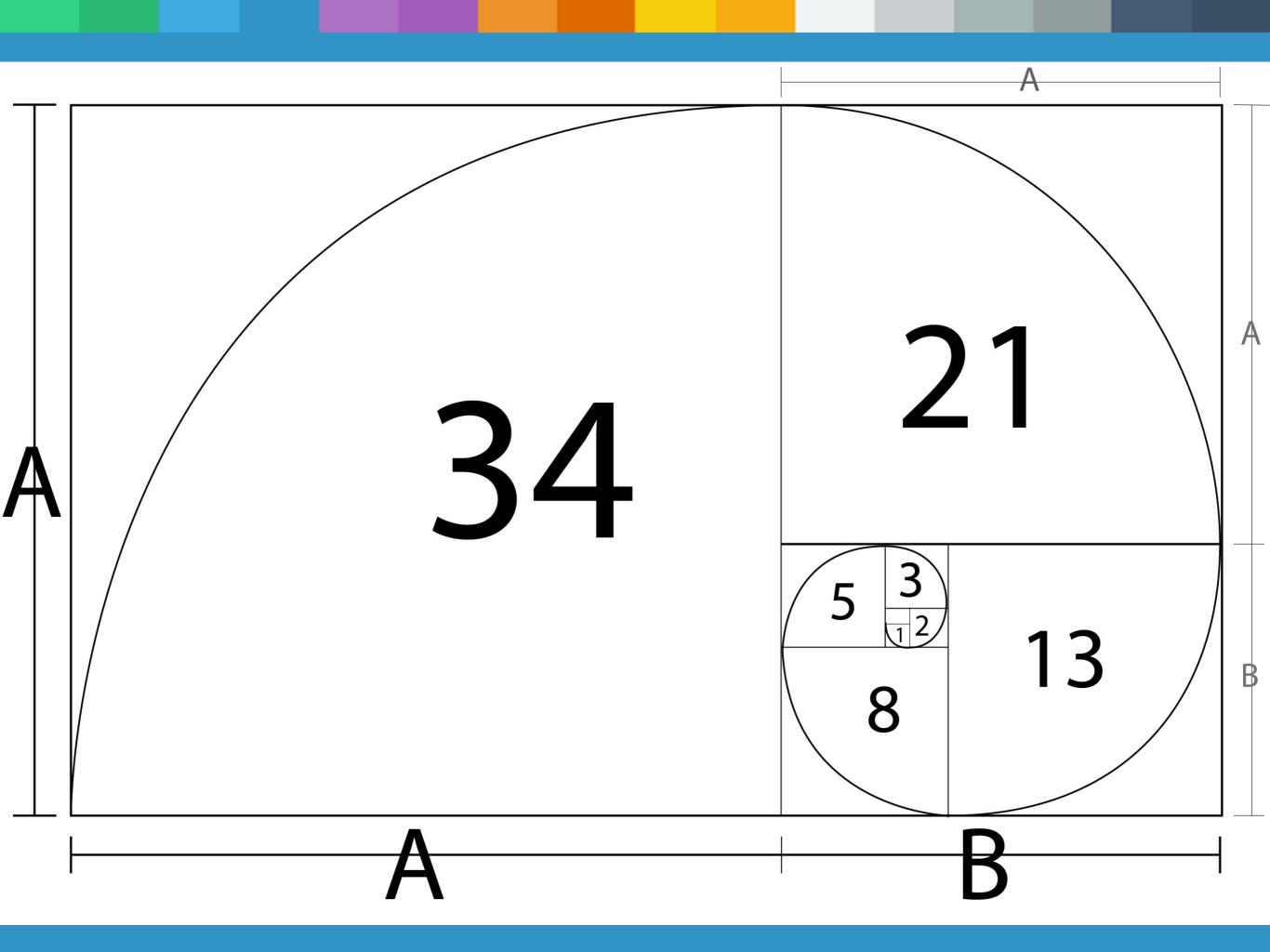
A technique in composition in which a medium is divided into thirds, creating aesthetic positions for design



### Golden Ratio

**APPEAL** 

# A ratio within elements of a form, such as height to width, approximating **0.618/1.618**



### Modularity

**DECISIONS** 

# Dividing systems into smaller, self-contained systems.

#### Modularity

- Examples
  - Twitter Bootstrap
  - Apache
- Smaller components are easier to design and less prone to error
- Allows users to combine modules they need to create custom solutions

### Ockham's Razor

**DECISIONS** 

# Given the choice between functionally equivalent designs, the simplest design should be selected