



- lack of consistency
- no help
- poor response
- too much memorization
- no context sensitivity
- unfriendly

Golden Rule

- Place the User in Control
- Reduce the User's Memory Load
- Make the Interface Consistent



Interface Analysis means understanding:

1-end-users 2-the tasks 3- the content 4- the environment

Use-cases define basic interaction. **Task elaboration** refines interactive tasks.

Object elaboration identifies interface objects.

Workflow analysis defines how a work process is completed when people are involved.

Interface Design Steps:

Define interface objects and actions / Define events / Depict each interface state / Indicate how the user interprets the state of the system.

Design Issues:

Response time , Help facilities , Error handling , Menu and command labeling , Application accessibility , Internationalization.

Effective Web and Mobile App Interfaces:

Effective interfaces are visually apparent and forgiving & Effective interfaces don't concern the user with the inner workings of the system. Effective applications and services perform a maximum of work.

Interface Design Principles:

Anticipation / Communication / Consistency / Controlled autonomy / Efficiency / Focus / Human interface objects / Latency reduction / Learnability / Readability / Track state / Maintain work product integrity / Visible navigation/ Fitt's Law "The time to acquire a target is a function of the distance to and size of the target"

Aesthetic Design Don't be afraid of white space / Organize layout elements / Group navigation, content, and function within the page / Consider resolution and browser window size...