Introduction to Human-Computer Interaction

User Interface Design

Lecture 5

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with acknowledgements to:
Anastasia Bezerianos, Anthony Tang, Nic
Marquardt, Tobias Isenberg, Raimund
Dachselt

recap: graphical user interface

```
interface
that uses output peripherals (screen, projector)
```

+

some *input* peripherals (mouse, pen) that provide relative positions w.r.t. the output peripherals

to

allow reference to aspects on the interface using pointing (thus linking input/output)

what makes a **good** gui?

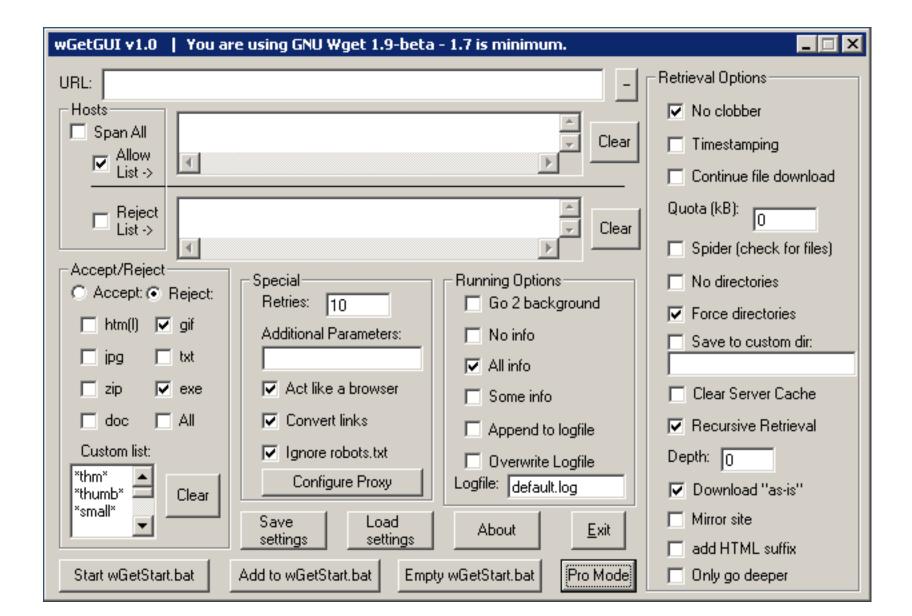
what makes an interface easy, hard, or "natural"?

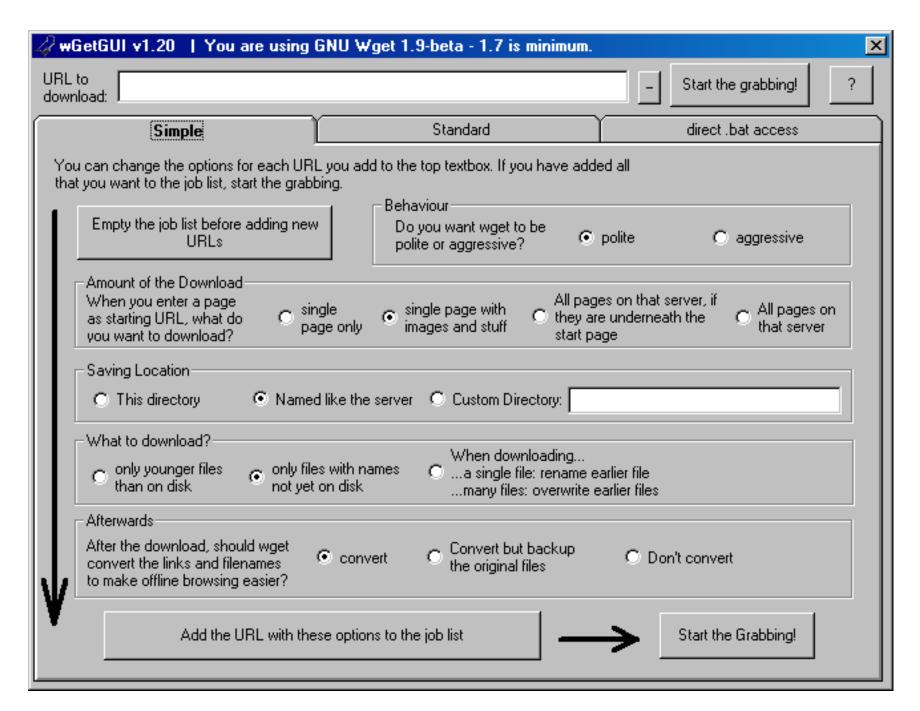
wget

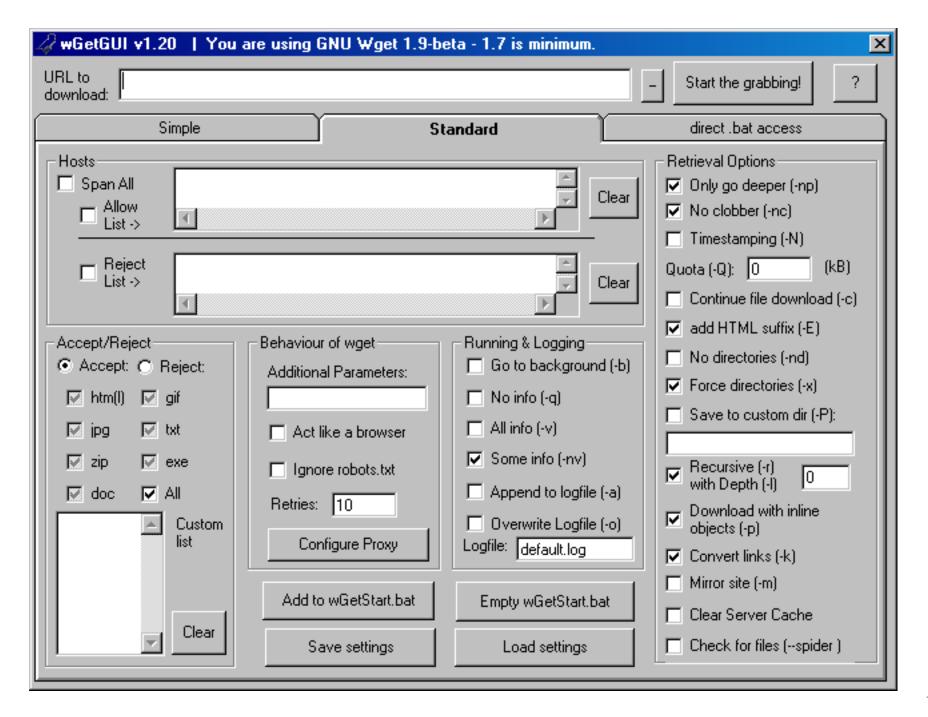
- GNU Wget is a free software package for retrieving files using HTTP, HTTPS and FTP, the most widely-used Internet protocols. It is a non-interactive commandline tool, so it may easily be called from scripts, cron jobs, terminals without X-Windows support, etc.
- GNU Wget has many features to make retrieving large files or mirroring entire web or FTP sites easy, including:
 - Can resume aborted downloads, using REST and RANGE
 - Can use filename wild cards and recursively mirror directories
 - NLS-based message files for many different languages
 - Optionally converts absolute links in downloaded documents to relative, so that downloaded documents may link to each other locally

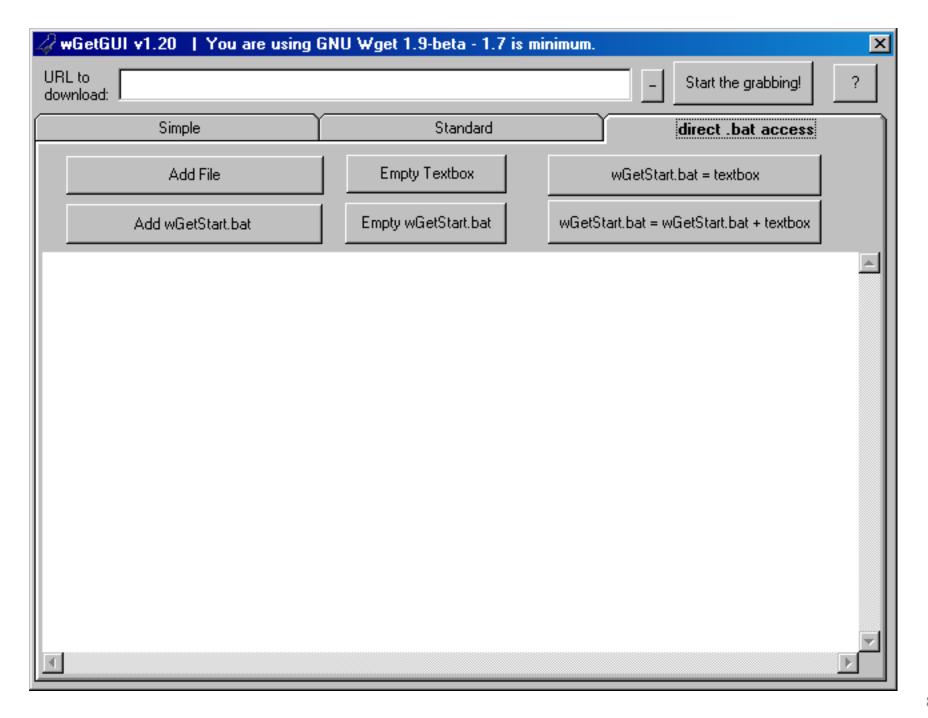
- ...

wGetGUI v1.0









SO...

- We probably don't need to run a usability study on this design, because intuitively, we see that there are "things that are wrong" with the current design.
- How can we formalize this idea of "using our intuition" so that it is more systematic, and less haphazard?

design and usability heuristics

• general principles for interaction design

- rules of thumb; focus the designer's mind on the user and the main requirements
- vague on detail but capture high level knowledge

heuristics: Ben Shneiderman and Jakob Nielsen



http://en.wikipedia.org/wiki/Ben_Shneiderman



http://en.wikipedia.org/wiki/Jakob_Niels en_%28usability_consultant%29

Shneiderman's golden rules

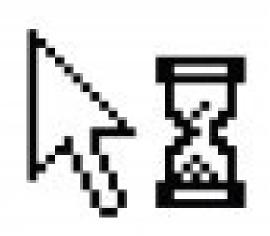
- strive for consistency
- 2. enable frequent users to use shortcuts
- 3. offer informative **feedback**
- 4. design dialog to yield closure
- 5. offer simple error handling
- 6. permit easy reversal of actions
- 7. support internal locus of control
- reduce short-term memory load

Jakob Nielsen's Heuristics

- 1. Visibility of system status
- 2. Match between system and real world
- 3. User control and freedom
- 4. Consistency and standards
- 5. Error prevention
- 6. Recognition over recall
- 7. Flexibility and efficiency of use
- 8. Aesthetic and minimalist design
- 9. Help users recognize, diagnose, and recover from errors
- 10. help and documentation

 for every operator action, there should be some system feedback.

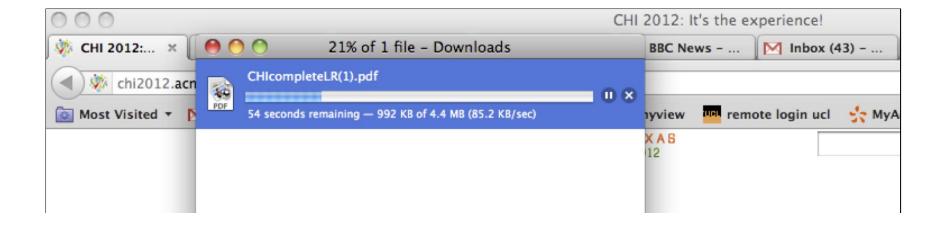
 for frequent and minor actions, the response can be modest, while for infrequent and major actions, the response should be more substantial.

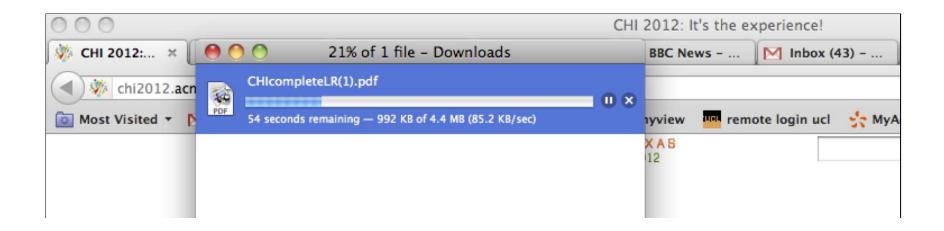




interlude: response time

- 3 main time limits (determined by human perceptual abilities) to keep in mind when optimizing app performance.
 - ~o.1 second: limit for making user feel system reacts instantaneously
 - ~1.0 second: limit for user's flow of though to stay uninterrupted. Normally no special feedback needed yet for delays <1.0s
 - 10 seconds: limit for keeping a user's attention. Feedback necessary.



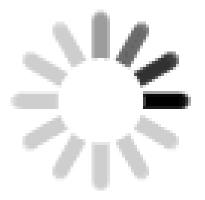


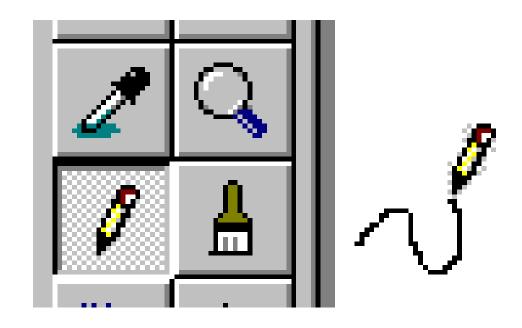
feedback depends on response time:

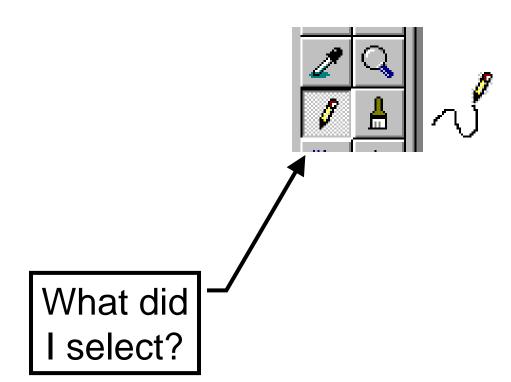
- < 1 s : just show outcome
- ~ 1 s : show feedback that activity is underway
- > 1 s : show fractional progress

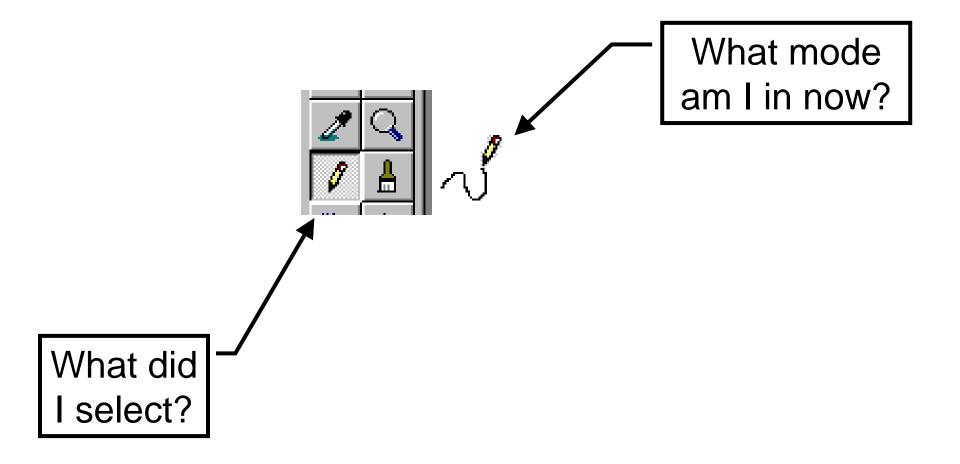
if unknown time for execution (try to avoid!):

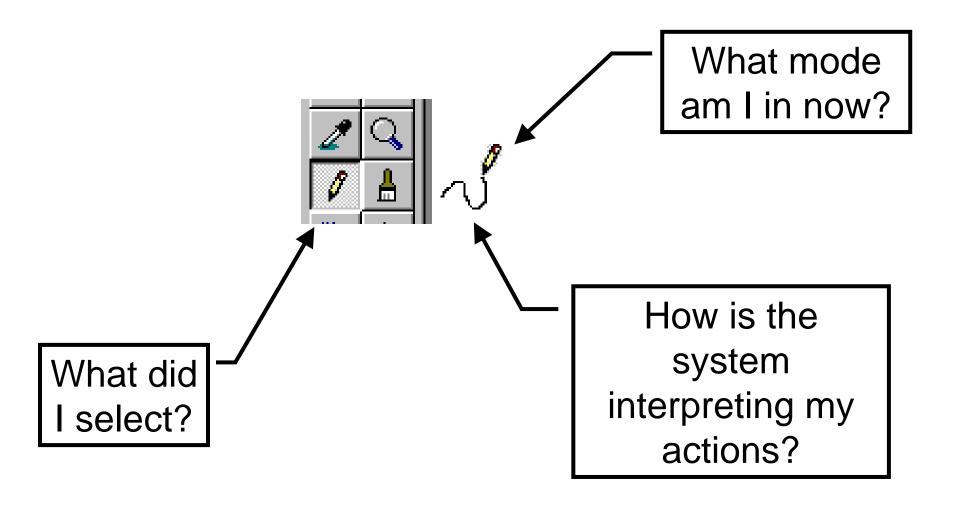
if unknown time for execution (try to avoid!):







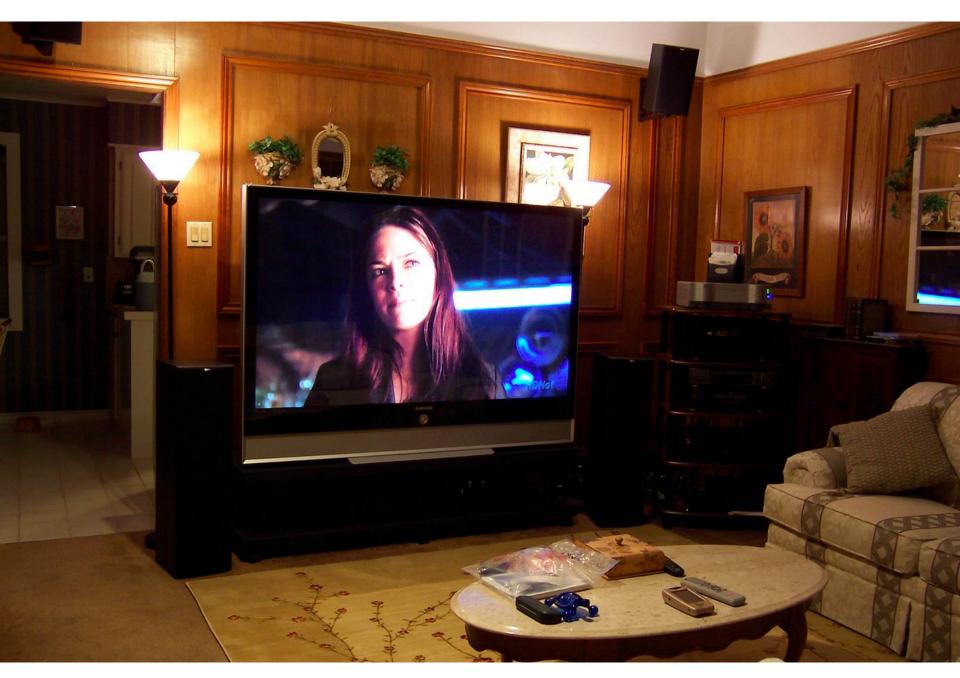




interlude: modes

modes are problematic

 people forget what mode they are in, and functionality seems arbitrarily limited.



No one remembers what mode they're in



Universal remote controls can control a variety of devices

Buttons are overloaded (e.g. "up", "down", "left", "right", "OK"), so that pressing it will control a device depending on which <u>mode</u> the device is in.

This one indicates (by a blinking light) which device is being activated, but it doesn't suck any less.

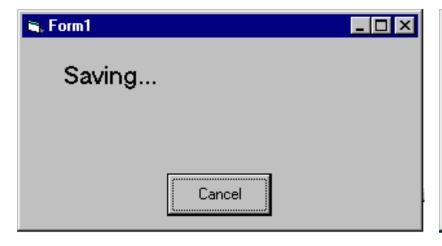
Modes » One more...

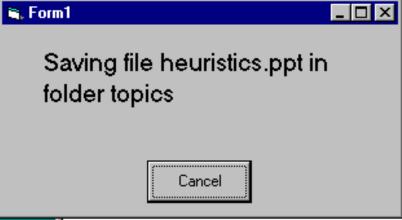


• be as specific as possible, based on user's input

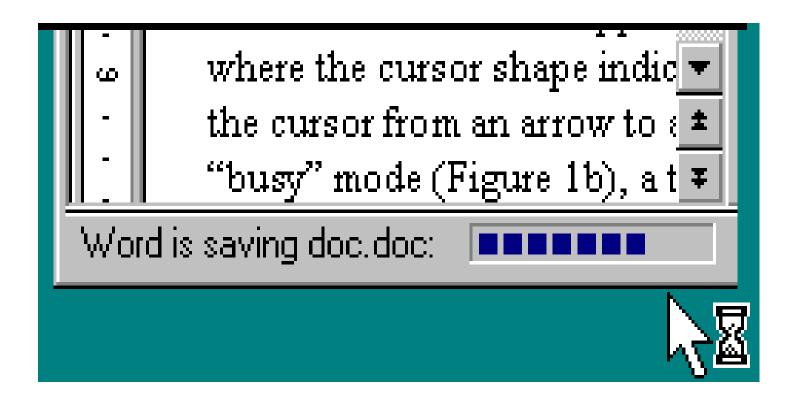


be as specific as possible, based on user's input





best within the context of the action



Best within the context of the action

Try to avoid modal dialogs where possible.



best within the context of the action

Try to avoid modal dialogs where possible.

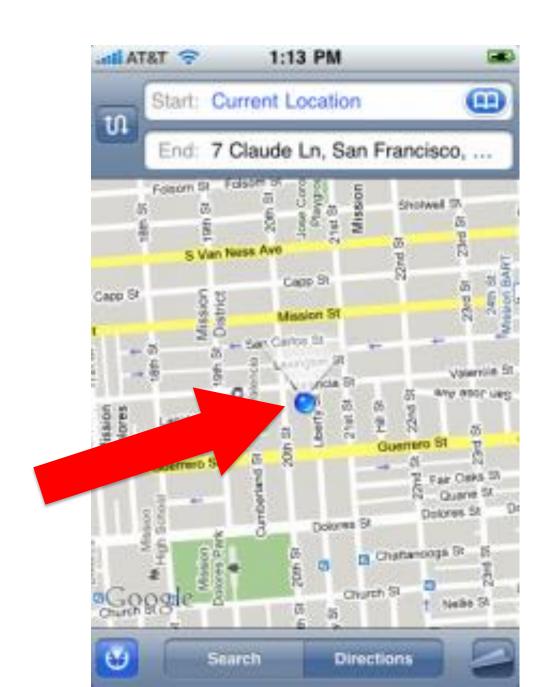


Often better: subtle notifications about events.



Type new password:	*********
	Six-characters minimum; case sensitive
Password strength:	
	Strong

1 | visibility of system status

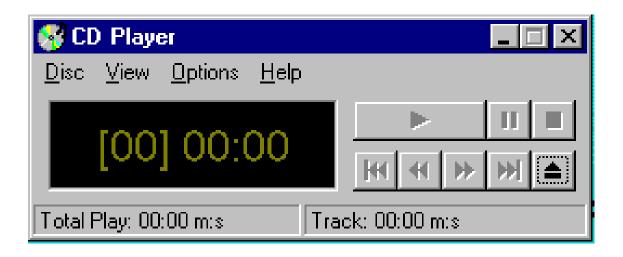


system should speak the user's language, with words, phrases and concepts familiar to the user, rather than system-oriented terms

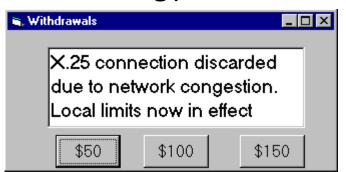
follow real-world conventions: information should appear in natural and logical order based on user's expectations

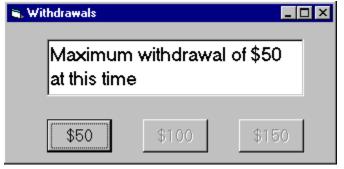
remove modes

- use the user's conceptual model
- match the users' task sequence
- minimize mapping between interface and task semantics



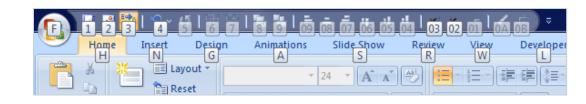
terminology based on user's language for the task



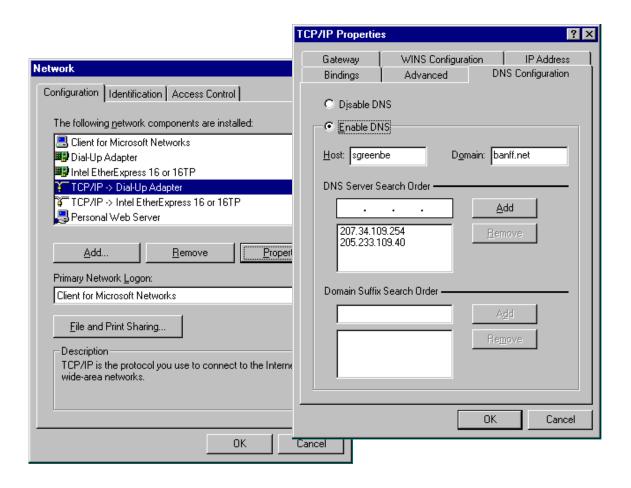


- use meaningful icons, abbreviations, & mnemonics
 - (tooltip icon)
 - Ctrl-S (abbreviation)
 - ALT F S (mnemonic for menu action)

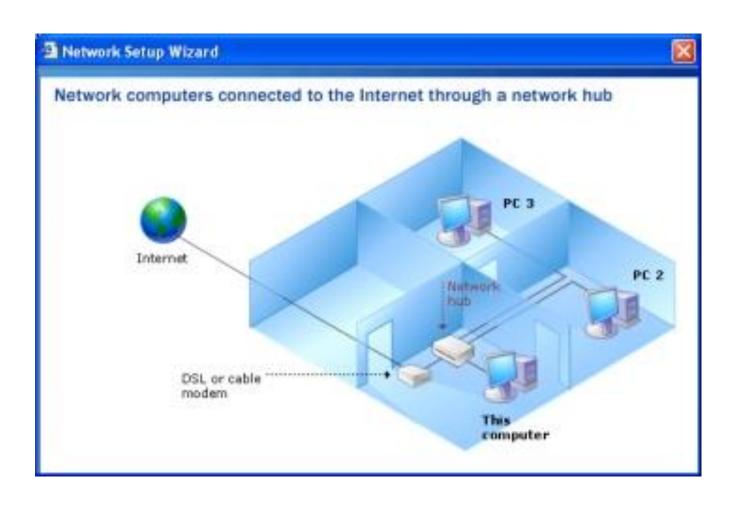




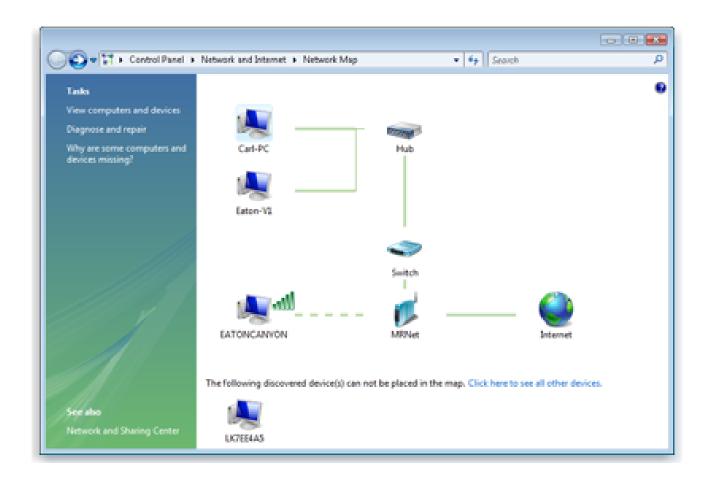
speak the user's language...

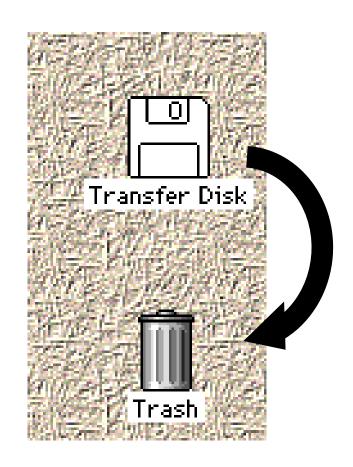


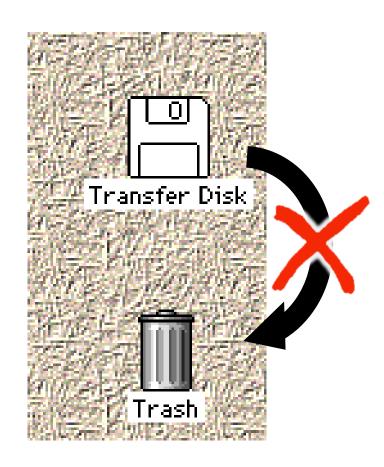
speak the user's language...



speak the user's language...







provide clearly marked exits



- provide clearly marked exits
- users don't like to feel trapped by the computer
 - should offer an easy way out of as many situations as possible

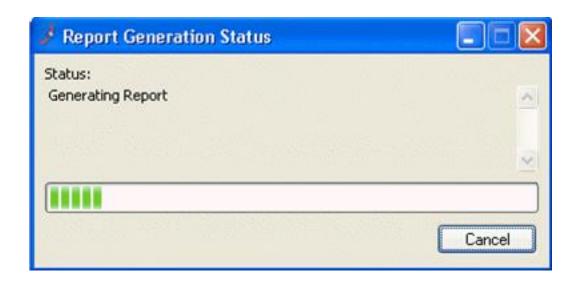
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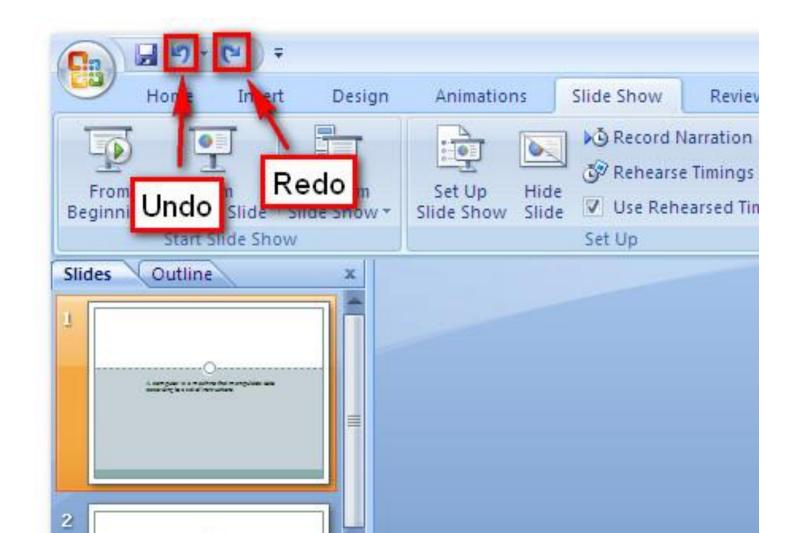
strategies:

- Cancel button (for dialogs waiting for user input)
- Universal Undo (can get back to previous state)
- Interrupt (especially for lengthy operations)
- Quit (for leaving the program at any time)
- Defaults (for restoring a property sheet)

- learning by exploring
- dealing with errors
- user is sentient, computer is not



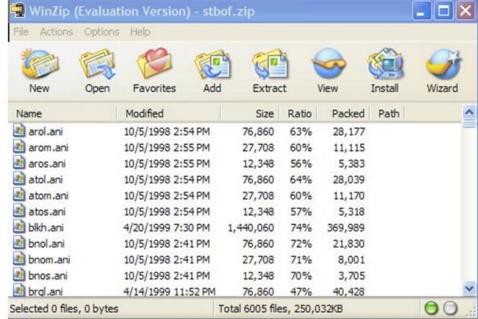
Long actions should be cancelable





Wizard

Center Stage



Calendar: New York to Honolulu 1/1/2013 3-8 nights Update January - February Options marked o contain overnight flights. Choose your departure date Wed Thu Fri Sat Sun Mon Tue 1 0 2 0 3 0 4 0 5 0 \$876 \$939 \$1,084 \$943 \$559 6 0 7 0 8 0 9 0 10 0 11 0 12 0 \$447 \$716 \$651 \$611 **\$435 \$435** \$576 13 0 14 0 15 0 16 0 17 0 18 0 19 0 \$447 \$447 **\$435 \$435 \$435** \$611 20 0 21 0 22 0 23 0 24 0 25 0 26 0 \$447 **\$435 \$435 \$435 \$435** \$447 \$447 \$447 \$447 **\$435 \$435 \$435** Lowest round trip fares, per passenger

Users should not have to wonder whether different words, situations, or actions mean the same thing.

consistent syntax of input

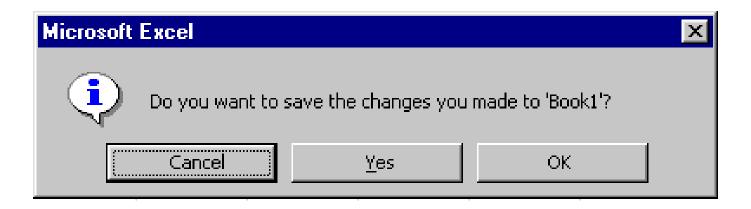


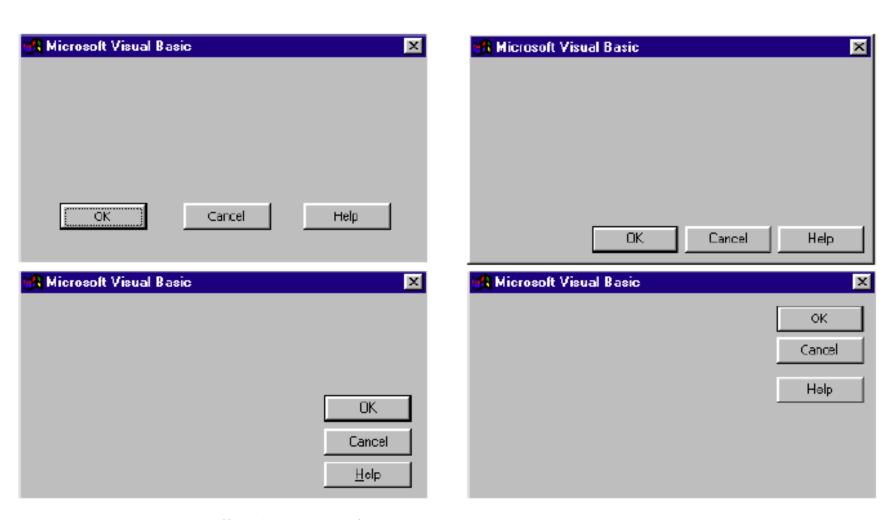
Apple hates Windows users

consistent syntax of input

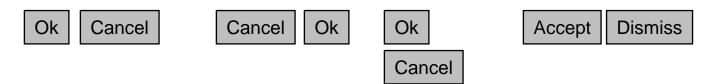
consist language and graphics

- same visual appearance across the system (e.g. widgets)
- same information/controls in same location on all windows

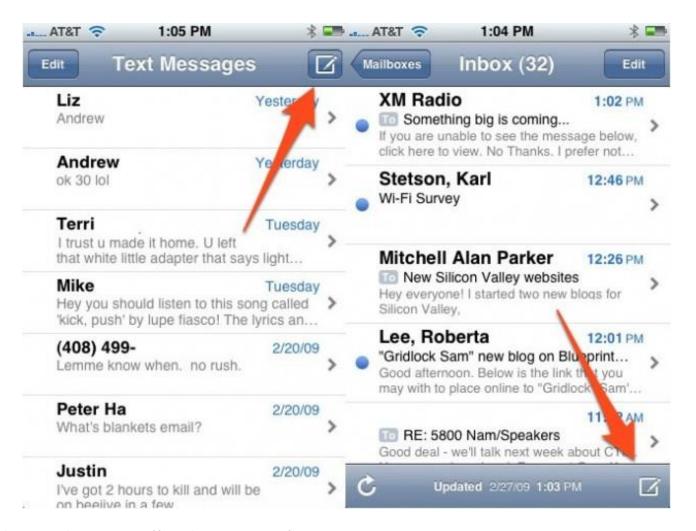




- consistent syntax of input
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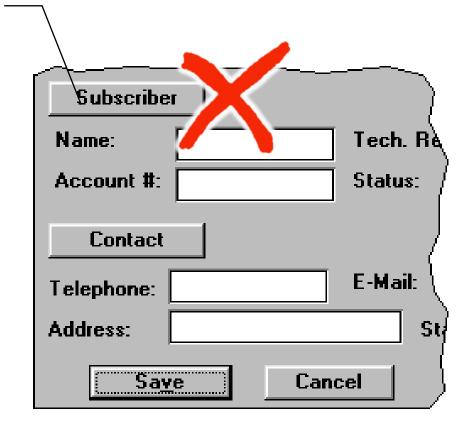
- consistent effects
 - commands, actions have same effect in equivalent situations
 - predictability



Subscribe	ı	
Name:		Tech. Re
Account #:		Status: /
Contact		
Telephone:		E-Mail: \
Address:		St
Saye Cancel		

these are labels with a raised appearance.

is it any surprise that people try and click on them?



- principle of least surprise
 - similar things should act similarly
 - different things should look different
- adhere to platform guidelines
- consistent language, color, working, ordering
- consistent use of input syntax

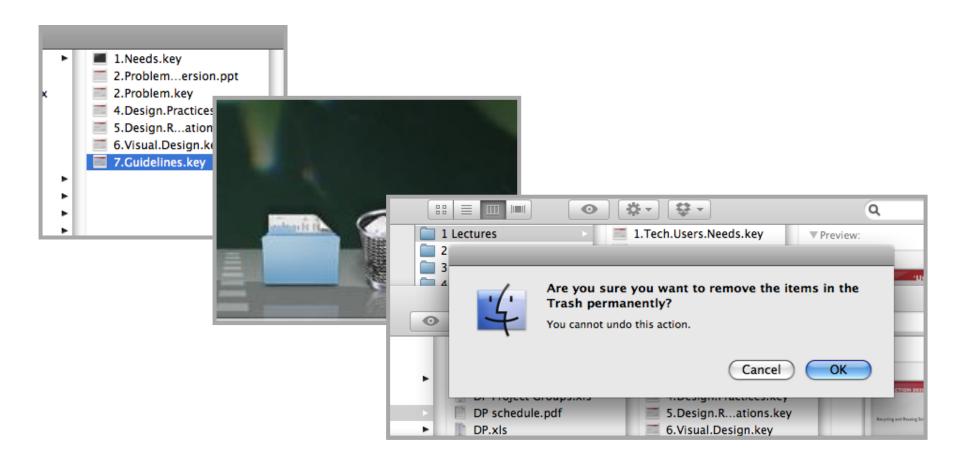
types of consistency:

- internal consistency
 - is the interface consistent with itself
- external consistency
 - is the design consistent with similar types of applications/applications on the platform
- metaphorical consistency
 - is the design consistent with the similar real-world entity/object

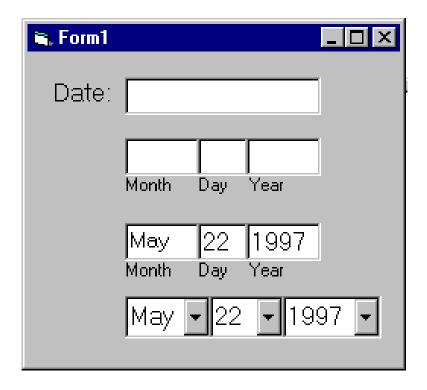
| *error prevention*



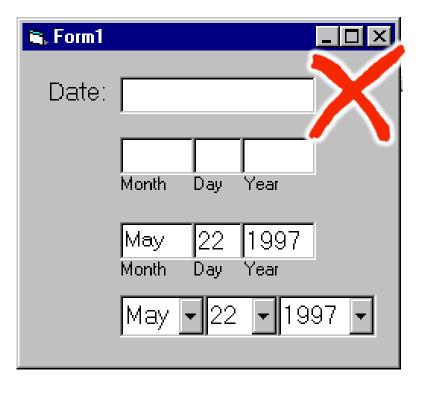
5 error prevention



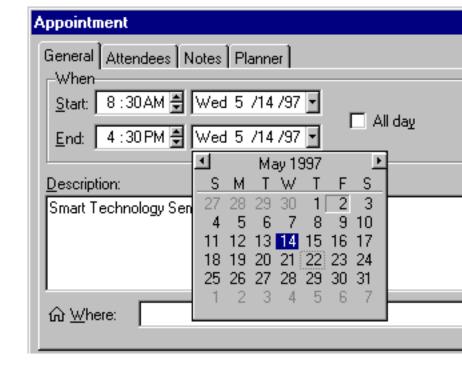
| *error prevention*



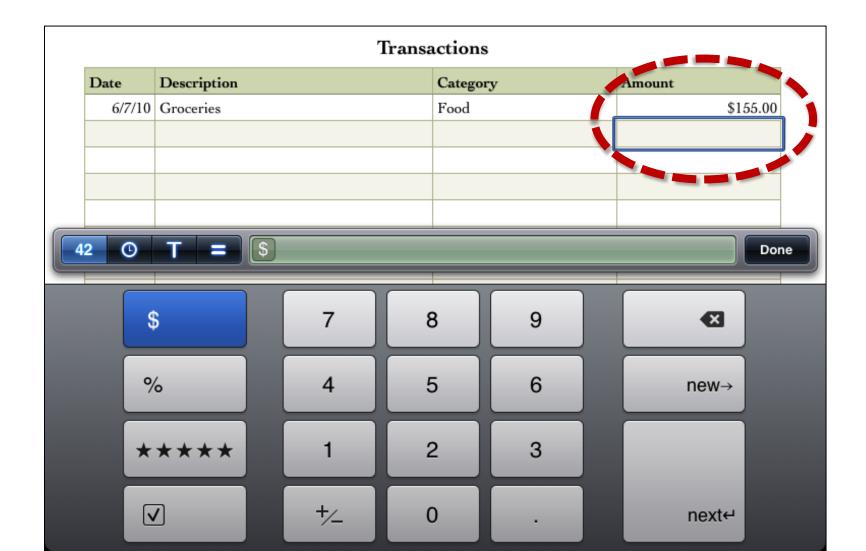
5 error prevention



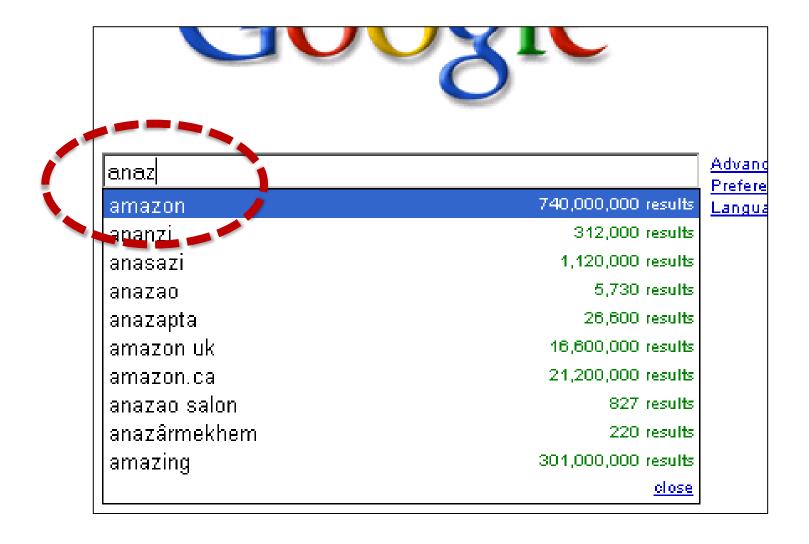
VS.



5 | error prevention



| *error prevention*

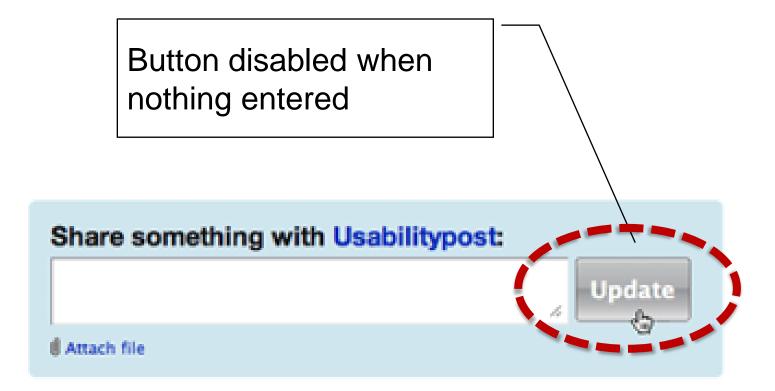


5 error prevention

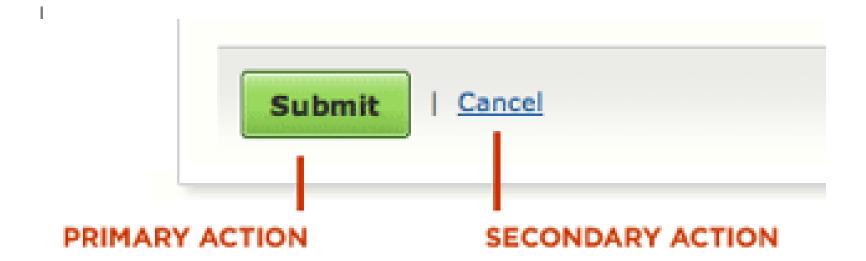


Source: http://designingwebinterfaces.com/

5 | error prevention



5 error prevention



i686 GNU/Linux Ubuntu 10.04.2 LTS

Welcome to Ubuntu!

* Documentation: https://help.ubuntu.com/

System information as of Thu Oct 13 18:39:03 UTC 2011

System load: 0.0 Processes: 95
Usage of /: 2.7% of 19.70GB Users logged in: 0

Memory usage: 4% IP address for eth0: 10.240.119.222

Swap usage: 0%

Graph this data and manage this system at https://landscape.canonical.com/

42 packages can be updated.

27 updates are security updates.

The programs included with the Ubuntu system are free software; the exact distribution terms for each program are described in the individual files in /usr/share/doc/*/copyright.

Ubuntu comes with ABSOLUTELY NO WARRANTY, to the extent permitted by applicable law.

root@srv-su22m:~#

Start

Favorites



Dave Landis Surfs up! I hope you're ready for s...



SkyDrive



Kayaking Lessons 12:00 PM-1:00 PM





















2





San Francisco Clear

Today 72°/54° Clear

Tomorrow 73°/51° Clear

Weather

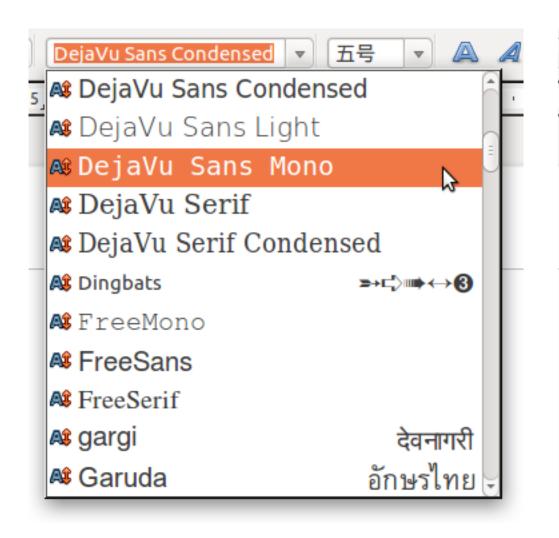


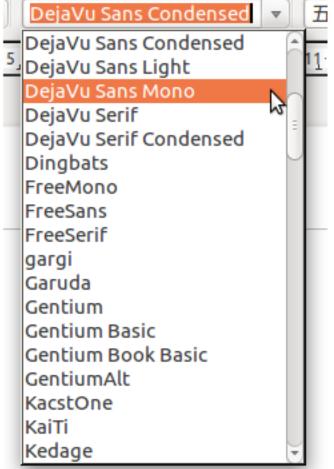


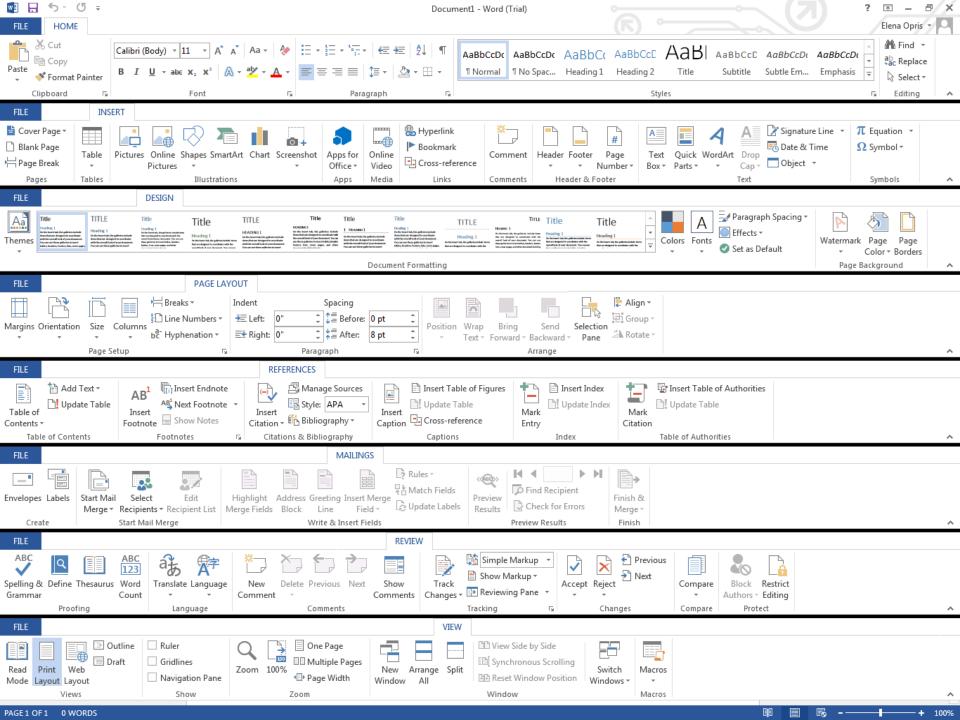
Help & Tips



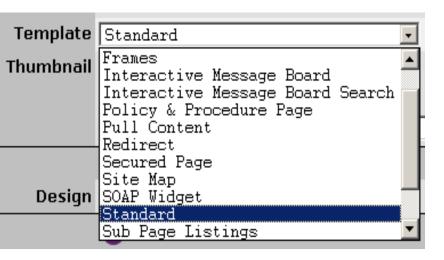
Store

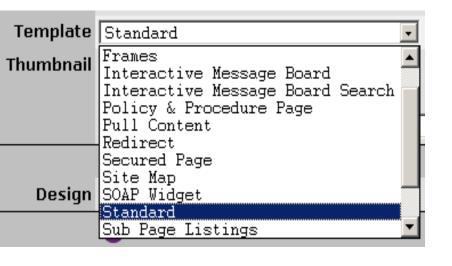






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     runat="server"
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     </MasterTableV
                          AllowAutomaticInserts
</telerik:RadGrid>
                         AllowAutomaticUpdates
                          AllowCustomPaging
                          AllowCustomSorting
≺asp:AccessDataSou
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    DataFile="~/Ap
                          AllowMultiColumnSorting
    SelectCommand=
                          AllowNaturalSort
</asp:AccessDataSo 💆
```





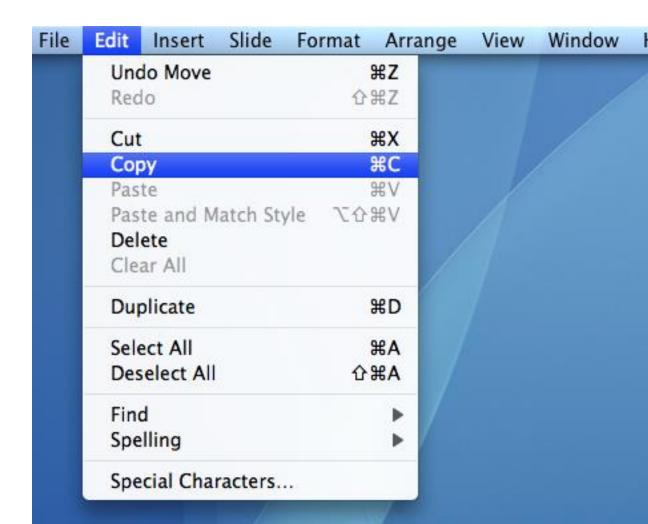
VS.



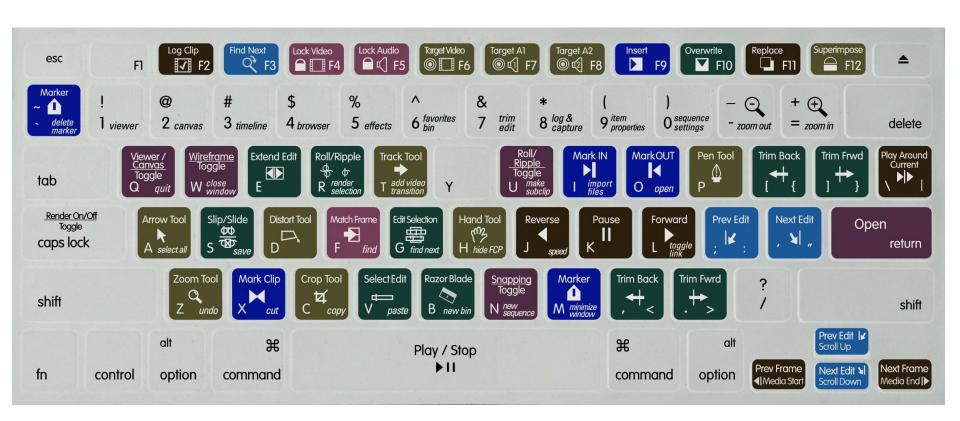
As the frequency of use increases, so do the user's desires to reduce the number of interactions and to increase the pace of interaction.

Abbreviations, function keys, hidden commands, and macro facilities are very helpful to an expert user.

a) Keyboard shortcuts

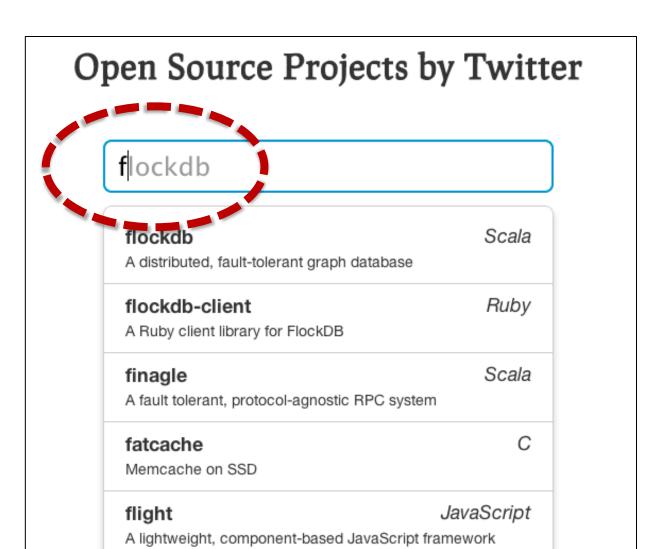








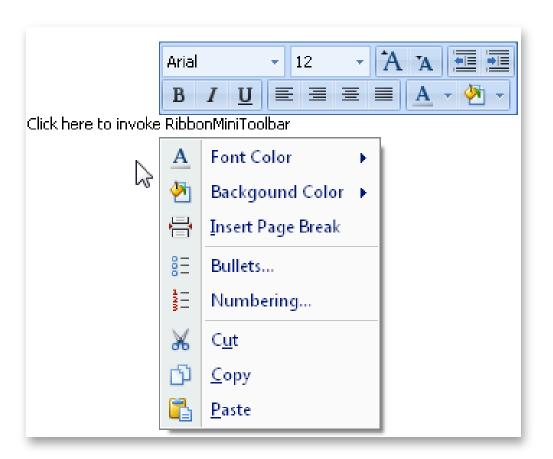
b) autocomplete



c) History



d) Context menus



e) Type ahead (buffering, e.g., FIFO)

(entering input before the system is ready for it)



designing for varying degrees of expertise

novice users

- restrict vocabulary to simple, necessary terms
- minimal number of actions to achieve task
- provide additional feedback

intermediate users

- use consistent structure and terminology for menus
- emphasise recognition over recall
- reference materials (on-line or printed)

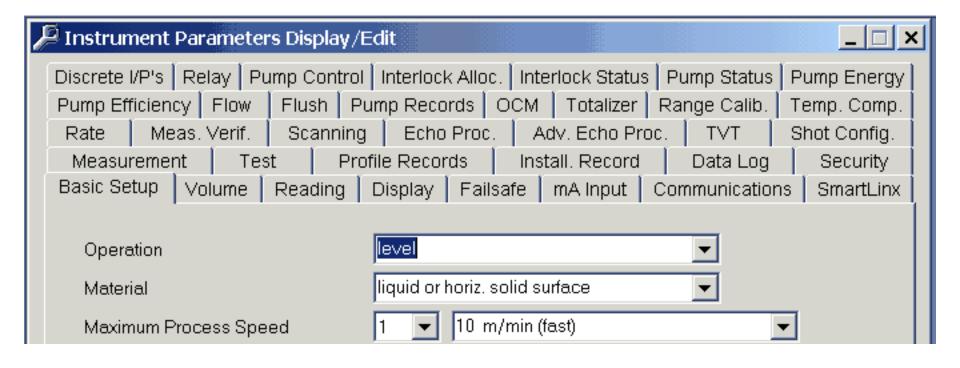
expert users

- allow the user to optimize for speed
- shortcuts: keystrokes, abbreviations, etc.



Present exactly the information the user needs

- less is more: less to learn, to get wrong, to distract...
- information should appear in natural order
 - related information is graphically clustered
 - order of accessing information matches user's expectations
- remove or hide irrelevant or rarely needed information
 - competes with important information on screen

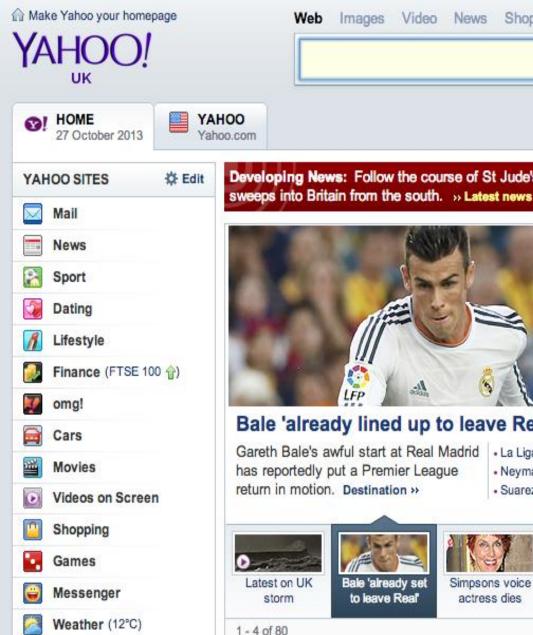


Search Images Maps Play YouTube News Gmail Documents Calendar More -



Google Search

I'm Feeling Lucky



Answers

Harasaanas

Travel

Developing News: Follow the course of St Jude's storm as it



Bale 'already lined up to leave Real Madrid'

Gareth Bale's awful start at Real Madrid has reportedly put a Premier League

· La Liga table

Shopping

- Neymar dazzles in Clasico
- · Suarez scores hat-trick



actress dies





1

Trending now

- 1. Indian Grand Prix
- 6. Home insurance Weather warnings Dual fuel prices

SIGN IN

New here? Sign up

- 3. Premier League
- 4. Sofa beds
- 10. NFL London 5. Syria

Editor's video picks



Kim, Cheryl: Who shocked us the most?



Comedy: When your mum joins Facebook sketch



The Britis expla

Search

8. Rugby League

9. Strictly Come D

X

NEWS SPORT **ENTERTAINMENT** FINANCE

Storm: Britain Prepares For '80mph Winds'







9 | help users recognize, diagnose, and recover from errors

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g recovering from errors

example error messages:

- "Sorry, the request was unsuccessful"
 - How so?
- "E-Mail address is improperly formatted or contains invalid characters"
 - Which is it?
- "The password you entered has an incorrect number of characters. Please enter a password 6-16 characters long, using any combination of upper case letters, lower case letters, and numbers"
 - still sucks but I know what went wrong
- "could not log in. valid authentication credentials were not provided"
 - nerding out. People know the word "password" and "user name"

- Invalid email address entered
- Billing zipcode format is invalid.
- Missing a value for the required property: billzipcode
- Missing a value for the required property: billcity
- Missing a value for the required property: billaddress1
- Missing a value for the required property: login
- Missing a value for the required property: billstate

registration

Error messages are too far away from where they can be corrected.

1. Personal information

First *	М	Last *	
Stuart		Jones	
Email (Login)	*		_
Email me promotions?			
O a mada m			

Genuer

2. Billing information

(Credit Card Mailing Address)
Care of
Address *
City *

Also, can we say "nerd language" for the error messages themselves?

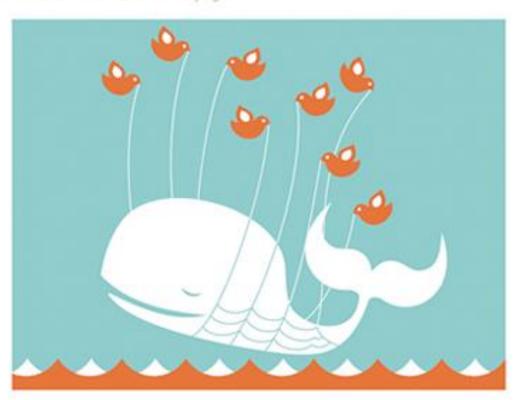
be polite, never blame the user

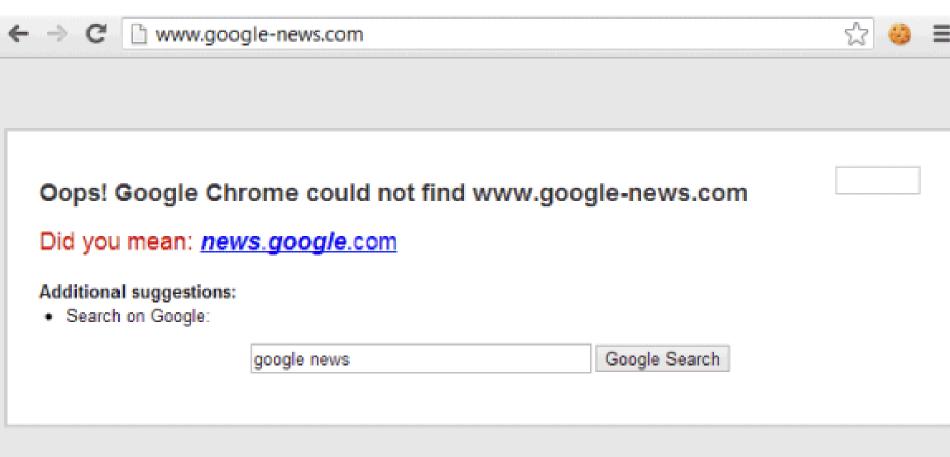




Twitter is over capacity.

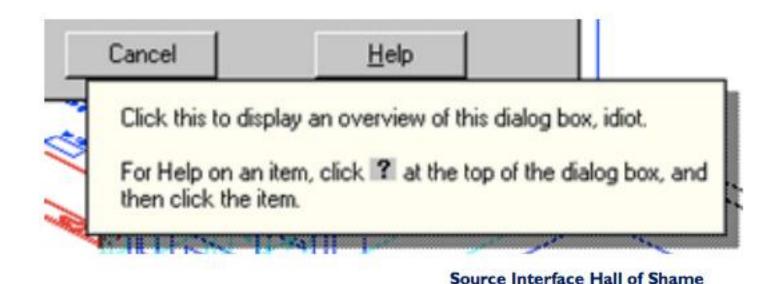
Too many tweets! Please wait a moment and try again.





Google Chrome Help - Why am I seeing this page?
©2013 Google - Google Home

be polite even when you're coding for yourself...

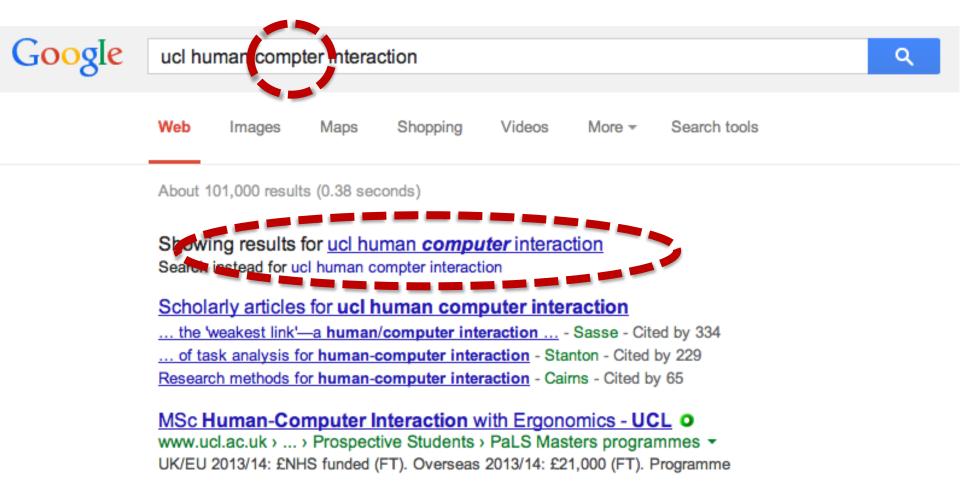


Provide suggestions/examples

Please enter your email address in this format: "youremail@domain.com".

» not "cannot open file", but "cannot open file named paper.doc"

9 | help users recognize, diagnose, and recover from errors

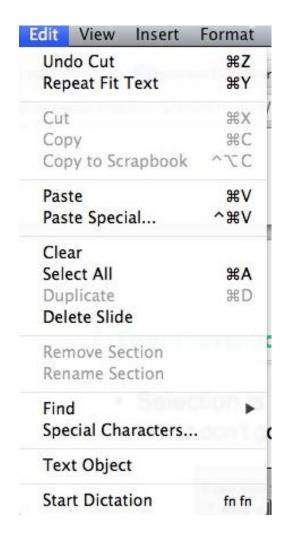


9 | help users recognize, diagnose, and recover from errors

Or start a new account

Choose a username (no spaces)	
bert	▲ bert is already taken. Please choose a different username.
Choose a password	
•••	Passwords must be at least 6 characters and can only contain letters and numbers.
Retype password	
голуро разаного	
Email address (must be real!)	
not an email	A The email provided does not appear to be valid
Send me occasional Digg updates.	

prevention techniques (on the small)



Grey out illegal commands

Avoid typing errors through selection



Source: Interface Hall of Shame

error types

- slips (and lapses)
 - failure to correctly execute a procedure
 - slip is a failure or execution; lapse is a failure of memory
 - typically found in skilled behaviour
- mistakes
 - using wrong procedure for goal
 - typically found in rule-based behaviour or problemsolving behaviour

slips (and lapses)

capture error

- frequently done activity takes charge instead of intended one
 - leave your house, and end up walking toward school instead of to the grocery store

description error

- intended action similar to others that are possible
 - pour orange juice on cereal
 - throwing shirt into toilet instead of into hamper

slips (and lapses)

- Loss of intention
 - forgetting the goal partway
 - walking into a room, forgetting why you went there
- omissions due to interruption
 - get coat out, interrupted by phone call; then go out without coat
- omissions due to already satisfied goal
 - walking away from ATM w/o card
 - walking away from copier without originals

slips (and lapses)

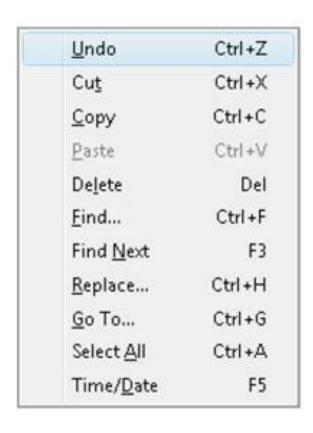
- Mode errors
 - people do actions in one mode thinking they are in another
 - refer to a file that's in a different directory
 - looking for commands / menu options that are not relevant

preventing capture and description slips

- avoiding habitual action sequences with identical prefixes
- avoid actions with very similar descriptions
- keep dangerous commands away from common ones



what do you think of this redesign?







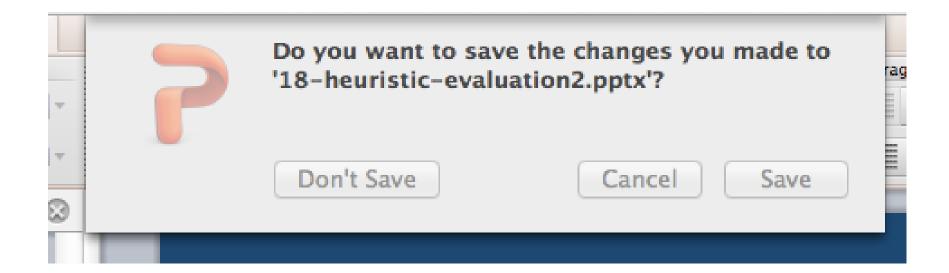
preventing mode errors

- eliminate modes
- increase visibility of mode
- spring-loaded or temporary modes
- disjoint action sets in different modes

avoiding lapses

- keep procedures short
- minimize interruptions
- use forcing functions
 - automatic transmission: you must hold down brake to shift out of Park
 - must take card out of ATM before you get your money

confirmation dialogs



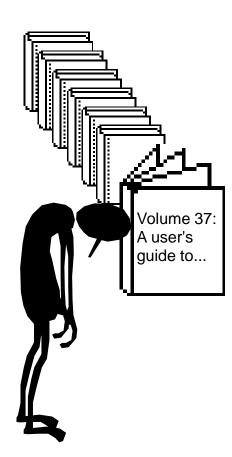
9 | help users recognize, diagnose, and recover from errors

- design to prevent errors from occurring
- eliminate error-prone conditions
- present users with a confirmation option before they commit to the action
- provide undo

10 | help and documentation

10 | help and documentation

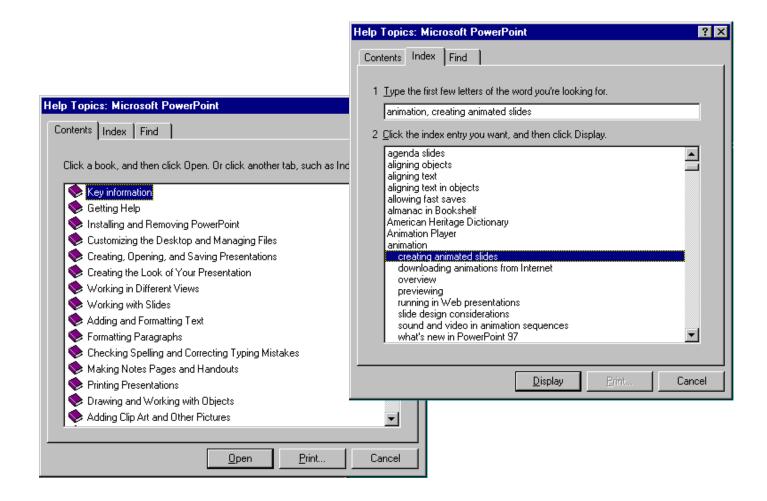
- help is not a replacement for bad design
- simple systems:
 - walk up and use; minimal instructions
- most other systems:
 - feature rich
 - simple things should be simple
 - learning path for advanced features



10 | help and documentation

- Many users do not read manuals
- Help usually needed when users are in some kind of panic
 - paper manuals unavailable in many businesses
 - online documentation better, faster, up-to-date
 - good search/lookup tools
 - online help specific to current context

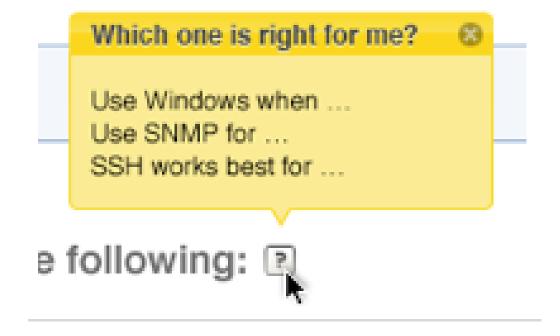
types of help: search and index



types of help: tutorials

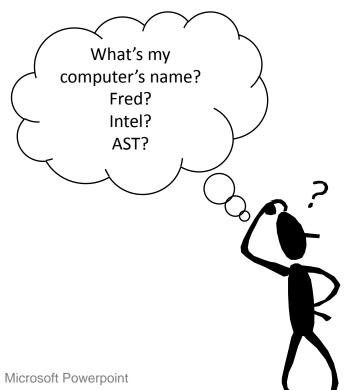


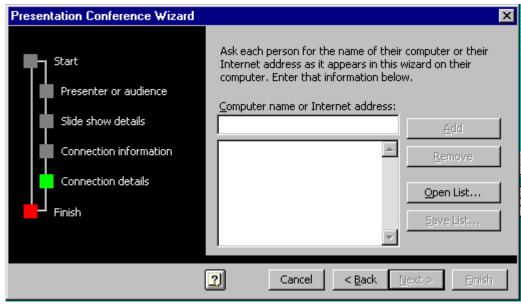
types of help: mouse-over/hover information



types of help: Wizards

- walks user through typical tasks
- but dangerous if user gets stuck





Jakob Nielsen's Heuristics

- Visibility of system status
- 2. Match between system and real world
- 3. User control and freedom
- 4. Consistency and standards
- 5. Error prevention
- 6. Recognition over recall
- 7. Flexibility and efficiency of use
- 8. Aesthetic and minimalist design
- 9. Help users recognize, diagnose, and recover from errors
- 10. help and documentation

Shneiderman's golden rules

- strive for consistency
- enable frequent users to use shortcuts
- 3. offer informative **feedback**
- 4. design dialog to yield closure
- 5. offer simple error handling
- 6. permit easy reversal of actions
- 7. support internal locus of **control**
- reduce short-term memory load

LAB

Exam

- 3h maximum
- will consist of:
 - general course questions from the first 6 lectures
 - "what is the design life cycle"
 - "name three techniques for user requirements analysis"
 - creative tasks
 - imagine you have to idea to design a new x ...
 - "who are your users and stakeholders"
 - "what would be their tasks"
 - sketch 5 ideas for a new technique for x ...

Exam

- no material allowed in exam
 - that means:
 - exam questions will be general
 - I do not ask you to memorize tiny details