

# User Interface Design

In Windows using Visual Studio

# General UI guidelines 10 heuristics

(Jakob Nielsen)

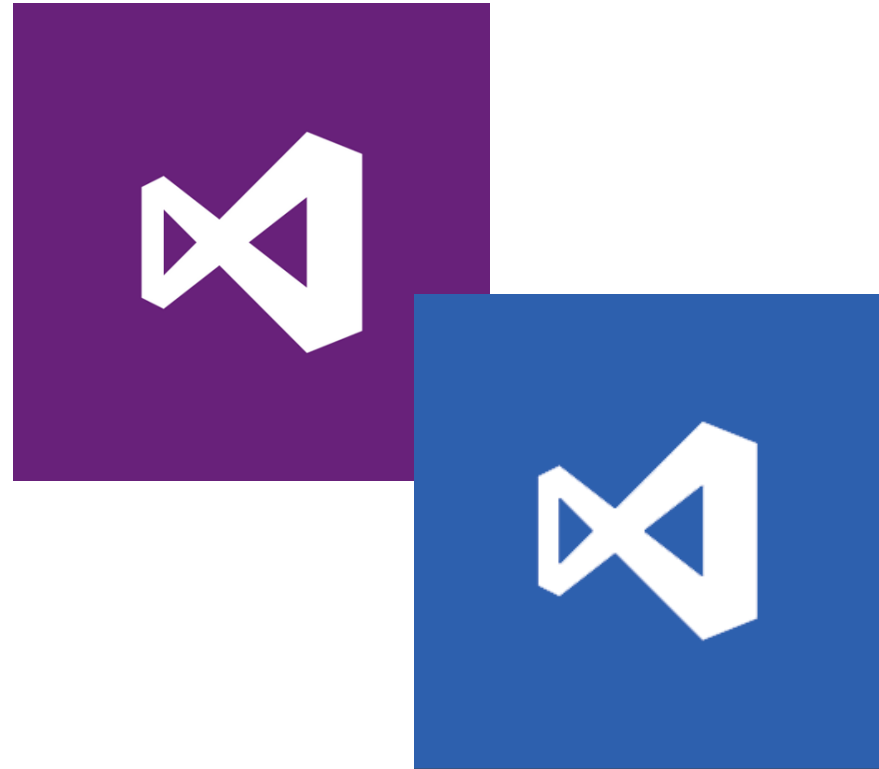
1. **Visibility of system status**
2. **Match between system and the real world**
3. **User control and freedom**
4. **Consistency and standards**
5. **Error prevention**
6. **Recognition rather than recall**
7. **Flexibility and efficiency of use**
8. **Aesthetic and minimalist design**
9. **Help users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

# Examples illustrating the 10 Heuristics

- Source: J.Nielsen own homepage
  - <http://www.nngroup.com/articles/ten-usability-heuristics/>
- Illustrated:
  - <http://www.slideshare.net/crafted/10-usability-heuristics-explained>
- Short Illustrated version:
  - <http://www.slideshare.net/sacsprasath/ten-usability-heuristics-with-example>
- Explaining short version:
  - <http://www.whatwasithinking.co.uk/2009/02/27/explaining-usability-heuristics-a-quick-guide/>

# Choosing the right tool

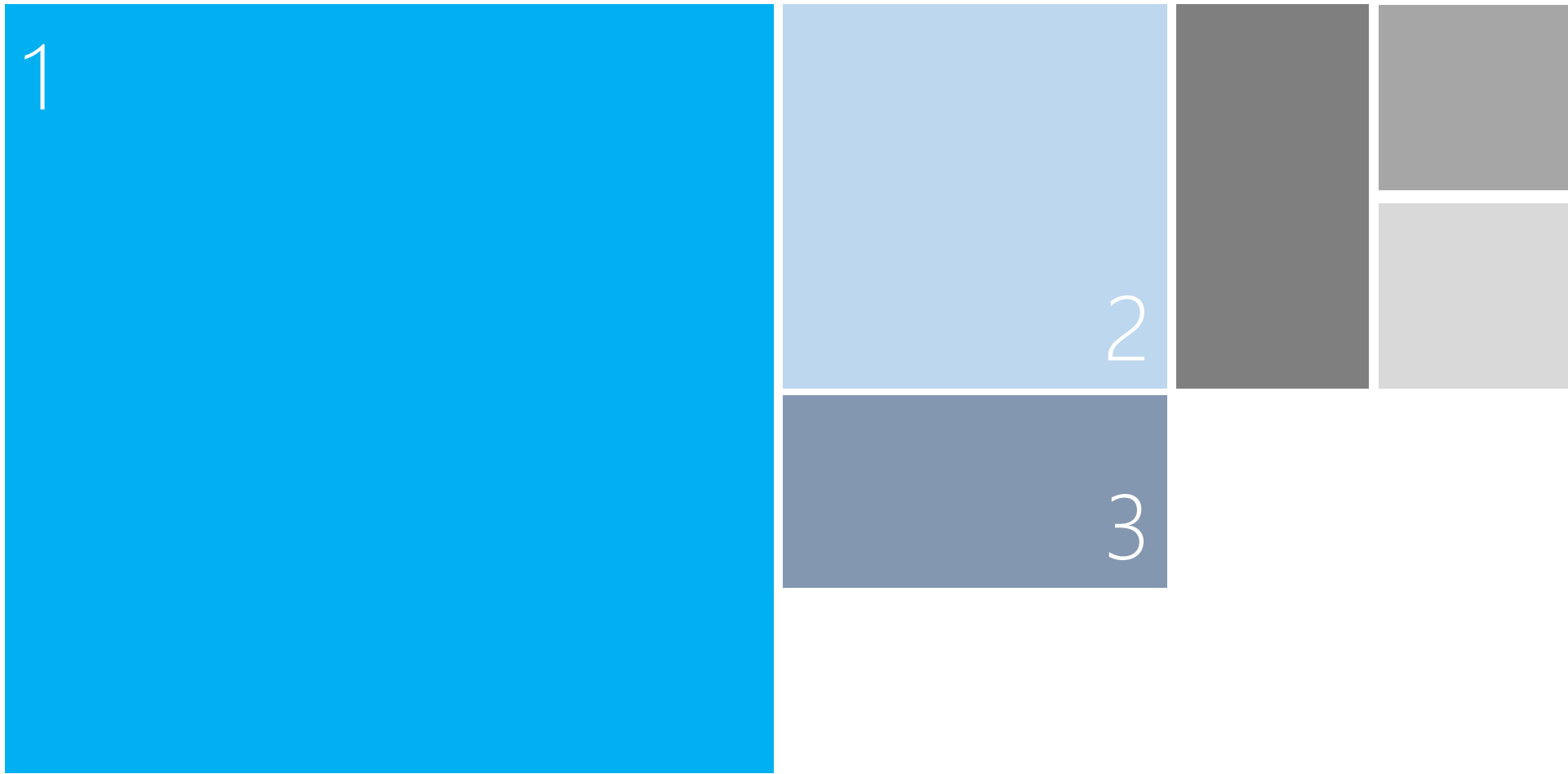
- VS == code
- Blend == layout
  
- Beginners => 'Easy' Start
- Advanced => High Productivity



# Techniques for good (ms-) design

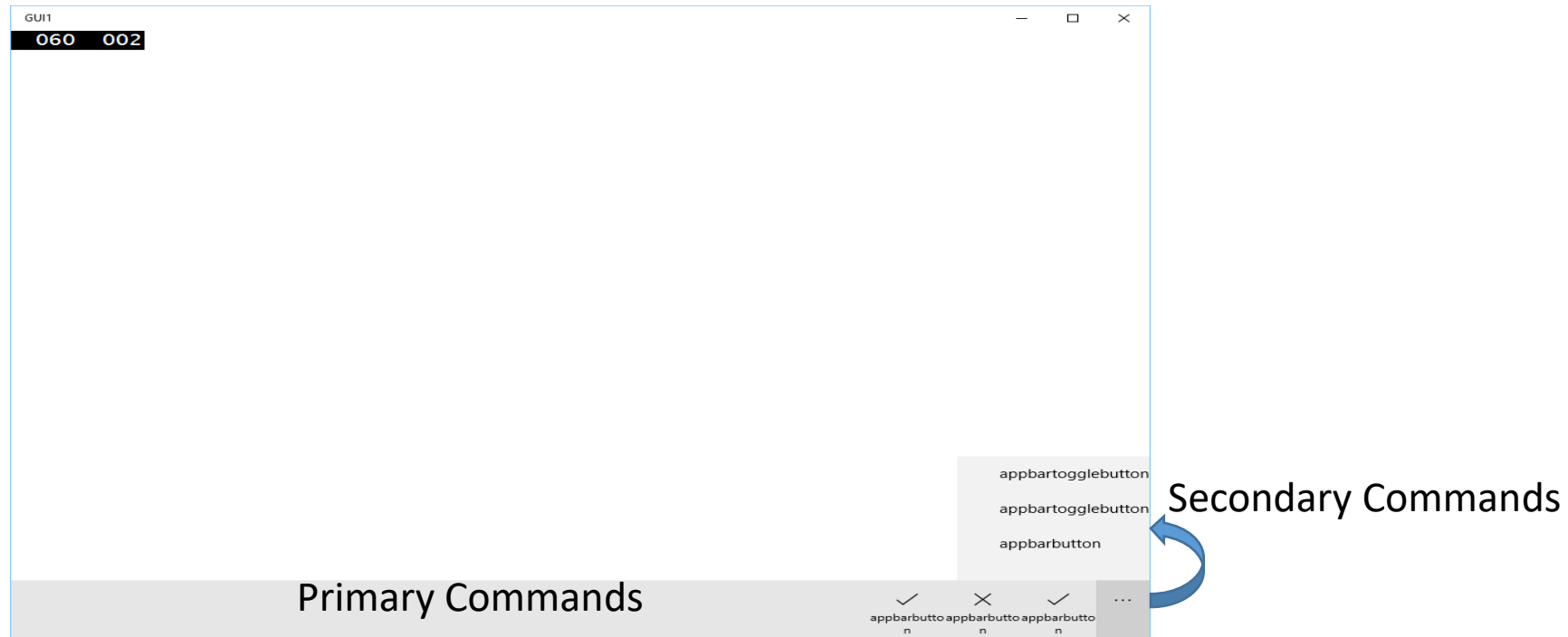
- General principles – put into rules of thumbs
- Organize the screen
- AppBars ('hide' functionality)
- Other utilities

# Organize the screen - Size and proportion



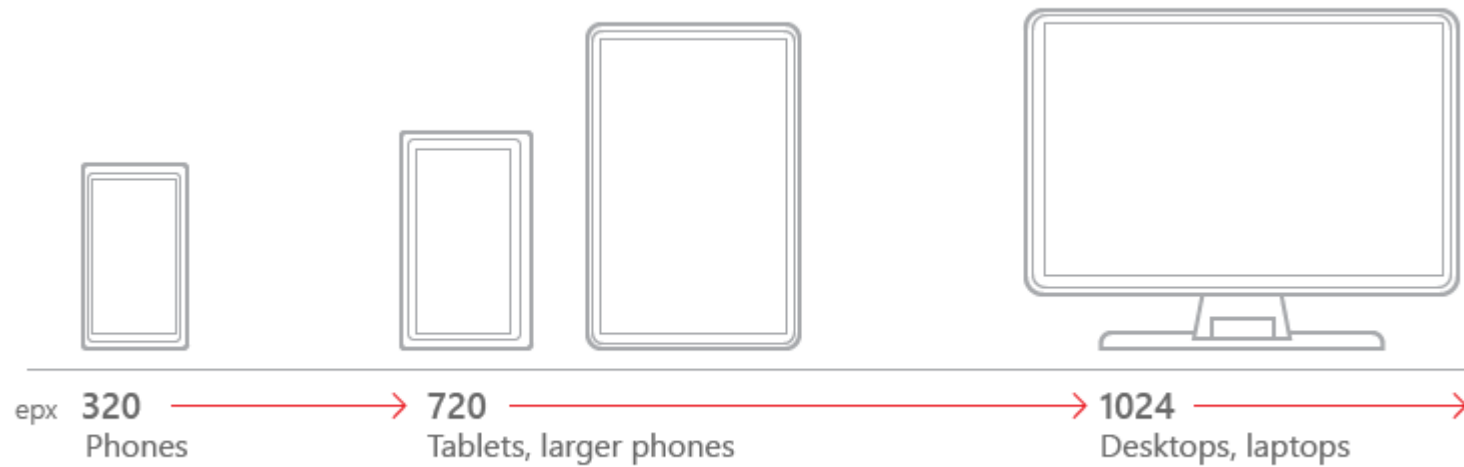
# AppBar - ('hide' functionality)

- Primary Commands
  - always visible => often used functionalities
- Secondary Commands
  - only visible when tap/click the field '...'



# Other utilities

- Different size classes





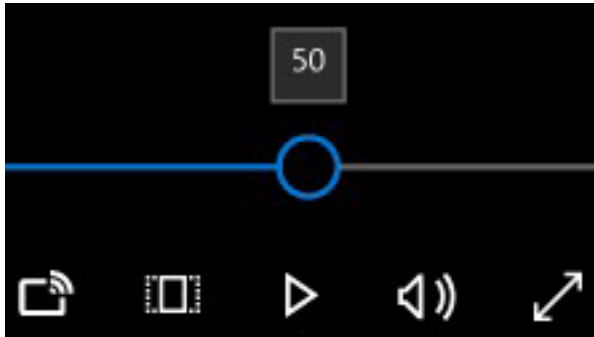
# Other utilities

see <https://msdn.microsoft.com/en-us/library/windows/apps/hh465424.aspx>

- [Animations](#)
- [App settings and data](#)
- [Controls and patterns](#)
- [Custom user interactions](#)
- [Files, data, and connectivity](#)
- [Globalization and localization](#)
- [Help and instructions](#)
- [Identity and security](#)
- [Launch, suspend, and resume](#)
- [Layout and scaling](#)
- [Maps and location](#)
- [Text and input](#)
- [Tiles and notifications](#)

# Other utilities – e.g. Controls and patterns

Following these guidelines will help you provide a consistent, elegant, and compelling user experience.



A button gives the user a way to trigger an immediate action.  
Example of buttons

Rest Unselected

Button

Hover Unselected

Button

Pressed Unselected

Button

Disabled Unselected

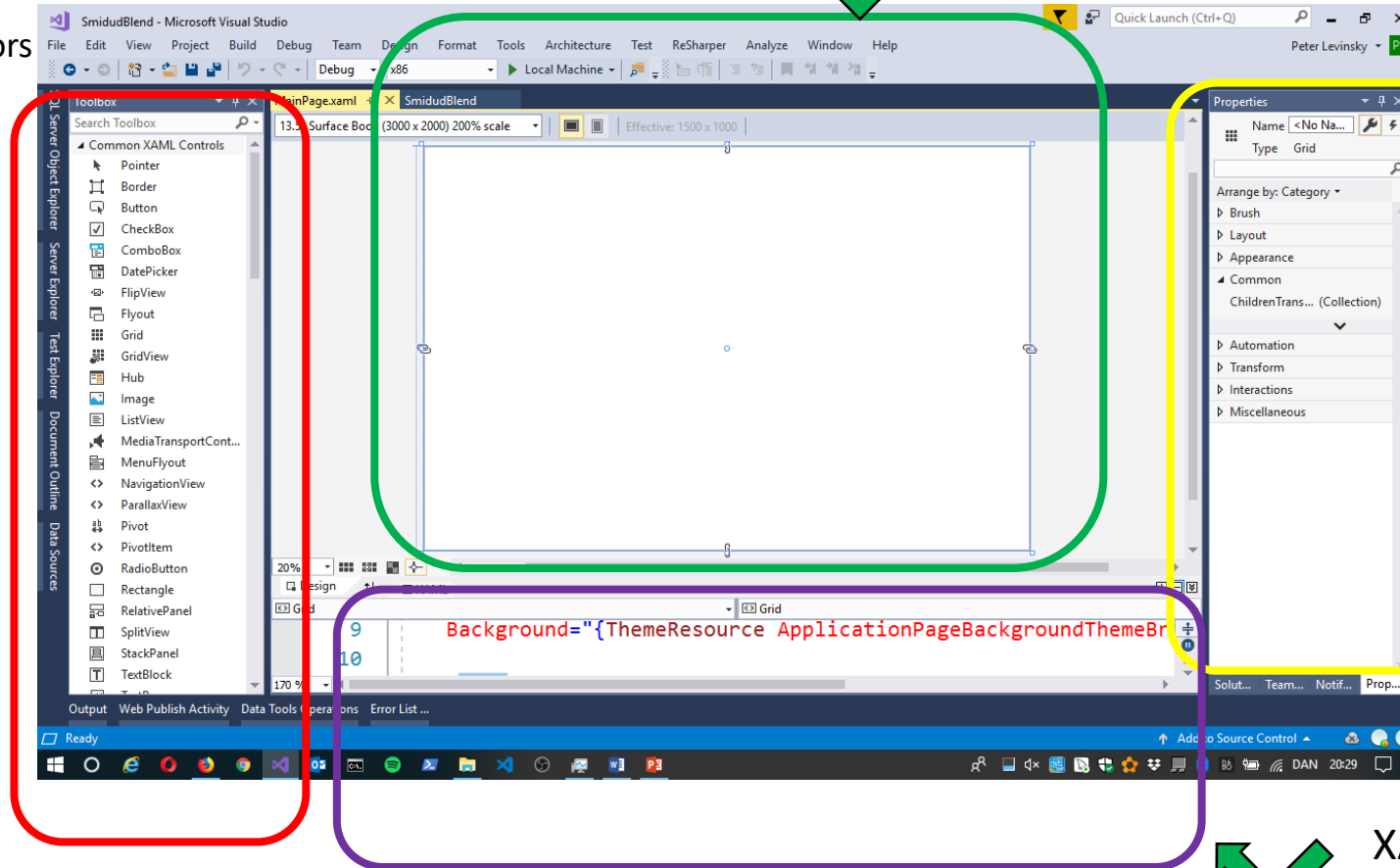
Button

Rest Selected

Button

# Very Short overview of VS

Toolbox / assets  
Find controls and behaviors

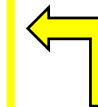


The GUI  
Ex: phone GUI

Whistles



Bells



Properties  
Setting values like colours,  
Shape, size etc



XAML - code  
The gui as xml-code

# Very Short overview of BLEND

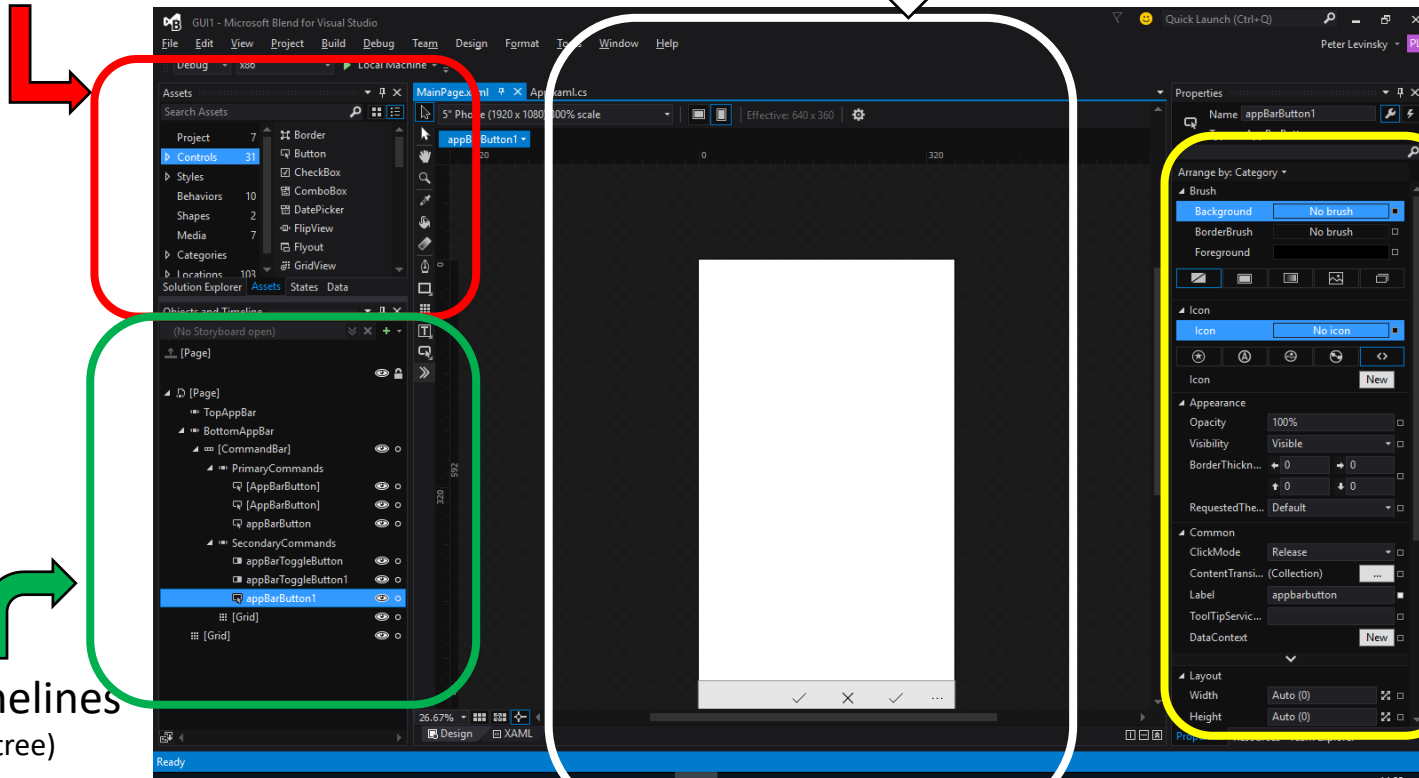
Toolbox / assets  
Find controls and behaviors

The GUI  
Ex: phone GUI

Whistles



Bells



Objects and Timelines  
Element structure(as a tree)  
In the GUI

Properties  
Setting values like colours,  
Shape, size etc