User Interface Design

General UI guidelines 10 heuristics (Jakob Nielsen)

1. **Visibility of system status**
   (progress bar, time glass, dots)

2. **Match between system and the real world**
   (users' language, with words, phrases)

3. **User control and freedom**
   ("Go back" button, "Undo" button)

4. **Consistency and standards**
   (use same name for same function)

5. **Error prevention**
   (which fields are mandatory, form validation, dropdown boxes)

6. **Recognition rather than recall**
   ("please select from a list of options", "Did you mean…", tool-tips or help icons)

7. **Flexibility and efficiency of use**
   (quick-links, "saved searches", "items you recently looked at", "save query for later")

8. **Aesthetic and minimalist design**
   (clear call to actions, no annoying flashing eye-candy)

9. **Help users recognize, diagnose, and recover from errors**
   (Useful error messages, plain language)

10. **Help and documentation**
    (FAQs, "?" icons)

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/

Windows Guidelines – Modern Design

- 5 principles of designs is the Foundation of modern design

- Pride in craftsmanship

- Fast and fluid

- Authentically digital

- Do more with less

- Win as one

Prototyper på papir

- Udarbejde flere eksempler (prototyper (mock-ups))

- Gruppen vælge de bedste ideer

- Fremstil 2-3 prototyper
  - Evt. kæd dem sammen med Prototype on Paper (PoP)

- Beskriv hvorledes de opflyder nogle af de 10 design principper