

User Interfaces

1. Science of design
w/ verifiable, testable
principles

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- UI designed to match the skills of anticipated users

Fitt's Law

time to acquire a target is inversely proportional to size of target

Save

Delete

Poor UI is the
main reason many
projects don't succeed

Limited short-term
memory

People make
mistakes

People are different
& have different
interaction preferences

Familiarity

Consistency

Minimal Surprise

Recoverability

Guidance

Diversity



Direct Manipulation

Menu

Forms

Wizards

{ Command Language &
Natural Language

tell the first item
in the list to
open