Brief intro to UX

Prof Miller

Usability

- When thinking about usability, you have to consider user experience.
- The following slides are shamelessly stolen from a presentation given by Whitney Hess, an *Experience Designer* in NYC.

Principles of Experience Design

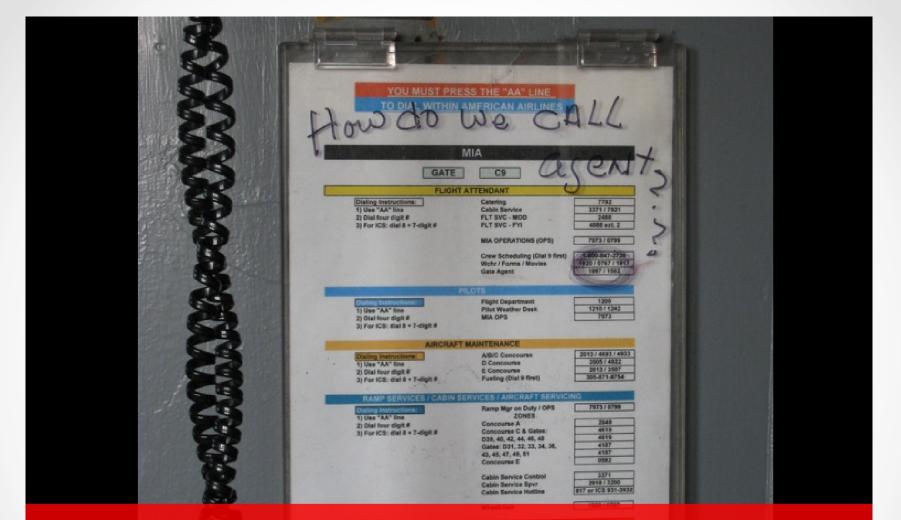
- 1. Stay out of people's way.
- 2. Create a hierarchy that matches people's needs.
- **3.** Limit distractions.
- 4. Provide strong information scent.
- **5.** Provide signposts and cues.
- 6. Provide context.
- 7. Use constraints appropriately.
- 8. Make actions reversible.
- 9. Provide feedback.
- **10.** Make a good first impression.



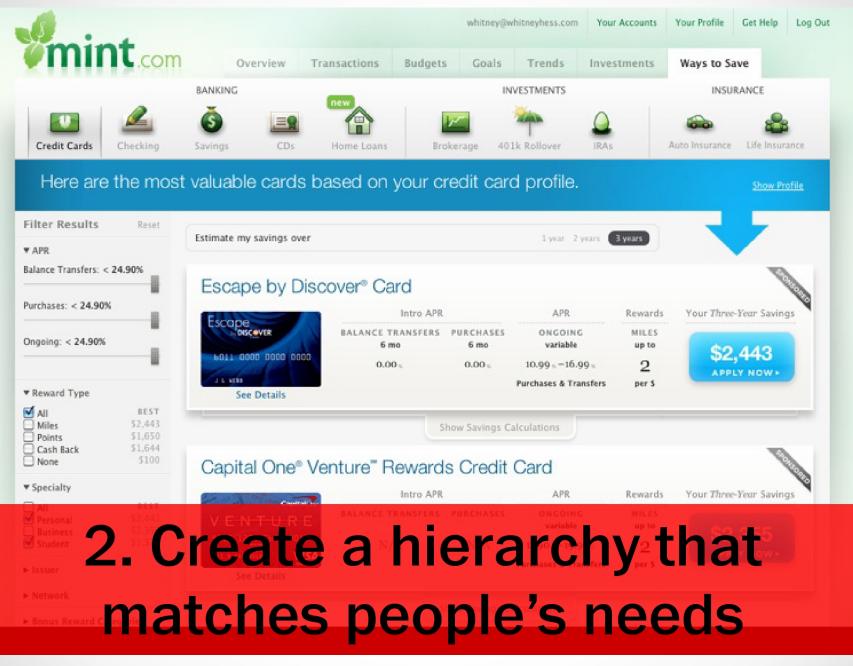
1. Stay out of people's way

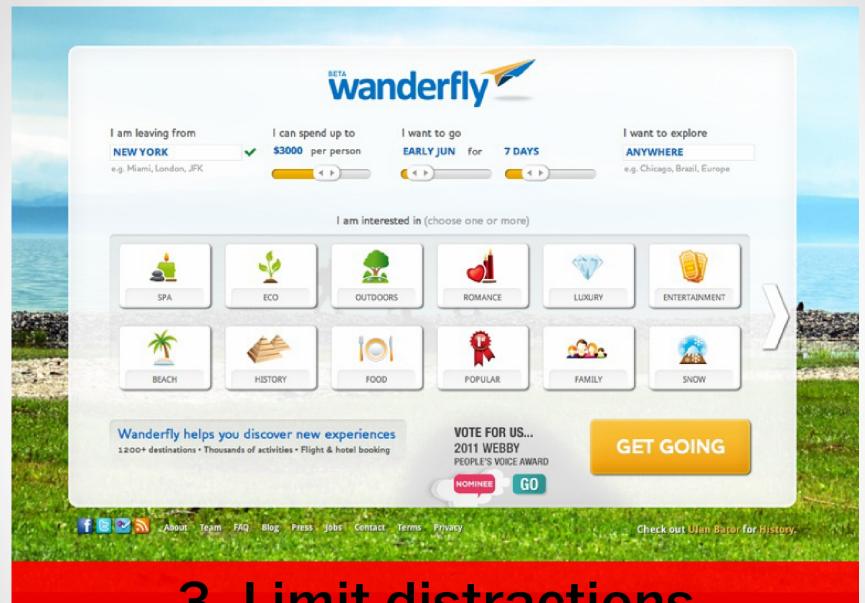
get in, get out, get going.





2. Create a hierarchy that matches people's needs





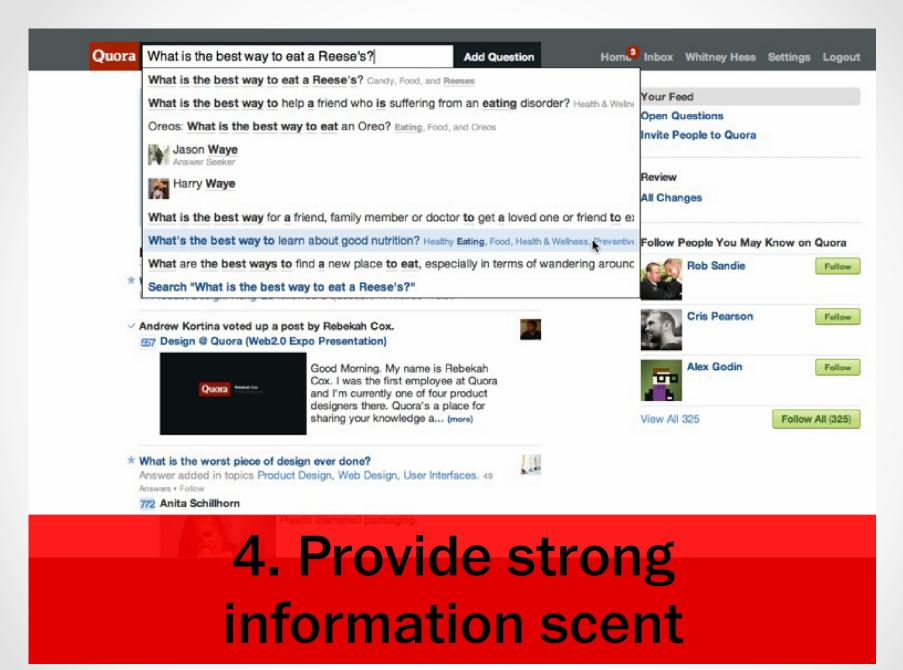
3. Limit distractions

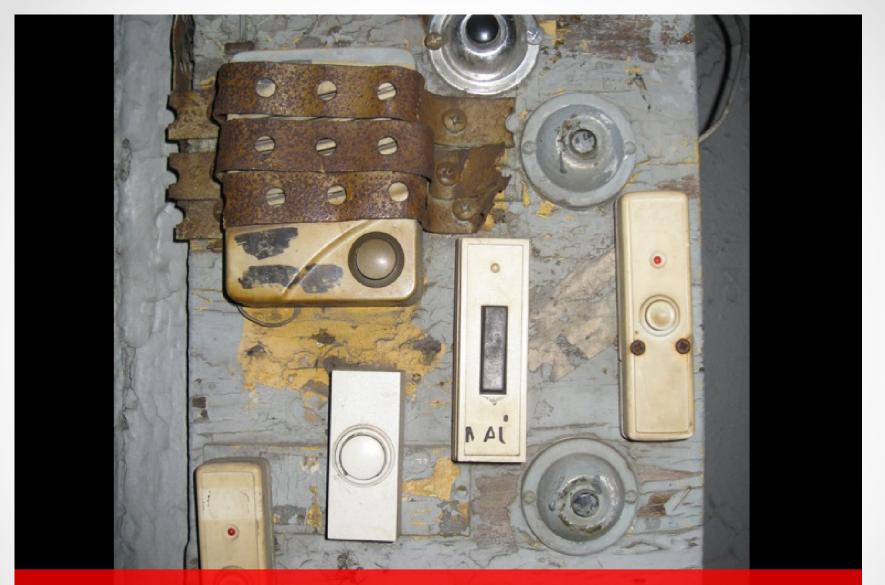


4. Provide strong information scent

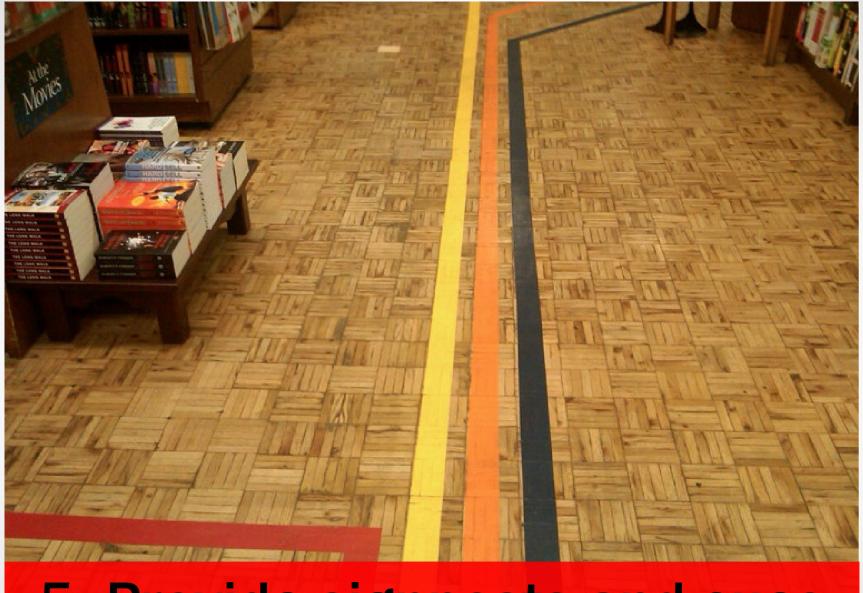
Information Scent

- People do not like to guess (if they don't find what they thought they would find, they leave)
- Jared Spool (UI Expert) studied people navigating websites and found: finding information is like fox hunting prey, use links that communicate scent in a useful way
- Hard to show good examples of perfect usability- it's perfect for you in the moment good design is invisible.
- Users are trained to look for links, they should look like links, they can't blend, the must be distinctive. "Mega-menus" are bad.



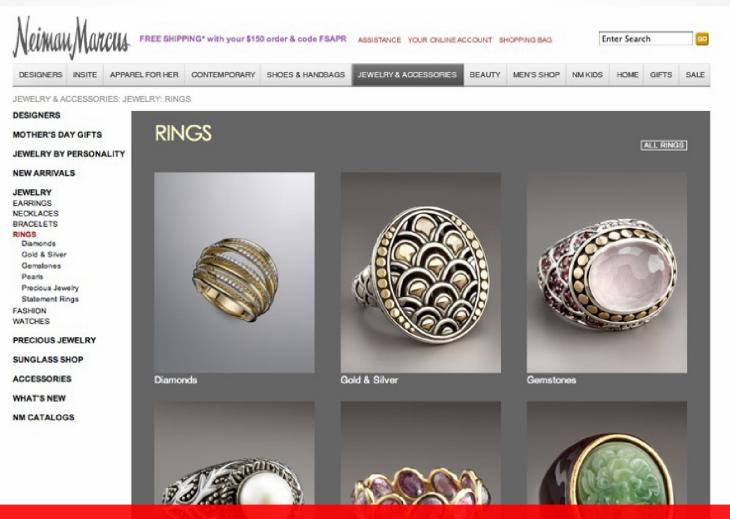


5. Provide signposts and cues



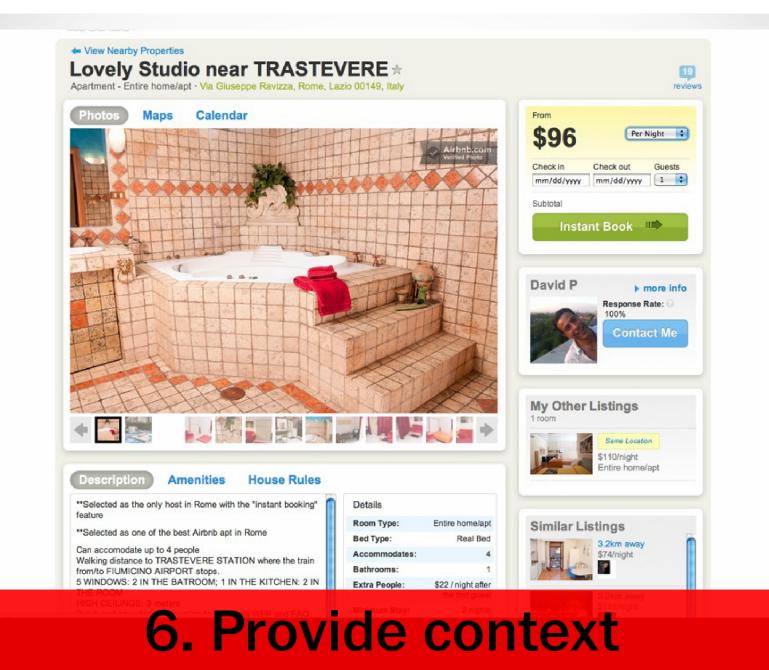
5. Provide signposts and cues

Never let people get lost, they can get there an infinite number of ways, but make sure they get there.



5. Provide signposts and cues

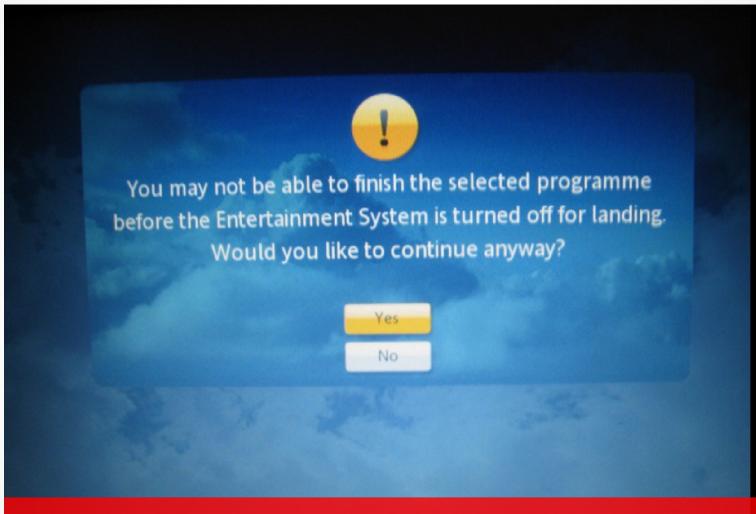




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7. Use constraints appropriately

Preventing error is better than recovering from it



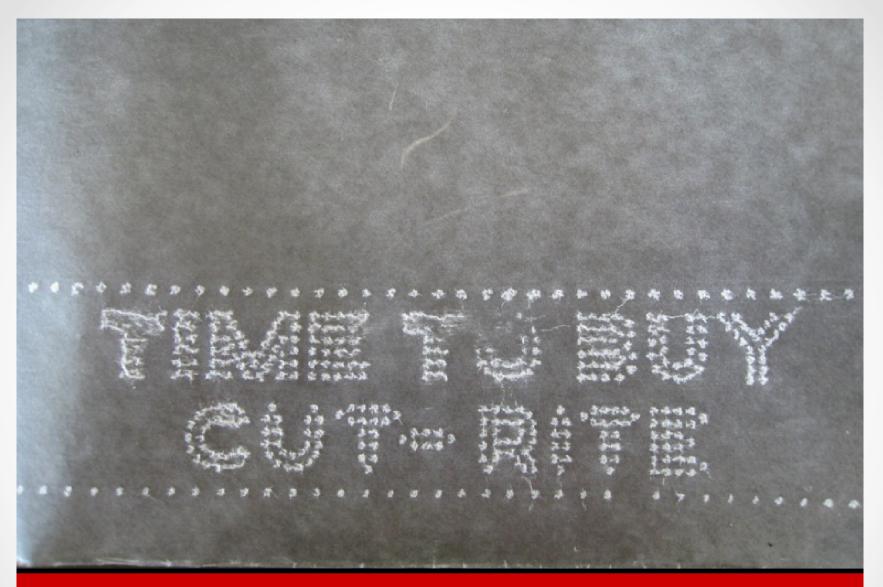
7. Use constraints appropriately



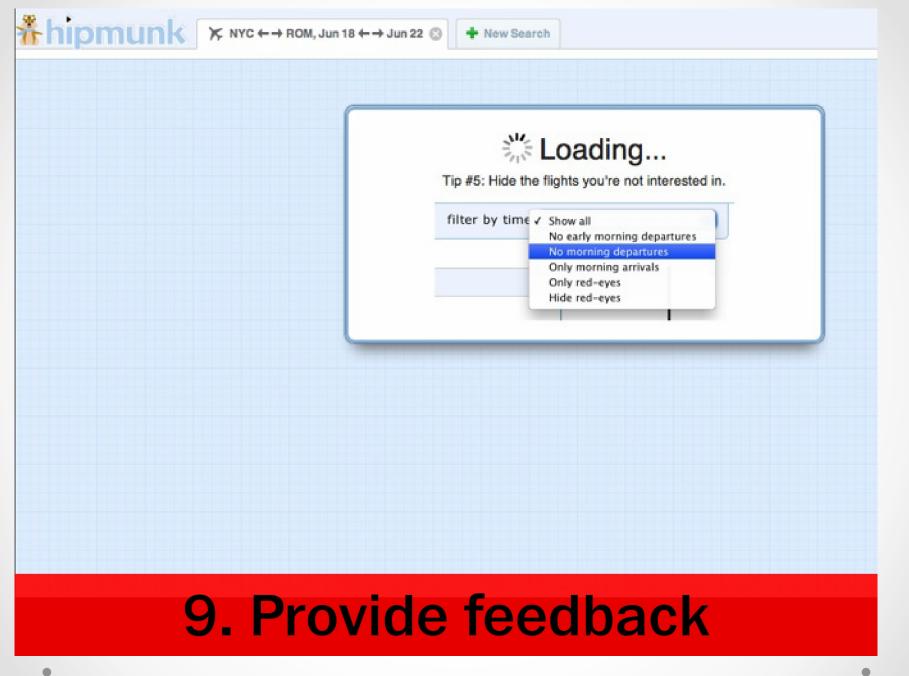
8. Make actions reversible

Make mistakes easily fixable. Undo is critical in web apps.

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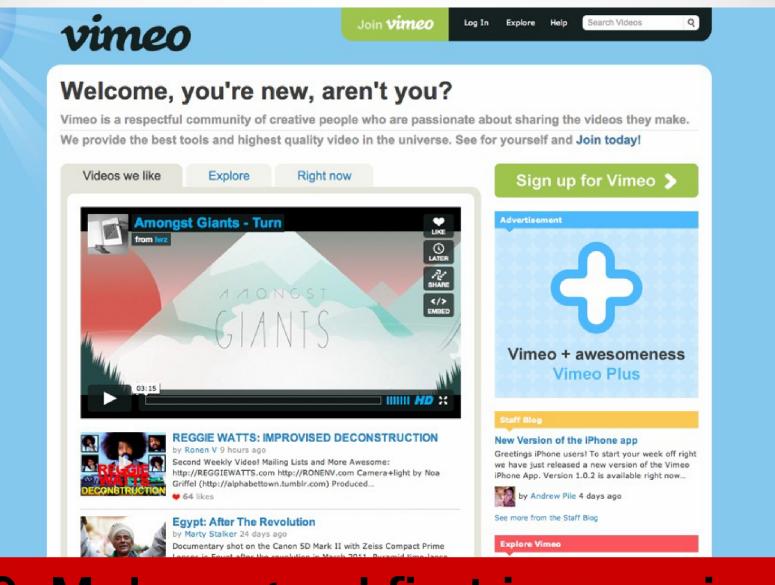


9. Provide feedback



comcast. **Customer Service Hours** Mon - Fri 9:00 am - 6:00 pm 11:00am every 3rd Thurs Saturday 9:00am - 4:00pm **Closed Sunday**

10. Make a good first impression



10. Make a good first impression