

# Design principles

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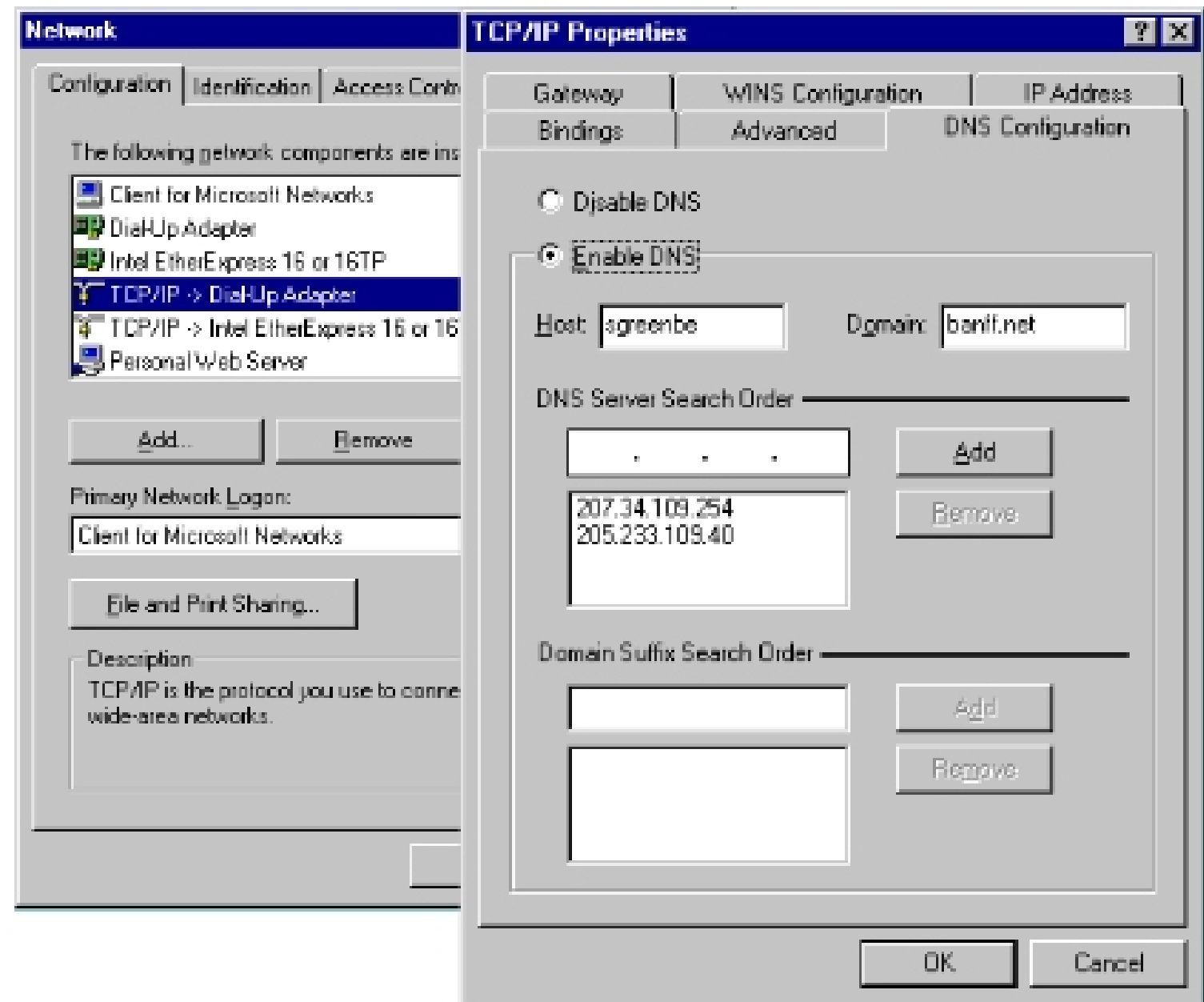
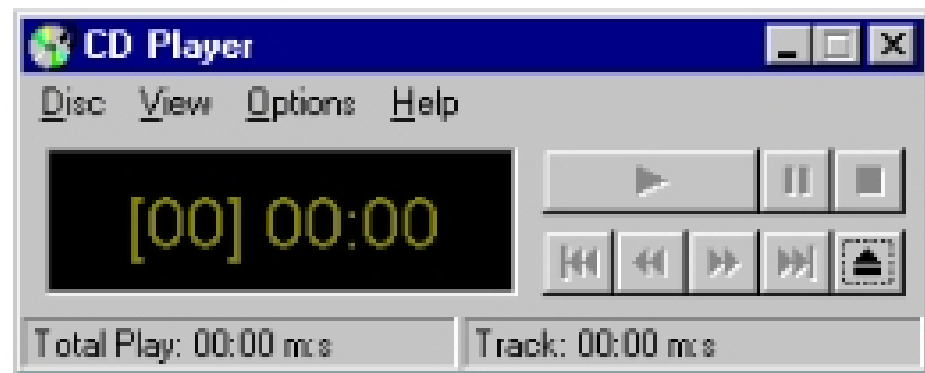
broad usability statements that guide a developer's design efforts

- use the users language
- provide feedback...

derived from common design problems across many systems

# 1 Simple and natural dialogue

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



# 1 Simple and natural dialogue

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## 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
- remove modes
- use windows frugally
  - don't add unneeded navigation and window management