## User Interface Design Crash Course

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I taught the Human Computer Interface course at McMaster University.

#### But I'll try not to sound like Professor Fink.



#### What is a user interface?

## Space where interaction between humans and machines occurs.

The look and feel, user input, machine output, etc.

#### Why does user interface design matter?

#### It can make your product: Wii



#### The legendary HavenWorks.com



#### It's easy to see *really* bad design.



#### But what is good user interface design?

#### We can break down "usability"

- Time to learn
- Performance (speed)
- Error rate
- Retention
- Subjective satisfaction
- Subjective trustability

#### How do you design a good interface?

Design is a dynamic process, not a recipe.

#### Lots of complex ways to look at it.



#### Suggestion...

#### Build. Measure. Learn. Repeat.

#### ... Eric Ries' lean startup methodology

#### Building.

# Every system has a guidelines document. Use it.

#### iOS user interface guidelines

iOS Human Interface Guidelines

#### iOS Developer Library

#### Table of Contents

Introduction

- Platform Characteristics
- Human Interface Principles
- App Design Strategies
- Case Studies: Transitioning to iOS
- User Experience Guidelines
- iOS Technology Usage Guidelines
- iOS UI Element Usage Guidelines
- Custom Icon and Image Creation Guidelines

**Revision History** 

#### Introduction

*iOS Human Interface Guidelines* describes the guidelines and principles that help you design a superlative user interface and user experience for your iOS app.



🗯 Developer 🛛 🍳

Next

#### Guidelines documents...

- Give lists of "best practices"
  - e.g. "Focus on the primary task"
  - e.g. "De-emphasize the settings"
- Standardize behaviour
  - e.g. Define that that the "pinch gesture" should mean zoom in, zoom out
  - e.g. Define that the "touch and hold gesture" should bring up magnifier during text entry

### Design heuristics, principles

- Essentially "best practices" to follow
- The good ones are based on empirical data
- Can be general
- Can be specific to your problem domain...
  - eCommerce
  - Video games
  - Mobile apps
  - Mobile games
  - Productivity software

#### Make decisions based on data...

Trust in e-Commerce: Evaluating the Impact of Third-Party Seals

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Head, M., and Hassanein, K. (2002). "Trust in e-Commerce: Evaluating the Impact of Third-Party Seals", *Quarterly Journal of Electronic Commerce*, 3(3), 307-325.

#### Good source: Google Scholar





- H1 An accelerometer-based user interface should be available.
- H2 Multiple user interfaces should be available.
- H3 Touch gestures should be utilized when diagonal direction input is either required from or desired by the user.
- H4 Interface sensitivity should be configurable.
- H5 Physical properties of gestures should be directly translated into virtual properties.



#### (...it's a geeky South Park reference)

#### Apple does it, you should too!

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#### Microsoft design slows performance.

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### Ugh, there is so much more to say.

- Know your customer
  - Research, interviews, surveys
  - Find out what's most important to them
  - ..But watch out for requests for a "faster horse"
  - Make design trade-offs based on their requirements
  - e.g. easy to learn vs. number of features
- Involve your customer
  - Show them mockups, prototypes, get feedback
  - Take suggestions

#### Use free online prototyping tools.



Nama	Alima
Checkbox	Chackbox
	T (Frevory) (Next)
	hono
	DUEBU

#### Tips & Tricks

Share this Mockup with others by sharing the URL.

Everyone who knows the URL can make changes. Changes will be synchronized live. To test this, open the URL in two different browser windows.

Double-click widgets to add or change text labels.



#### MockupBuilder.com

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# I'll post a list of them hamilton.startupweekend.org tonight.

If you can't build a website\app this weekend, you can still show some prototype design shots on Sunday.

Use free landing page services and content management systems to get up and running fast.



### I'll put these in the blog post too...

- Landing page
  - Make customers aware, start getting their info
  - Unbounce.com
- Content management systems
  - Can let you get an e-Commerce website off the ground in a day, with little technical knowledge
  - Wordpress
  - Joomla!
  - Drupal

#### Measuring.

#### What to measure? Lots!

- How many clicks or taps does it take to perform the most frequently used action(s)?
  - Average for all actions?
- How long does it take to do something?
  - Find something
  - Buy something
  - Load the game
- Average, worst case website load times?
- How many errors?

### What about more subjective things?

• Learnability, retention, satisfaction, trustability?

- Surveys, questionnaires, interviews
  - SurveyMonkey.com
- Use likert scales
  - You can turn level of "agreement" with different statements into a number that you can improve on!

### Likert Scales

Please circle the number that represents how you feel about the computer software you have been using

I am satisfied with it Strongly Disagree --- 1--- 2--- 3--- 4--- 5--- 6--- 7--- Strongly Agree It is simple to use Strongly Disagree ----1---2----3----4----5----6----7--- Strongly Agree It is fun to use Strongly Disagree --- 1--- 2--- 3--- 4--- 5--- 6--- 7--- Strongly Agree It does everything I would expect it to do Strongly Disagree ---- 1---- 2---- 3---- 4---- 5---- 6---- 7---- Strongly Agree I don't notice any inconsistencies as I use it Strongly Disagree --- 1--- 2--- 3---- 4--- 5---- 6---- 7--- Strongly Agree It is very user friendly

Strongly Disagree --- 1--- 2--- 3--- 4--- 5--- 6--- 7--- Strongly Agree

#### Again, lots of free online tools to help.

Demonstrating Responsive Design by jamusreynolds		http://www.softwarehami View
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by Software Hamilton Newsdesk	April 17, 2012 in <u>Startup Weekend Hamilton</u> Edit this entry E	Search Search
	teamed up once again with Software Hamilton to bring the international movement of Startup Weekend to Hamilton this spring. Startup Weekend is a global network of passionate leaders & entrepreneurs on a mission to inspire, educate & empower individuals, teams & communities. Attendees come share to ideas, form teams & launch startups.	
	The first Startup Weekend event in Hamilton last October drew a strong crowd of Hamilton designers, developers, business professionals, and students. This time, the Startup Weekend Hamilton 2 (SWH2) team decided to expand their reach, and have partnered with two other local RICs – Halton's HalTech and Niagara's nGen – as well as grassroots group Silicon Halton, to bring in participants from nearby communities.	Blog Subscription
	Startup Weekend Hamilton 2 will be held <b>April 27-29</b> , <b>2012</b> and will be hosted in the new Collaboratory space at Mohawk College, 135 Fennell Avenue West, Hamilton. Companies from across the community have shown their support for this exciting initiative – <b>Mohawk College</b> (Host Sponsor), <b>Ridout &amp; Maybee LLP</b> (Gold Sponsor), <b>Coral CEA</b> (Silver Sponsor), <b>PopChips</b> and <b>Deliverizer</b> (food and beverage sponsors). Prizes include packages from <b>KKT Interactive</b> and <b>enthuzr</b> . in addition to a 6-month incubation space from	Events Newsletter Email Address Subscribe
	Mohawk College, and 5 Blackberry Playbooks from RIM. Attendees will have the opportunity to hear keynote speakers Robin Hopper (IF, Awareness Inc.), Dean McCall (Appficient), and Kevin Browne (Software Hamilton) on Eriday night and their final presentations on Sunday will be judged by Chris Farias (kitestring creative + New Chat), General Chat	Upcoming Events April 27, 2012 Startun Waekand

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	NEUSUESK	Hamilton, ON (April 16, 2012) – Hamilton's Regional Innovation Centre (RIC), Innovation Factory (IF)         has teamed up once again with Software Hamilton to bring the international movement of Startup         Weekend to Hamilton this spring. Startup Weekend is a global network of passionate leaders &         entrepreneurs on a mission to inspire, educate & empower individuals, teams & communities.         Attendees come share to ideas, form teams & launch startups.         The first Startup Weekend event in Hamilton last October drew a strong crowd of Hamilton designers,         developers, business professionals, and students. This time, the Startup Weekend Hamilton 2 (SWH2)         team decided to expand their reach, and have partnered with two other local RICs – Halton's HalTech and         Niagara's nGen – as well as grassroots group Silicon Halton, to bring in participants from nearby         communities.         Startup Weekend Hamilton 2 will be held April 27-29, 2012 and will be hosted in the new Collaboratory         space at Mohawk College, 135 Fennell Avenue West, Hamilton. Companies from across the community         have shown their support for this exciting initiative – Mohawk College (Host Sponsor), Ridout & Maybee				





#### Learning.

#### Use measurements to improve.

- Keep track of what you've learned
- Develop your own list of best practices
- Once you've got metrics, improve on them
  - Reduce clicks or taps required for common tasks
  - Improve load time
  - Reduce errors
  - Increase trust, subjective satisfaction
- Qualitative observations often provide a "how" to improve the more quantitative "what"

#### Repeating.

#### Iterative process

• Developing a minimum viable product...

- Create mockups, talk with customers
- Build prototype, measure, test with 5-6 people to find most obvious issues
- Build MVP, measure, test with 20-40 people to iron out smaller issues
  - A random sample of a few dozen people can often provide good, statistically significant data
- Release MVP, get feedback via website survey

#### Final thought

# Your new product's user interface is as important as a new restaurant's customer service.



#### That's all folks!

