

7 Implementing Interactive Systems

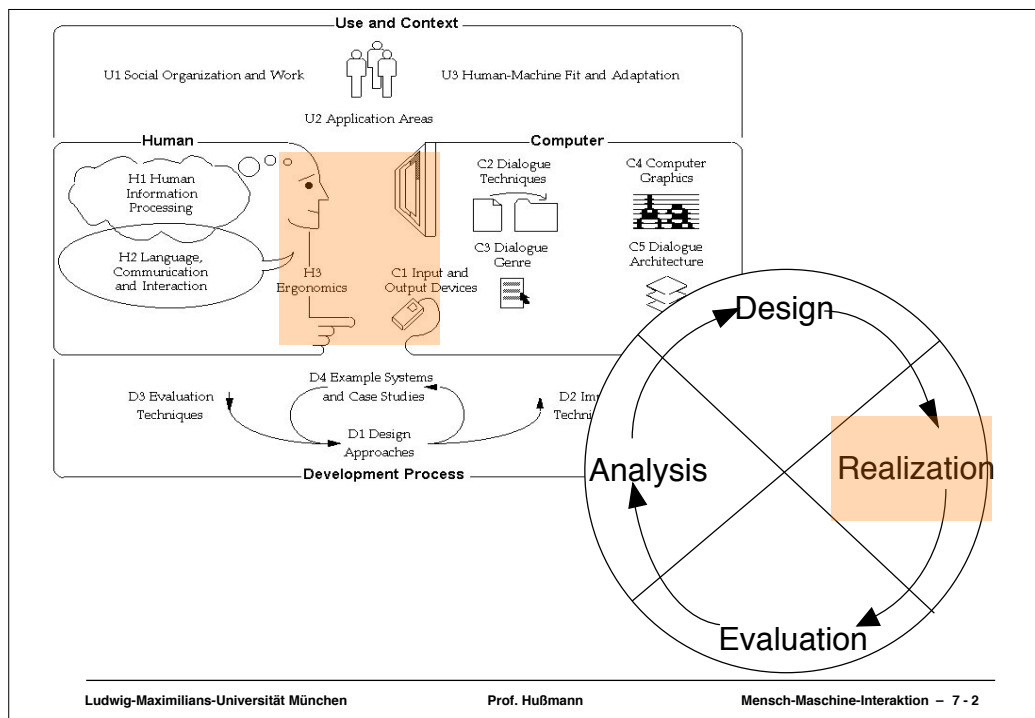
7.1 Designing Look-And-Feel

7.2 Constraints

7.3 Mapping

7.4 Implementation Technologies for Interactive Systems

7.5 Standards and Guidelines

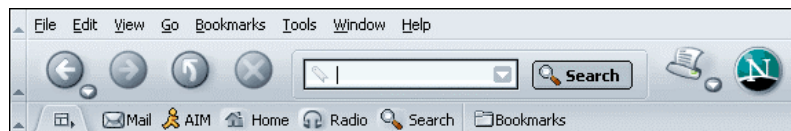


Visual Design

- Visual Arts versus Visual Design
 - Goal of the artist: To create an observable artifact that provokes an aesthetic response (kind of self-expression)
 - Goal of the designer: To find the representation that is best suited to the communications of some specific information (oriented towards goals of other people)
- Graphic Design and Visual Interface Design
 - Aesthetic concerns placed within the constraints of a functional framework
 - Designer working on interfaces needs to understand
 - » Color, typography, form, composition, ...
 - » **And** interaction, behavior
- Industrial Design and Interface Design
 - New relationship coming up as more physical artifacts become software-enabled

Source: A. Cooper

Principles of Visual Design

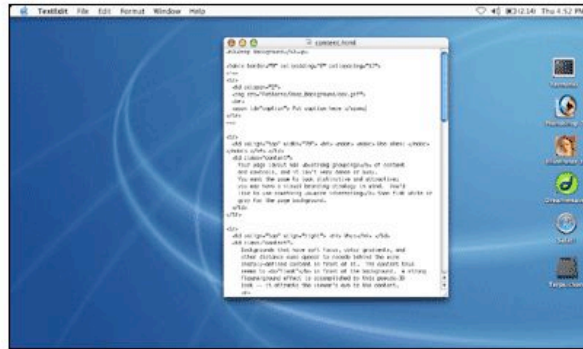


- Avoid visual noise and clutter
 - No superfluous elements that distract the user
- Use contrast, similarity and layering to distinguish and organize elements (*visual patterns*)
 - Dimensional contrast (depth)
 - Layering
 - Figure and ground
- Provide visual structure and flow at each level of organization
- Use cohesive, consistent and contextually appropriate imagery
- Integrate style and function comprehensively and purposefully
 - Form and function, branding

Based on Mullet/Sano 1995

Pattern: Deep Background (Tidwell)

Deep Background

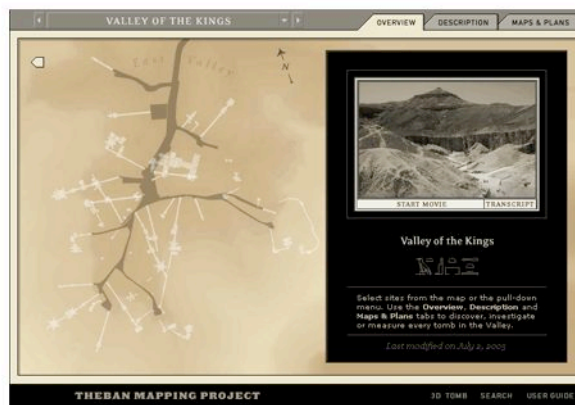


From Mac OS/X

What: Place an image or gradient into the page's background that visually recedes behind the foreground elements.

Pattern: Few Hues, Many Values (Tidwell)

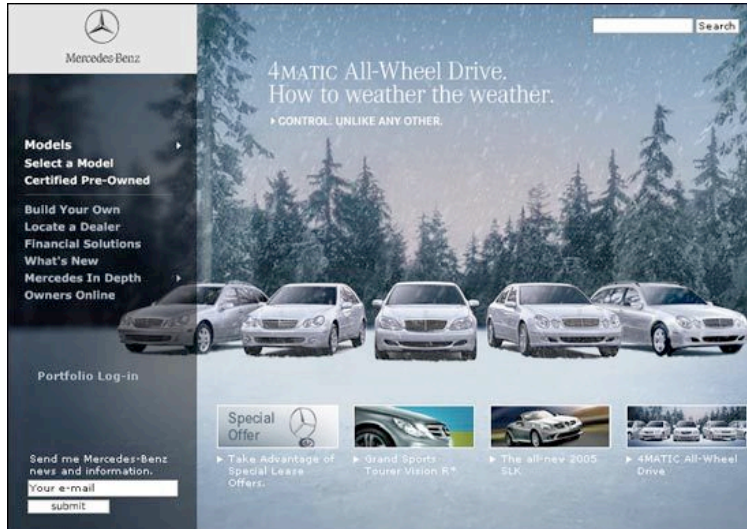
Few Hues, Many Values



From <http://thebanmappingproject.org>

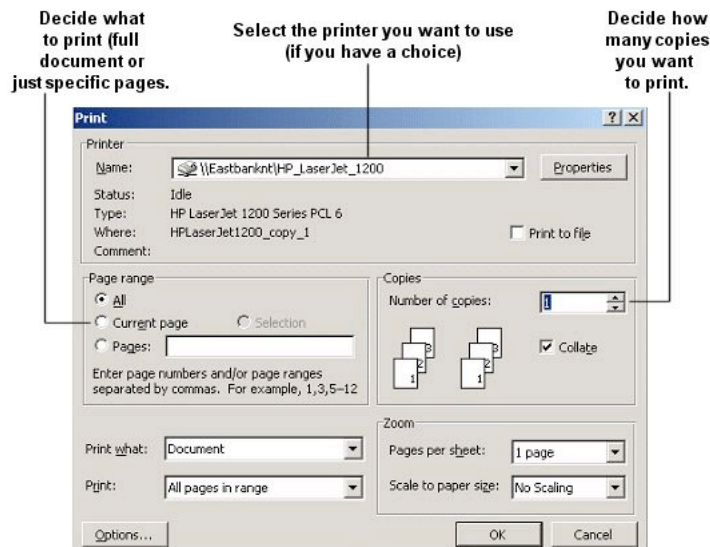
What: Choose one, two, or at most three major color hues to use in the interface. Create a color palette by selecting assorted values (brightnesses) from within those few hues.

Example: Layering



Source: Tidwell

Example: Visual Flow



Grid
Group boxes

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Constraints

- Physical constraints
 - Basic physical limitations
- Semantic constraints
 - Assumption to create something meaningful
- Cultural constraints
 - Borders provided by cultural conventions
- Logical constraints
 - Restrictions due to reasoning
- Applying constraints is a design decision!

GUI Example

Date unconstrained

Flüge online buchen

von:

nach:

Hinflug am: Rückflug am:

Erw.: Kinder: bis 11: unter 2:

Date constrained

1. Schritt **2. Schritt**

Angebote suchen für Abflug von

Hinreise am Reiseziel

Rückreise am Klasse

Constraints & Redundancy



- Redundancy increases safety
 - E.g. labels and physical constraints
- Constraints can only work at their own level
- But: things can go wrong elsewhere

Defektes Nakosegerät Unfallopfer mit Lachgas beatmet - Tödliche Klinik-Panne

Dieser Artikel stellt eine am 25.03.04 um 13:59 veröffentlichte Nachricht dar.

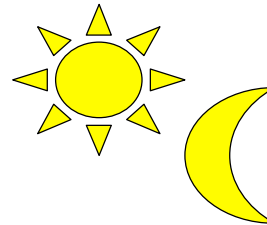
AKTUELLE NACHRICHTEN

Traunstein (rpo). Lachgas statt Sauerstoff - in einer bayerischen Klinik musste diese Verwechslung ein 19-Jähriger mit dem Leben bezahlen.

Durch ein falsch zusammengebautes Narkosegerät ist in einem bayerischen Krankenhaus ein Patient ums Leben gekommen. Der 19-Jährige war nach einem Verkehrsunfall in der Notaufnahme der Klinik in Trostbergan statt mit Sauerstoff mit Lachgas beatmet worden, wie die Staatsanwaltschaft Traunstein am Donnerstag sagte. Ermittelt werde gegen einen Mitarbeiter der Herstellerfirma, der das Gerät zuvor repariert hatte. Dabei seien die Anschlüsse für Lachgas und Sauerstoff vertauscht worden.

Cultural Constraints

- Universal or culturally specific
- Arbitrary conventions that have been learned
- Users' expectations build on cultural constraints



:)

:-)

:)

:D

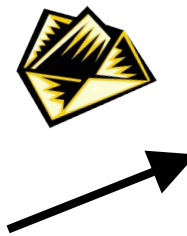
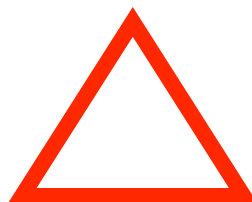
:o

8-)

:-(



"Hi there!"



Foreign Cultures: Example



Physical Constraints & Affordances Examples

- USB Memory Stick vs. DVD vs. money
 - If there is more than one option (physically) cater for these cases
- Dials vs. Buttons vs. Sliders
 - Dials are turned
 - Buttons are pressed
 - Sliders are pushed



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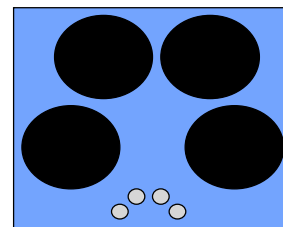
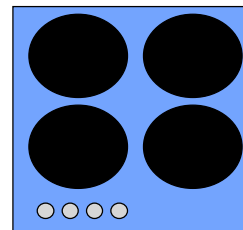
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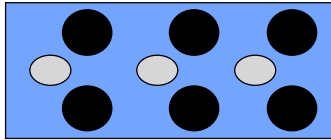
Mapping

- Relationship between controls and action
- Mappings should be
 - Understandable
(e.g. moving the mouse up move the slider up)
 - Consistent
 - Recognizable or at least quickly learnable and easy to recall
 - Natural, meaning to be consistent with knowledge the user already has
- Example: Cooker
- For these issues see also Gestalt theory!



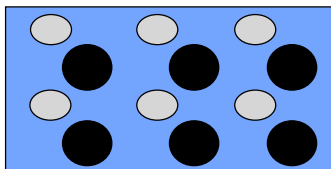
Mapping & Human Error

- Labels are correct
- However full context is needed
- Built-in source for potential frustration
- Missing context



Mapping & Human Error

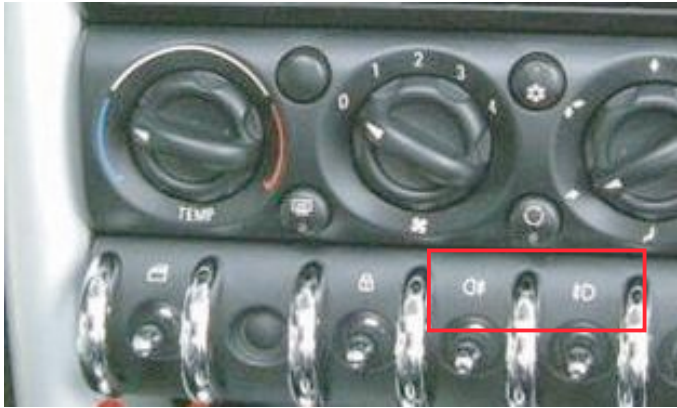
- Labels are correct
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- Built-in source for potential frustration
- Missing context



Mapping & Gulf of Execution

- Switch row on dashboard of a car:

ISO 2575



Mapping – Examples (1)

- Relationship between controls and action

Please attach a Message to Your Order.

Message Text:

Position to Print Message:

bottom

bottom-left

bottom-right

centre

left

right

top

top-left

top-right

Mapping – Examples (2)

- Relationship between controls and action

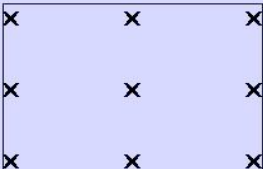
Please attach a Message to Your Order.

Message Text:

Position to Print Message:

bottom
 bottom-left
 bottom-right
 centre
 left
 right
 top
 top-left
 top-right

Possible Label Positions



submit reset

Mapping – Examples (3)

- Relationship between controls and action

Please attach a Message to Your Order.

Message Text:

Position to Print Message

top-left top top-right
 left centre right
 bottom-left bottom bottom-right

submit reset

Mapping – Examples (4)

- Relationship between controls and action

Please attach a Message to Your Order.

Message Text:

Position to Print Message

<input type="radio"/> top-left	<input type="radio"/> top	<input type="radio"/> top-right
<input type="radio"/> left	<input type="radio"/> centre	<input checked="" type="radio"/> right
<input type="radio"/> bottom-left	<input type="radio"/> bottom	<input type="radio"/> bottom-right

Mapping – Examples (5)

Show Appointments

Show Appointments

Show orders received

- today
- this week
- this month
- last month

Sort Data

- Ascending
- Random
- Descending

- “Natural” mappings can be found in many areas
- It is not always obvious what the “natural” mapping is
- Correlation with cultural constraints

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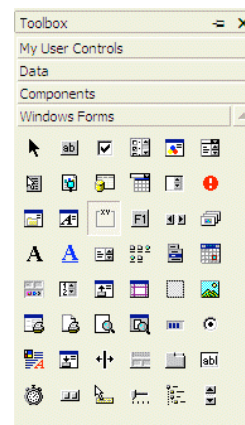
7.3 Mapping

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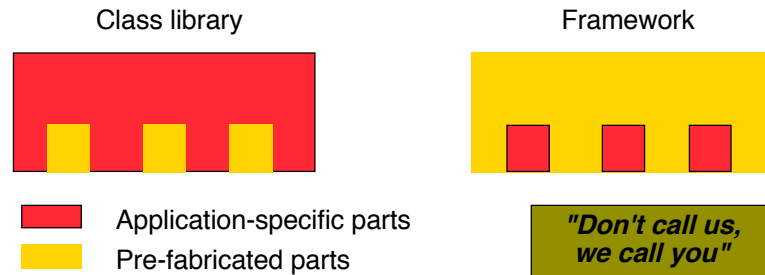
User Interface Toolkits

- Various forms:
 - Libraries
 - Frameworks
 - (Visual) components (*widgets*)
- Dependencies on
 - Programming language
 - Development tool (in particular for visual components)
 - Operating system
- Examples:
 - Java AWT & Swing
 - Microsoft MFC (C++, Windows)
 - Windows Forms (C#, Windows)
 - Qt (C++, Unix)
 - Cocoa (MacOS)



Visual C++

Class Library vs. Framework



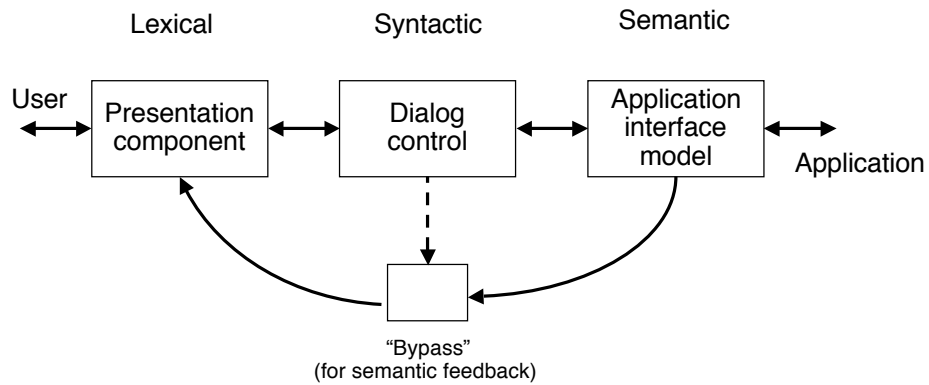
- A framework defines a stand-alone, executable basis for a class of applications.
- Framework:
Application-specific code *is called from pre-fabricated code*.
- Class library:
Application-specific code *calls pre-fabricated code*.

User Interface Management System (UIMS)

- UIMS is a term used with a wide range of meanings:
 - Conceptual architecture for the structure of an interactive system
 - » Separating application logic and interface
 - Techniques for implementing application and presentation
 - » Providing the separation but preserving the intended connection
 - Support techniques for managing a run-time interactive environment
- In the following:
 - Focus on software architecture
- Advantages of presentation/application separation:
 - Portability
 - Reusability
 - Multiple interfaces
 - Customization of interface

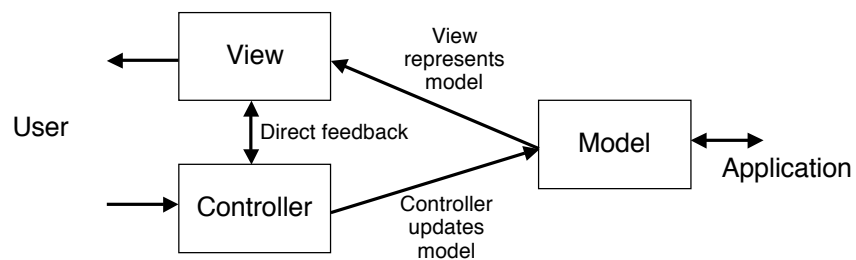
Seeheim Model

- Developed at a workshop in Seeheim, Germany in 1985



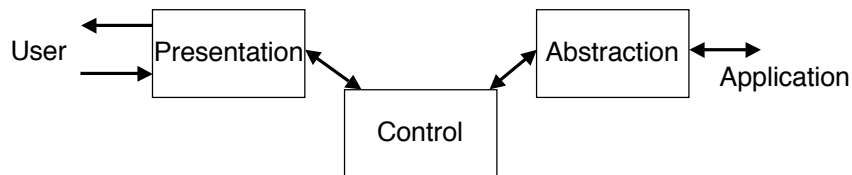
Model-View-Controller (MVC)

- Paradigm for application structure developed within the Smalltalk programming environment (T.Reenskaug 1979)

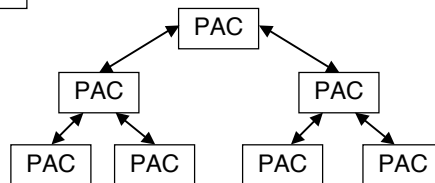


Presentation-Abstraction-Control (PAC)

- J. Coutaz 1987
 - Complete separation of presentation and application
 - Input and output handled by single component
 - Hierarchical structure of PAC components, multi-threaded



R. Hill 1992:
Abstraction-Link-View (ALV)
Similar but using *constraints*
to link abstraction and presentation



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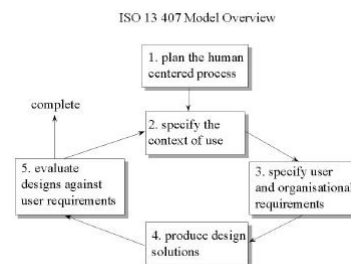
Standards (1)

- ISO 9241
 - Original title: *Ergonomic requirements for office work with visual display terminals (VDTs)*
 - New title: *Ergonomics of Human System Interaction*
 - Example: ISO 9241 Part 110 “Dialogue Principles”
 - » Suitability for the task
 - » Self-descriptiveness
 - » Controllability
 - » Conformity with user expectations
 - » Error tolerance
 - » Suitability for individualisation
 - » Suitability for learning

Aufgabenangemessenheit	Selbstbeschreibungsfähigkeit	Steuerbarkeit
Erwartungskonformität	Fehlertoleranz	Individualisierbarkeit
Lernförderlichkeit		

Standards (2)

- ISO 13407
 - Human-centered development process
 - See chapter 4
- ISO 14915
 - Design principles for multimedia user interfaces
- ISO 16071
 - Accessibility of human-computer interfaces
- BITV
 - Barrierefreie Informationstechnik-Verordnung
- BildscharbV
 - Bildschirmarbeitsverordnung



Hix and Hartson's Guidelines (1)

- User centered design
- Know the user
- Involve the user
- Prevent user errors
- Optimize user operation
- Keep control with the user
- Help the user to get started
- Give a task-based mental model
- Be consistent
- Keep it simple
- Design for memory limitations
- Use recognition rather recall
- Use cognitive directness
- Draw on real world analogies

Hix and Hartson's Guidelines (2)

- Use informative feedback
- Give status indicators
- Use user-centred wording
- Use non-threatening wording
- Use specific constructive advice
- Make the system take the blame
- Do not anthropomorphise
- Use modes cautiously
- Make user action reversible
- Get attention judiciously
- Maintain display inertia
- Organize screen to manage complexity
- Accommodate individual difference

(Hix and Hartson, Developing User Interfaces, Wiley, 1993)

GNOME Guideline

- 1. Usability Principles
 - Design for People
 - Don't Limit Your User Base
 - Accessibility
 - Internationalization and Localization
 - Create a Match Between Your Application and the Real World
 - Make Your Application Consistent
 - Keep the User Informed
 - Keep It Simple and Pretty
 - Put the User in Control
 - Forgive the User
 - Provide Direct Manipulation
- 2. Desktop Integration
 - Placing Entries in the Applications Menu
 - Menu Item Names
 - ...
- 3. Windows
 - Titles
 - ...
 - Layout
 - Common Dialogs
- 4. Menus
 - The Menubar
 - Types of Menu
 - Drop-down Menus
 - ...
 - Help
- 5. Toolbars
 - Appearance and Content
 - ...
- 6. Controls
 - ...
 - Sliders
 - Buttons
 - Check Boxes
 - ...

Drag and Drop Semantics

Your application must determine whether to move or copy a dragged item after it is dropped on a destination. The appropriate behavior depends on the context of the drag-and-drop operation, as described in this section.

Move Versus Copy

If the source and destination are in the same container (for example, a window or a volume), a drag-and-drop operation is interpreted as a move (that is, cut and paste). Dragging an item from one container to another initiates a copy (copy and paste). The user can perform a copy operation within the same container by pressing the Option key while dragging. When performing a copy operation, indicate a copy operation to the user by using the copy cursor. (See “Standard Cursors” (page 67).)

Table 3-1 Common drag-and-drop operations and results

Dragged item	Destination	Result
Data in a document	The same document	Move
Data in a document	Another document	Copy
Data in a document	The Finder	Copy (creates a clipping)
Finder icon	An open document window	Copy
Finder icon	The same volume	Move
Finder icon	Another volume	Copy

Example 1:
Apple Human Interface Guidelines
(page 42)

Icon Genres and Families

Icon genres help communicate what you can do with an application before you open it. Applications are classified by role—user applications, software utilities, and so on—and each category, or genre, has its own icon style. This differentiation is very important for helping users easily distinguish between types of icons in the Dock.

Figure 5-1 Application icons of different genres—user applications and utilities—shown as they might appear in the Dock



For example, the icons for user applications are colorful and inviting, while utilities have a more serious appearance. Figure 5-2 shows user application icons in the top row and utility icons in the bottom row. These genres are further described in “User Application Icons” (page 57) and “Utility Icons” (page 58).

Figure 5-2 Two icon genres: User application icons in top row; utility icons in bottom row



**Example 2:
Apple Human Interface Guidelines
(page 55)**

Application title
14-point Lucida Grande
Bold

Application description
Small system font
11-point Lucida Grande
Regular
Flush left



Application icon
64 x 64 pixels

Application version
Label font
10-point Lucida Grande Regular

Copyright information
Label font
10-point Lucida Grande Regular

Figure 9-2 A standard alert

**Example 3:
Apple Human Interface Guidelines
(page 126 & 134)**

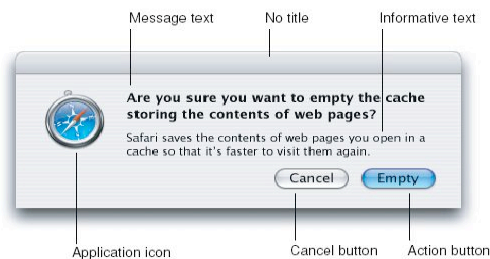
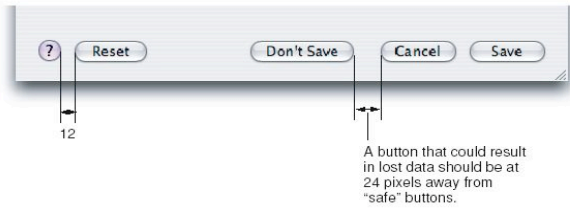


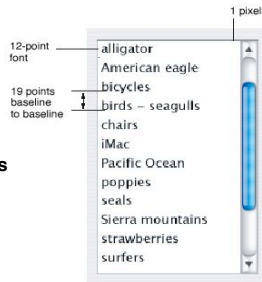
Figure 9-7 Position of buttons at the bottom of a dialog



A button that could result in lost data should be at least 24 pixels away from "safe" buttons.

Scrolling List Specifications

Figure 10-44 Scrolling list dimensions



Example 4:
Apple Human Interface Guidelines
(page 138, 163 & 190)

Radio Button Specifications

Figure 10-14 Radio button spacing

Full-size radio button



Small radio button



Mini radio button



Align the baselines of the label and the first button's text.

Figure 11-10 Layout dimensions for a standard alert

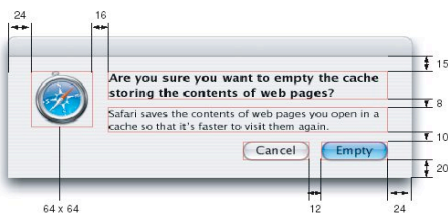
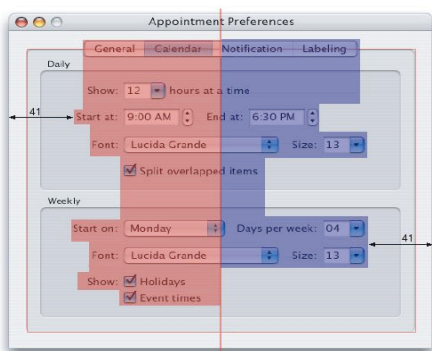
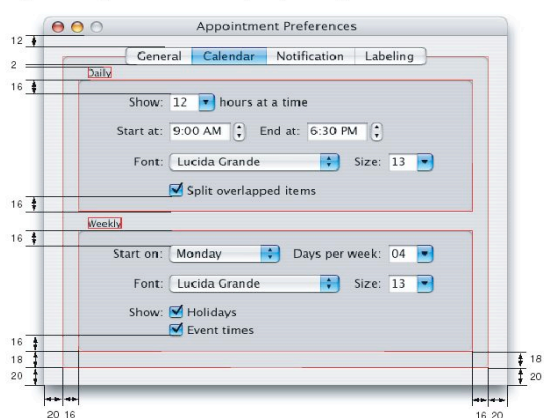


Figure 11-6 Center-equalization in a changeable pane dialog



Example 5:
Apple Human Interface Guidelines
(page 207, 209 & 210)

Figure 11-8 Layout dimensions for a changeable pane dialog



Specific Guidelines for Operating Systems, Window Managers, and the WWW

Some Examples:

- Introduction to the Apple Human Interface Guidelines
<http://developer.apple.com/documentation/UserExperience/Conceptual/OSXHIGuidelines/index.html>
- KDE User Interface Guidelines
<http://developer.kde.org/documentation/design/ui/>
<http://developer.kde.org/documentation/standards/kde/style/basics/>
- Palm OS® User Interface Guidelines
http://www.palmos.com/dev/support/docs/ui/UIGuide_Front.html
- MSDN - User Interface Design and Development
<http://msdn.microsoft.com>
- GNOME Human Interface Guidelines (1.1 - DRAFT)
http://developer.gnome.org/projects/gup/hig/draft_hig_new/
- Web Guidelines
<http://www.webstyleguide.com/> ... and many others!

References

- B. Shneiderman: Designing the User Interface: Strategies for Effective Human-Computer Interaction , Third Edition. 1997.
- A. Cooper: About Face 2.0. Chapter 1 and 19 ff.
- Alan Dix, Janet Finlay, Gregory Abowd and Russell Beale: Human-Computer Interaction (third edition), Prentice Hall 2003
- D. A. Norman. The Design of Everyday Things. Basic Books 2002. Chapter 4.
- Jennifer Tidwell: Designing Interfaces - Patterns for Effective Interaction Design, O'Reilly 2005