

Application GUI Design Notes From a Tizen Toolkit Developer



stosb.com/talks

Tom Hacohen Samsung Electronics Open Source Group tom@osg.samsung.com @TomHacohen Essential features



- Essential features
- Nice to have features



- Essential features
- Nice to have features
- ▶ Niche features (<1% of the users)



- Essential features
- Nice to have features
- ▶ Niche features (<1% of the users)
- Remove all the non-essential features



CLI power users? Designers?



- CLI power users? Designers?
- Target environment



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- Target environment
- Common demographics



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- Application specific classifications



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- Common demographics
- Application specific classifications
- ► Userbase \neq you



Adapt feature list according to your audience





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- Keep focus on the more important features





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- Keep focus on the more important features
- Avoid creating complex UIs





- Adapt feature list according to your audience
- Keep focus on the more important features
- Avoid creating complex UIs
- Keep option lists (combo box) short, simple and in a sensible order





Make a general storyboard sketch



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- Have all the major interactions and features there



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- Can be really rough it's more about the purpose of the "pages"



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Don't bother with colour – harder and will be added later



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- Do not customise available widgets/patterns unless there really is no other way



- Don't bother with colour harder and will be added later
- Do not customise available widgets/patterns unless there really is no other way
- Develop it around the content content is king



Be purposefully simple





- Be purposefully simple
- Skeuomorphs are almost always bad





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- Be consistent (easier when simple)





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- Make it simple for your users don't create new usage patterns, and adhere to common ones





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- Common (all?) usage patterns should be easily available

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 - Rest should be revealed as needed
- Make self-documenting applications



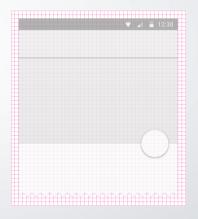


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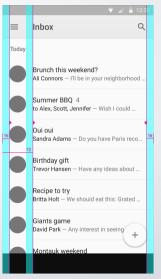


- Choose a baseline unit size (e.g. 8px)
- Align everything to that baseline size





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- Use a small set of spacing alternatives (e.g. 2, 3 and 6 units)



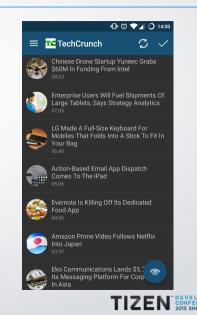


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- Be generous, but don't overdo it (don't waste my screen estate)





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Spacing

- Choose a baseline unit size (e.g. 8px)
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- Use a small set of spacing alternatives (e.g. 2, 3 and 6 units)
- Make sure touch-targets are spaced enough
 - Counter example
- Be generous, but don't overdo it (don't waste my screen estate)
 - Counter example
- Give back space when possible

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Design Page Issues	4

Design is the creation of a plan or convention for the construction of an object or a system (as in architectural blueprints, engineering drawings, business processes, circuit diagrams and sewing patterns).^[11] Design has different connotations in different fields (see design disciplines below). In some cases the direct construction of an object (as in pottery, engineering, management, cowboy coding and graphic design) is also considered to be design.

Designing often necessitates considering the aesthetic, functional, economic and sociopolitical dimensions of both the design object and design process. It may involve



Content should be at the front of the stage

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- Content should be at the front of the stage
- Important functionality in key positions

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- Content should be at the front of the stage
- Important functionality in key positions
- Make the hierarchy of information clear

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- Content should be at the front of the stage
- Important functionality in key positions
- Make the hierarchy of information clear
- Associate related elements





- Content should be at the front of the stage
- Important functionality in key positions
- Make the hierarchy of information clear
- Associate related elements
- Help directing the user's focus

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Use known icons on buttons





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- Don't use a known icon for something other than intended





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- Use rich graphics when appropriate (cover-art, mood graphics, etc.)





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- Don't use a known icon for something other than intended
- Use rich graphics when appropriate (cover-art, mood graphics, etc.)
- Don't overshadow content
- Don't use ugly graphics
- Have consistent sizing





Use a readable font size

Text should be big and readable for everyone



- Use a readable font size
- Space up your text

Alice's Adventures in Wonderland (commonly shortened to Alice in Wonderland) is an 1865 novel written by English author Charles Lutwidge Dodgson under the pseudonym Lewis Carroll. It tells of a girl named Alice falling through a rabbit hole into a fantasy world populated by peculiar, anthropomorphic creatures. The tale plays with logic, giving the story lasting popularity with adults as well as with children.

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- Use a readable font size
- Space up your text
- Use text attributes (e.g. bold and size) to make text more or less prominent
- Use a small set of fonts (probably one)

Your Game Play OPTIONS Help SHARE About



Just put it on (bad)





- Just put it on (bad)
- Black/colour/white-wash the whole image to make text readable





- Just put it on (bad)
- Black/colour/white-wash the whole image to make text readable
- Add translucent background to the text





- Just put it on (bad)
- Black/colour/white-wash the whole image to make text readable
- Add translucent background to the text
- Add a translucent gradient (i.e. partial black/white-wash) so your text area is handled





- Just put it on (bad)
- Black/colour/white-wash the whole image to make text readable
- Add translucent background to the text
- Add a translucent gradient (i.e. partial black/white-wash) so your text area is handled
- Use a big font with a shadow and on outline



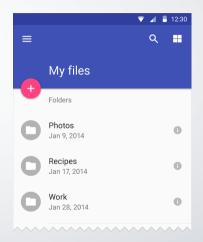


 Option 1 (easier): keep the interface b&w and use colour to direct focus

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- Option 1 (easier): keep the interface b&w and use colour to direct focus
- Option 2: Choose a palette of 2 different hues and use different shades



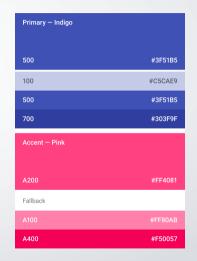


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- I almost always tint my greys (and not use black)

Some text! Some text!



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- Find a good palette online





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- Use HSL/HSV rather RGB when choosing colours





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- Option 2: Choose a palette of 2 different hues and use different shades
- I almost always tint my greys (and not use black)
- Find a good palette online
- ▶ Use HSL/HSV rather RGB when choosing colours
- Be aware of cultural differences





Compare to other applications you/users like better using what we've covered



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- Mimic what's good there (e.g. do you need more spacing?)



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- Mimic what's good there (e.g. do you need more spacing?)
- It's usually easier to mimic than to design from scratch
- Don't mimic the bad things (i.e. use them as excuse)
- Don't copy, learn...



Consistent behaviour (with the platform and within the application)



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- Start instantly and lazy load in the background



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- Everything should take a small amount of clicks



- Consistent behaviour (with the platform and within the application)
- Start instantly and lazy load in the background
- Everything should take a small amount of clicks
- Discoverable UI (easy to figure out how to do things)



More user experience tips

Make it hard to make mistakes

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More user experience tips

- Make it hard to make mistakes
 - Counter example

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More user experience tips

- Make it hard to make mistakes
 - Counter example
- Avoid interruptions





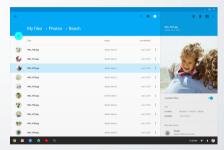
- Make it hard to make mistakes
 - Counter example
- Avoid interruptions
- Sort long lists in a predictable, sensible order



- Make it hard to make mistakes
 - Counter example
- Avoid interruptions
- Sort long lists in a predictable, sensible order
- If your users do something and expect something to happen, it probably should happen

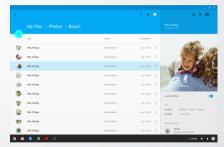


Highly talked about cross device design guidelines





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- A fairly good Android adoption rate





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- I personally don't like animations that slow users down

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- I personally don't like animations that slow users down
- Concepts are good, it's implementations that are not always good

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- A fairly good Android adoption rate
- I personally don't like animations that slow users down
- Concepts are good, it's implementations that are not always good
- It doesn't feel like they care about low-end and power consumption

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Old style: horrible skeuomorphism





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- Usually not very discoverable



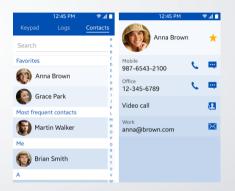


- Old style: horrible skeuomorphism
- New style: very simple and clean, sometimes confusing
- Flat and easy to theme
- Usually not very discoverable
- Good general guidelines



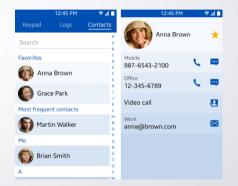


Designed for low resolution devices



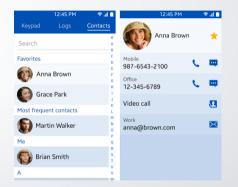


- Designed for low resolution devices
- Focus on content and user needs





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- Frugal with screen estate





- Designed for low resolution devices
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- Frugal with screen estate
- Tries to make applications consistent (encourages a fixed colour theme)

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- Designed for low resolution devices
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- Tries to make applications consistent (encourages a fixed colour theme)
- Make interaction simple and easy

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- Focus on content and user needs
- Frugal with screen estate
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- Make interaction simple and easy
- Aims to support user customisation
- Flat and "fun" design

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Trying to pixel match a design across toolkits is a bad idea



- Trying to pixel match a design across toolkits is a bad idea
- Know what takes a performance hit on your toolkit



- Trying to pixel match a design across toolkits is a bad idea
- Know what takes a performance hit on your toolkit
- Check out the toolkit's common patterns, those are usually best for performance and users



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- KISS



Questions?

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