



Visual Design and Fluid Navigation

Human Computer Interaction

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Academic Year 2022/2023





Hall of Fame or Shame?





Visual Design

Aesthetics for helping users in understanding and navigating the UI

Visual Design

- Guiding: conveying structure, relative importance, relationships
- Pacing: drawing people into your app, orienting them, and showing where to go, providing hooks to dive deeper
- Messaging: expressing meaning and style, breathing life into your content
- Both at the conscious and sub-conscious levels

- And also...
 - Making everything look aesthetically beautiful (but this is not the goal)

Visual Design vs. Art and Artistic Skills

A.k.a. «Help, I'm not an artist!»

- Artistic skills help a bit but are neither necessary nor sufficient
- Art does not need to <u>be practical</u>; design does

- Real design skills take years to master
- Widely-accepted heuristics are a good and easy start



The Basics of Visual Design

Basic visual design involves text, layout, and colors. First let's start with text. Gracefully using whitespace helps separate out logical chunks of content. Next, font size and style differences convey hierarchy. Finally, alignment is crucial for helping readers scan quickly.

Whitespace

Basic visual design involves text, layout, and colors. First let's start with text.

Gracefully using whitespace helps separate out logical chunks of content.

Next, font size and style differences convey hierarchy.

Finally, alignment is crucial for helping readers scan quickly.

Hierarchy

Basic visual design involves ...

Text

Gracefully using whitespace helps separate out logical chunks of content.

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Layout

Colors

Alignment

BASIC VISUAL DESIGN

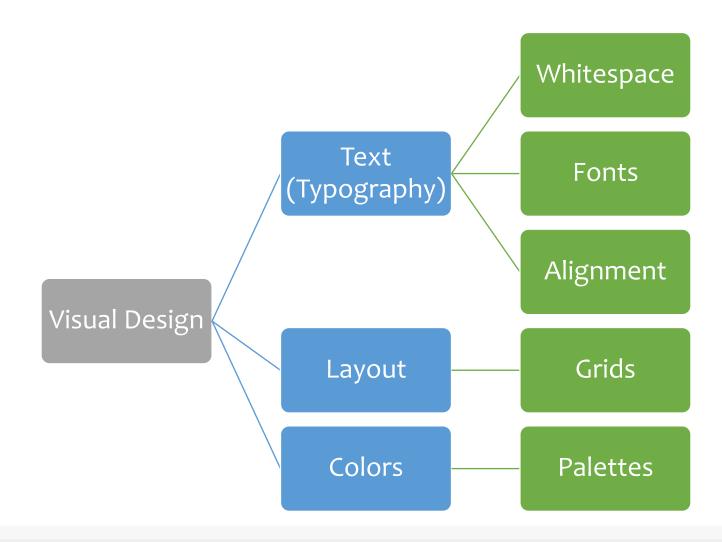
Text

- Whitespace: helps separate out logical chunks of content
- **Font**: size and style differences convey hierarchy
- **Alignment**: crucial for helping readers scan quickly

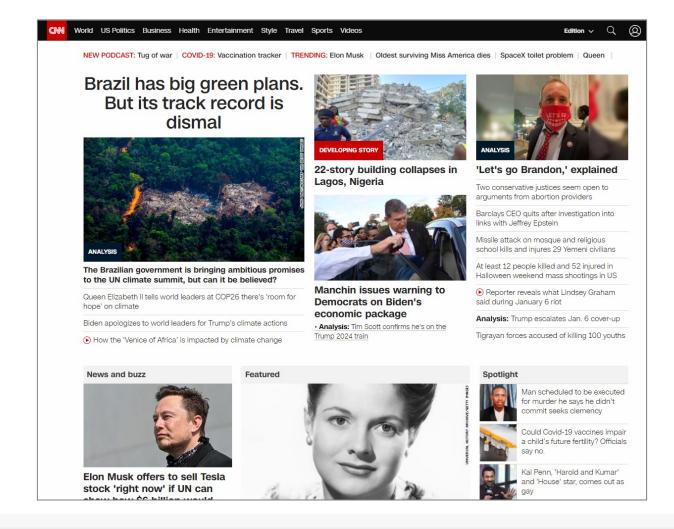
Layout

Colors

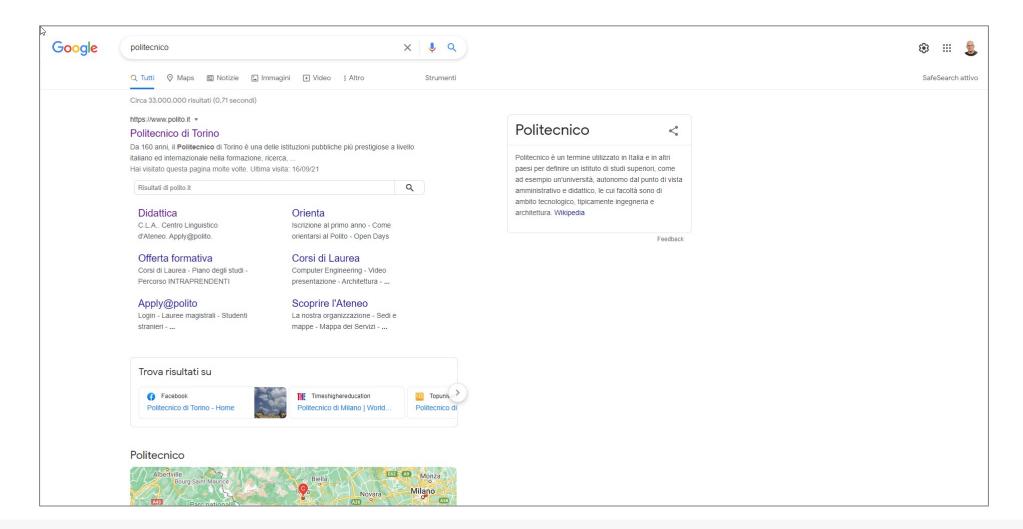
Key Ingredients

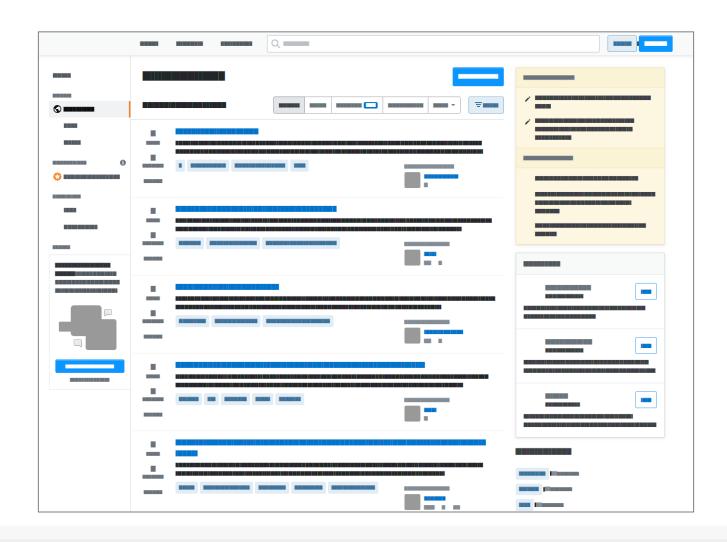


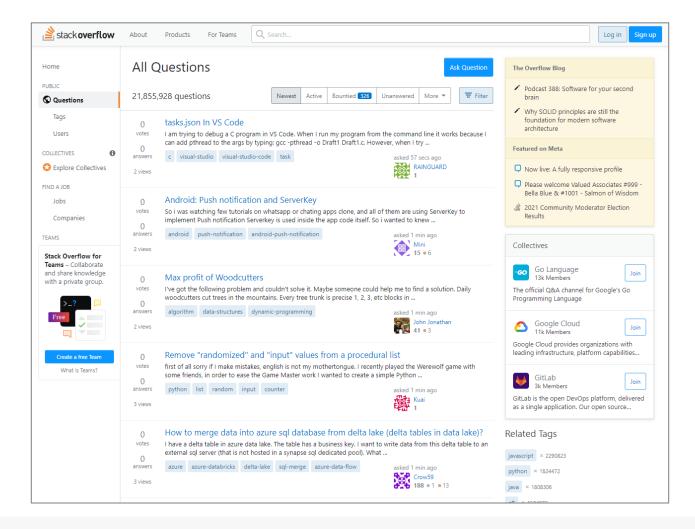




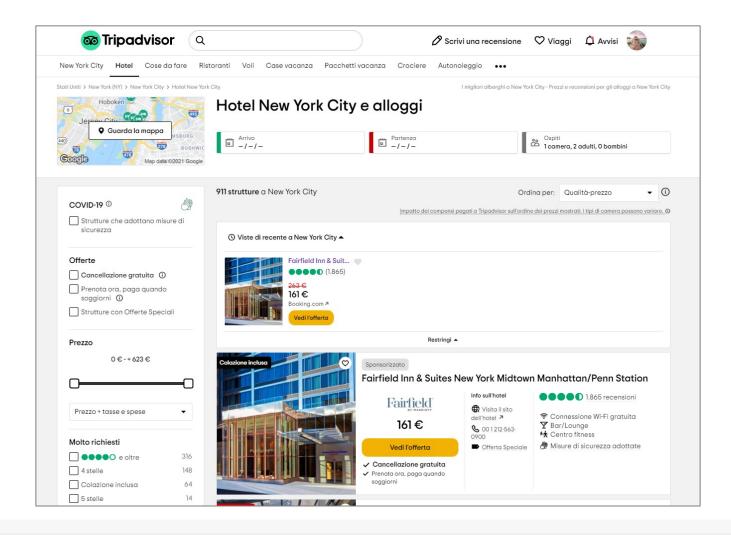






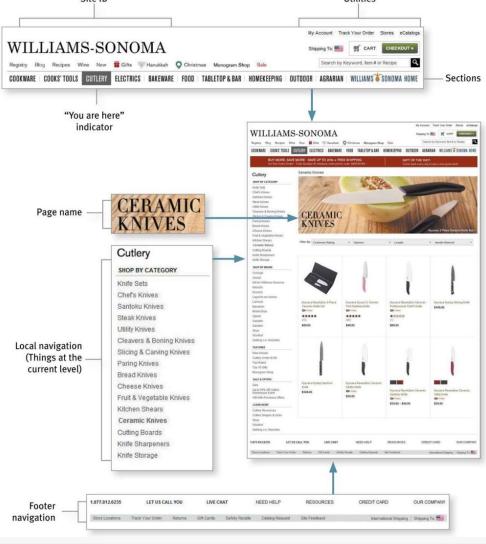








Conventions Help Recognizing Structure



'Gestalt' principles

Hints from the psychology of Shapes and of Representation

Gestalt principles

- Laws from 1920s' psychology: how humans typically see objects by grouping similar elements, recognizing patterns and simplifying complex images
- Designers use these to engage users via powerful -yet natural- "tricks" of perspective and best practice design standards
- "The whole is other than the sum of the parts" Kurt Koffka



Some Gestalt Principles

- **Figure/Ground:** Disliking uncertainty, we look for solid, stable items. Foreground catches the eye first
- Closure: Preferring complete shapes, we automatically fill in gaps to perceive a complete image; we see the whole first
- Common Region: We group elements that are in the same closed region
- Element Connectedness: We group elements linked by other elements
- Continuation: We follow and "flow with" lines
- Proximity (Emergence): We group closer-together elements, separating them from those farther apart.
- Good Form: We differentiate elements that are similar in color, form, pattern, etc. and cluster them together

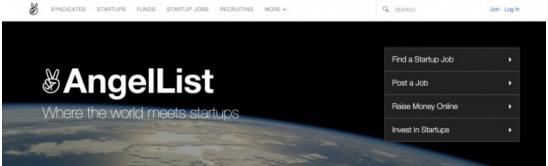
- Meaningfulness (Familiarity): We group elements if they form a meaningful or personally relevant image.
- Prägnanz: We perceive complex images as simple ones.
- Convexity: We perceive convex shapes ahead of concave ones
- Regularity: Sorting items, we tend to group some into larger shapes, and connect elements that form a pattern.
- Similarity (Invariance): We seek differences and similarities in an image and link similar elements.
- Symmetry: We seek balance and order in designs, struggling to do so if they aren't readily apparent.
- Common Fate: We group elements that move in the same direction
- **Synchrony:** We group static visual elements that appear at the same time.

Examples: Figure-ground



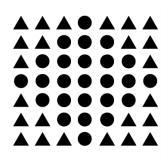


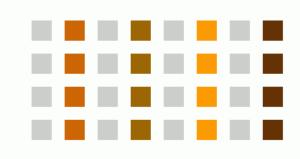


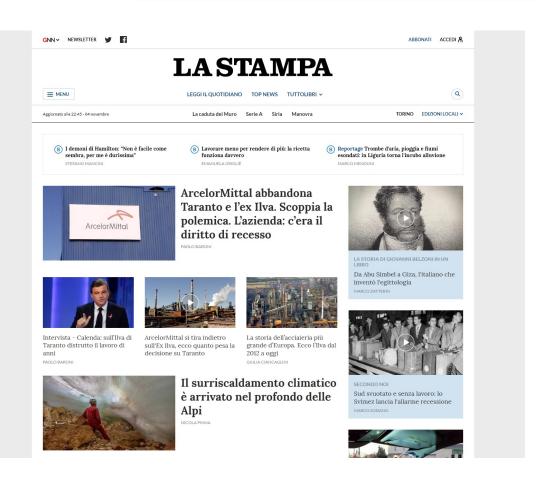


Examples: Similarity



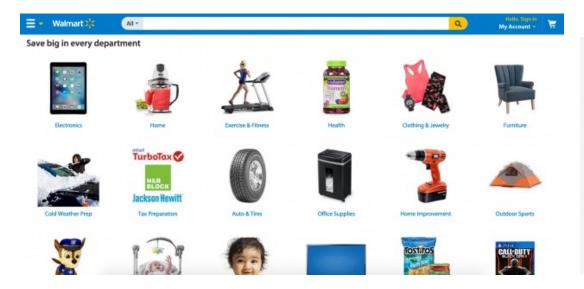


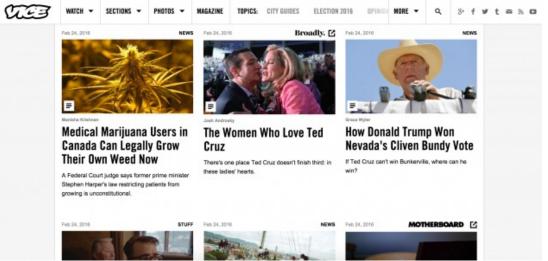




Examples: Proximity





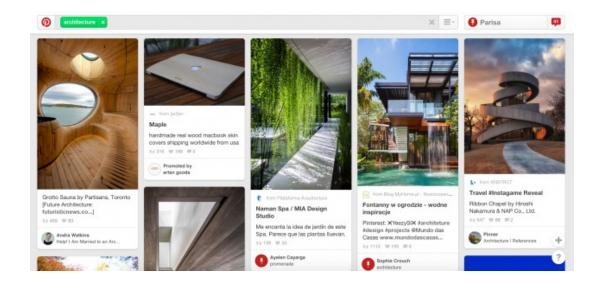


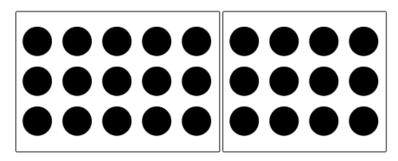


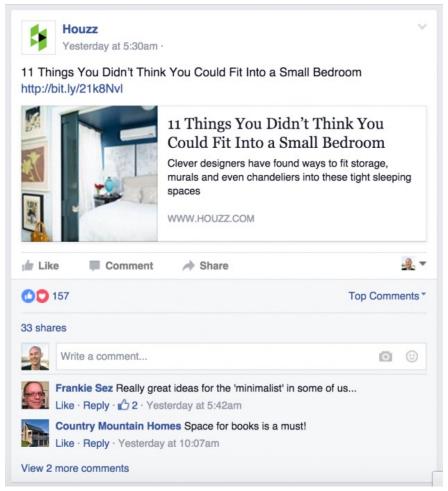
https://www.usertesting.com/blog/g

estalt-principles/

Examples: Common Region







Examples: Continuity



Customers Who Bought This Item Also Bought



Crossing the Chasm, 3rd Edition: Marketing and Selling Disruptive Products Geoffrey A. Moore 南南南南南 72 Paperback \$12.35 \Prime



The Lean Startup: How Today's Entrepreneurs Use Continuous Innovation to **食食食食** 1,062

\$16.66 - Prime



The Revolutionary Book That Will Change the Way Clayton M. Christensen **食食食食** 209 #1 Best Seller (in Industrial Management.... Paperback

\$10.06 \Prime



Creating and Sustaining Successful Growth Clayton M. Christensen 食食食食工22 Hardcover \$18.33 Prime



\$15.86 -Prime



Page 1 of 20



Step 1 Choose your meals, drinks and treats from our daily rotating menu.



Step 2 Our friendly servers organize your food for delivery - hot and ready to eat!



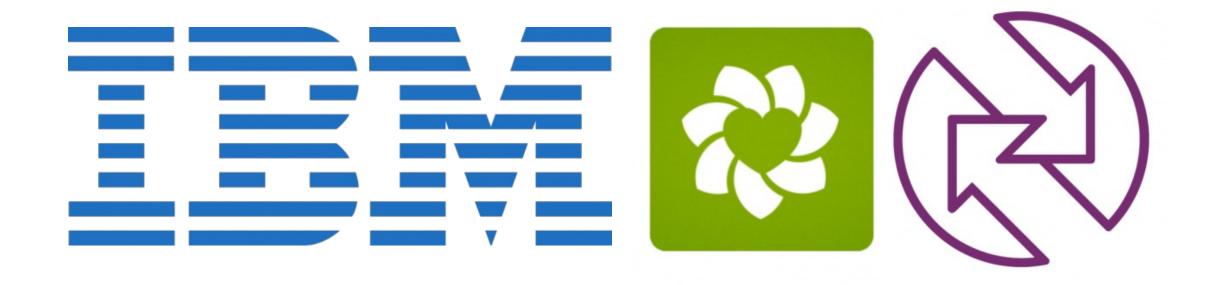
Your meal arrives in around 20 minutes - like a home-cooked meal without the effort!

Step 3

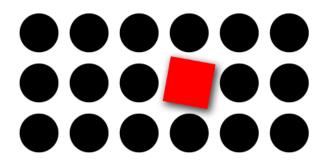
Examples: Closure







Examples: Focal Point





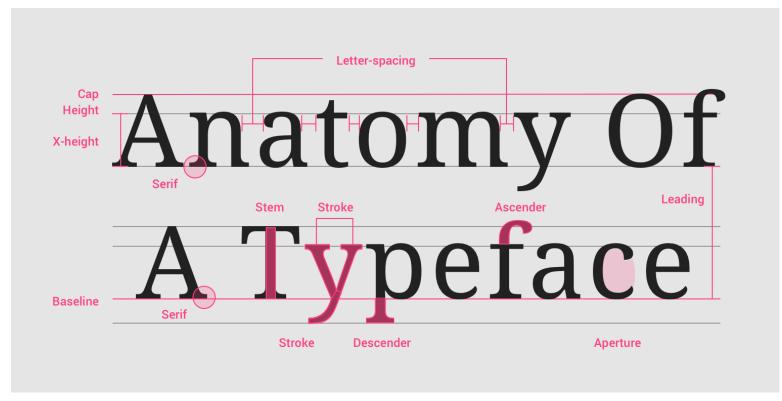


Typography

Property of text

Characteristics of Text

- Point Size
- Leading
- Cap Height, x-height
- Ascenders, Descenders
- Weight
- Serifs



https://material.io/design/typography/understanding-typography.html

Example: Material Design Type Scale

A combination of 13 styles that are supported by the type system

Reusable categories of text, each with an intended application and meaning

Scale Category	Typeface	Font	Size	Case	Letter spacing
H1	Roboto	Light	96	Sentence	-1.5
H2	Roboto	Light	60	Sentence	-0.5
Н3	Roboto	Regular	48	Sentence	0
H4	Roboto	Regular	34	Sentence	0.25
H5	Roboto	Regular	24	Sentence	0
H6	Roboto	Medium	20	Sentence	0.15
Subtitle 1	Roboto	Regular	16	Sentence	0.15
Subtitle 2	Roboto	Medium	14	Sentence	0.1
Body 1	Roboto	Regular	16	Sentence	0.5
Body 2	Roboto	Regular	14	Sentence	0.25
BUTTON	Roboto	Medium	14	All caps	1.25
Caption	Roboto	Regular	12	Sentence	0.4
OVERLINE	Roboto	Regular	10	All caps	1.5

https://material.io/design/typography/the-type-system.html#type-scale

Text

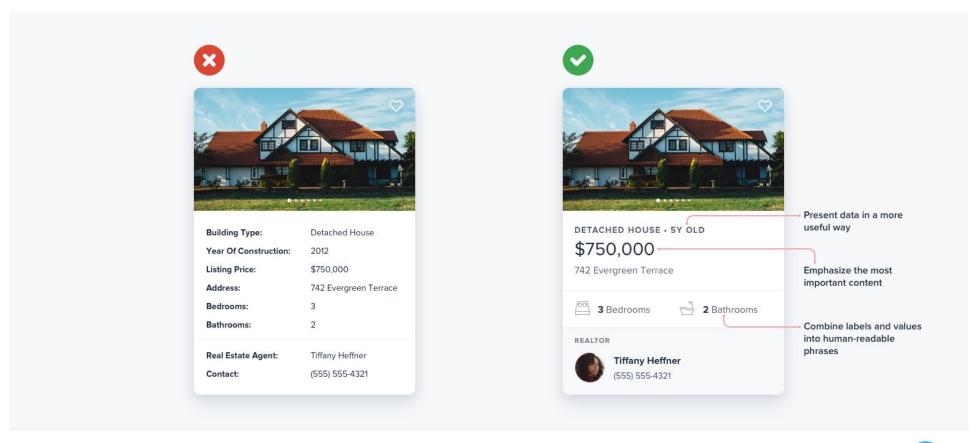
- Font size, color and spacing define a hierarchy of visibility and attention
- The visual hierarchy should match the relative importance of the information content





https://docs.italia.it/italia/designers-italia/design-linee-guida-docs/it/stabile/doc/user-interface/il-disegno-di-un-interfaccia-e-lo-ui-kit.html

Text and Layout Convey Meaning



www.refactoringui.com



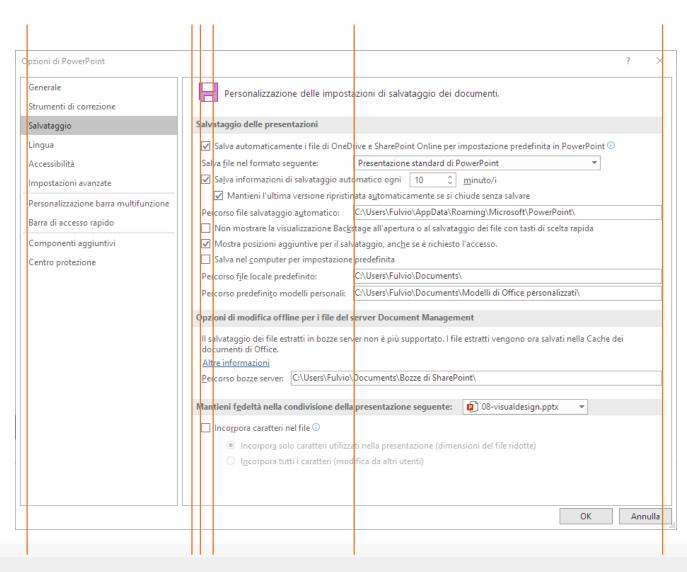
Grids and Alignment

Exploiting grouping and alignment to convey content, at different levels

Alignment

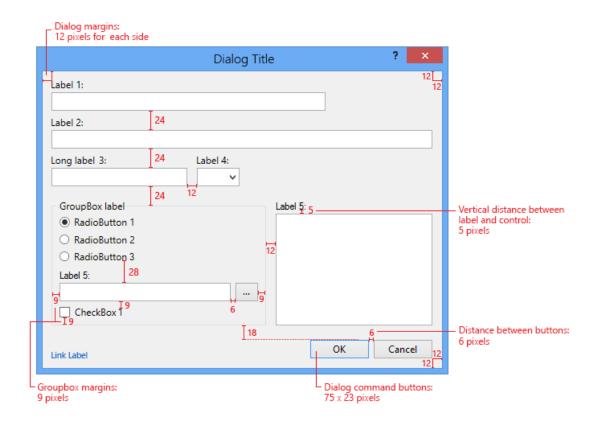
- Invisible lines that run through the interface and "attract" the left- or rightedge of a widget control
 - Vertical
 - Horizontal

Example



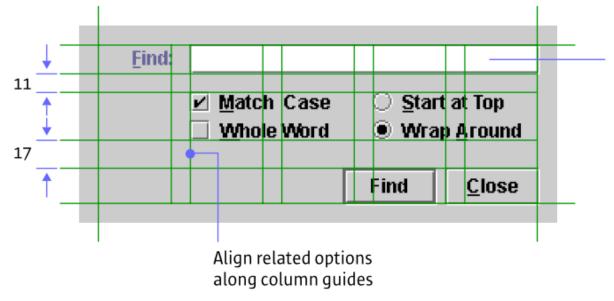
Examples



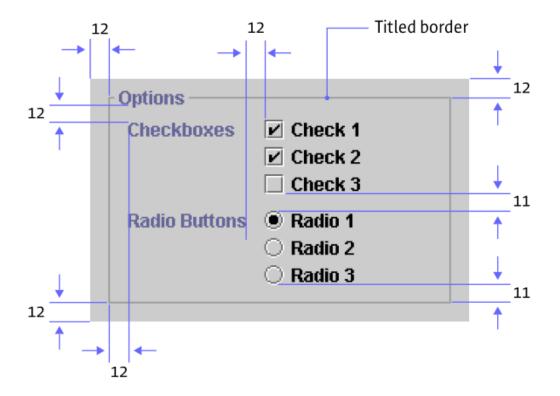


https://docs.microsoft.com/en-us/visualstudio/extensibility/ux-guidelines/layout-for-visual-studio?view=vs-2019

Examples



Place most important option near the top

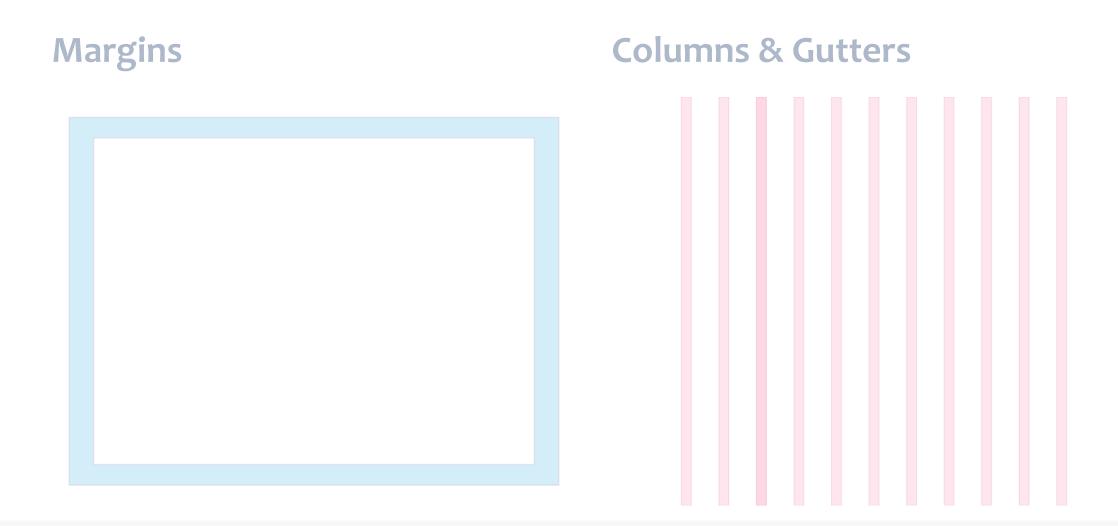


Java Look and Feel Design Guidelines, Sun Microsystems, 1999

Grid Layout Ingredients

- Guides: The edge which you choose to align content with
- Column: A vertical division of content
- Row: A horizontal division of content
- Margins: The area surrounding your content
- Gutters: The margins between columns
- Hang-line: A horizontal guide to align content to hang off of
- Baseline: The horizontal guide for an element to sit on top of
- **Rhythm**: Proportion systems that can help define the sizing frequency and spacing of each of the above elements.

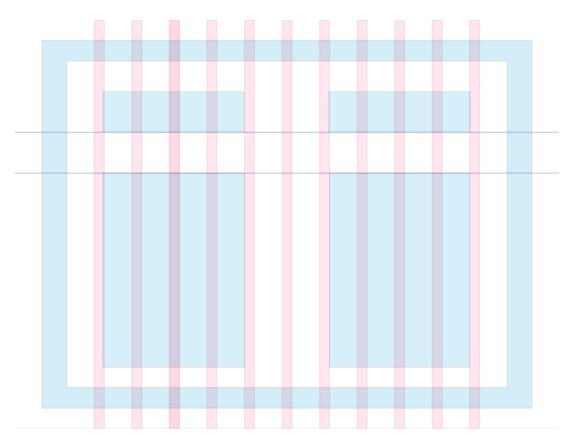
Grid Layout Ingredients



Grid Layout Ingredients

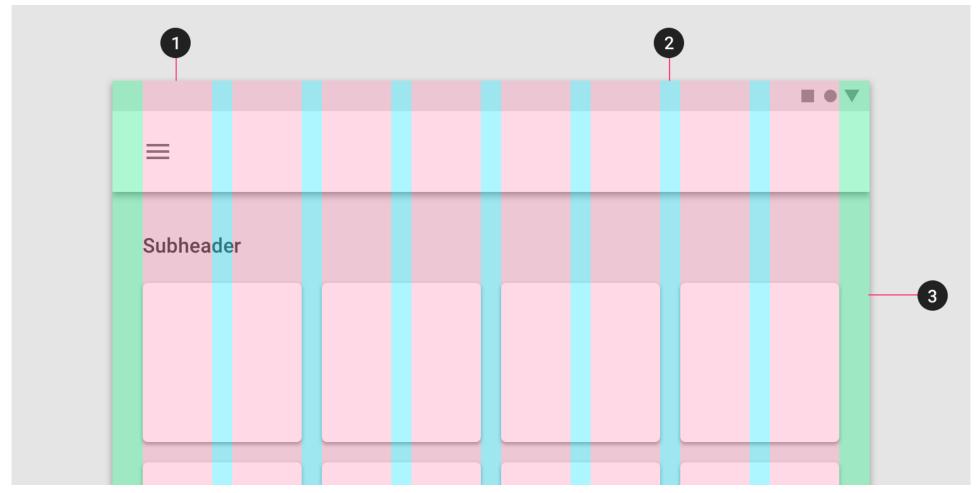
Hanglines and Baselines





Example Grid-based layout

- 1. Columns
- 2. Gutters
- 3. Margins



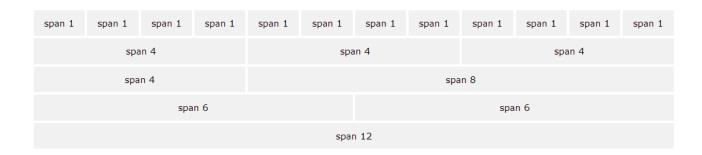
Example: Bootstrap grid

Always 12 columns in total

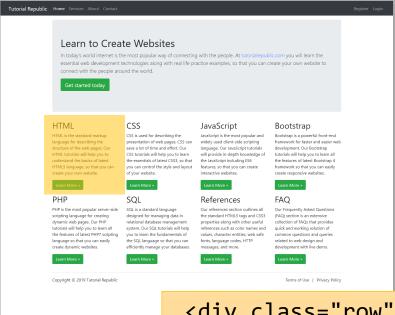
May choose to span a group of columns

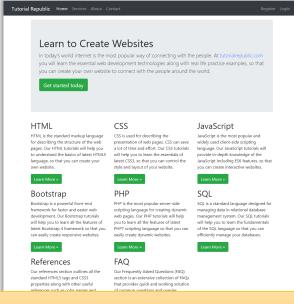
Each column is tagged according to the screen size:

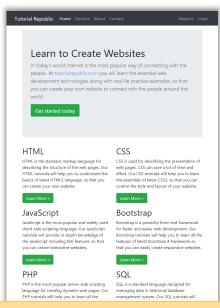
- xs (phones <768px)
- sm (tablets >=768px)
- md (small laptops >=992px)
- Ig (laptops and desktops >1200px)

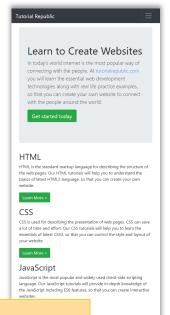


Responsive Grid Layout









Other Grid Systems

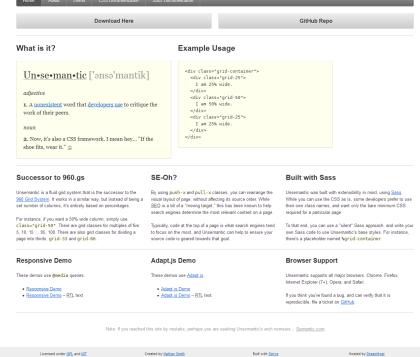
960 grid (fixed width, 12 or 16 col)



https://960.gs/

Unsemantic (responsive, based on %)





https://unsemantic.com/

Grid Structure

Main body: Mix of 2x and 3x columns

Alternating row types



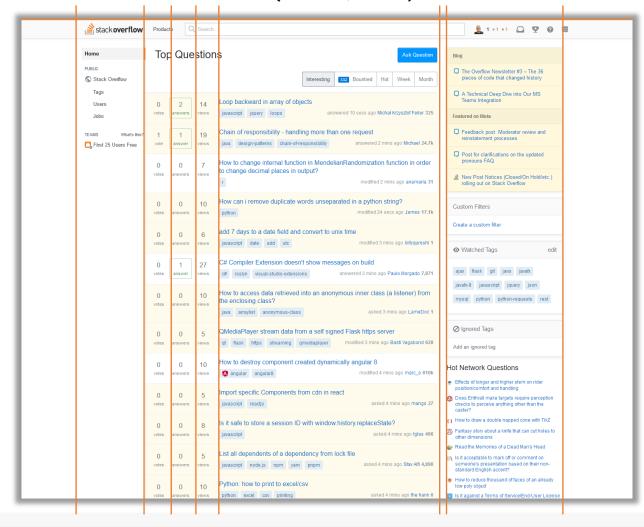
Title area outside the grid

Right column for other types of articles

Grid Structure

Main content (center, wide)

Navigation (left, smaller)



Related content (right, smaller)

Example (2019)

= Software

anno							
Periodo		Lingua	Insegnamento	Crediti	Docente	Note	Vinco
1	01PDWOV	200	Information systems	6	M. Morisio	\otimes	
1	02GOLOV		NG-INF/05 (6) Architetture dei sistemi di elaborazione ■	10	P. Bernardi	<u>(v)</u>	
-	0200201	•	ING-INF/05 (10)		E. Sanchez Sanchez		
			Oppure				
1	02LSEOV	212	Computer architectures	10	P. Montuschi	\odot	
1	01SQJOV	10 PM	NG-INF/05 (10) Data Science and Database Technology ■	8	S. Chiusano	(
		Salex	ING-INF/05 (8)				
			Oppure	_			
1	01SQMOV	-	Data Science e Tecnologie per le Basi di Dati ■ ING-INF/05 (8)	8	E. Baralis	\odot	
1	010TWOV	200	Computer network technologies and services	6	M. Baldi	(v)	
			ING-INF/05 (6)				
	ODKUNOK		Oppure		C Marchatta		
1	02KPNOV	•	Tecnologie e servizi di rete ■ ING-INF/05 (6)	6	G. Marchetto	\otimes	
2	02JEUOV	20 pm	Formal languages and compilers	6	R. Sisto	(v)	
_			ING-INF/05 (6)	_			
2	05BIDOV	-	Ingegneria del software	8	G. Bruno	\odot	
			ING-INF/05 (8) Oppure				
2	04GSPOV	200	Software engineering	8	M. Morisio	\odot	
2	01UDFOV		ING-INF/05 (8)	6	E Manada		
2	OTODFOV	•	Applicazioni Web I III	ь	E. Masala	$\overline{\mathbf{v}}$	
			Oppure Oppure				
2	01TXYOV	212	Web Applications I	6	F. Corno	\odot	
2	02GRSQV		ING-INF/05 (6)	10	G. Cabodi	⊗	
2	UZGKSOV		Programmazione di sistema ■ ING-INF/05 (10)	10	G. Caboui	•	
			Oppure				
2	01NYHOV	200	System and device programming	10	S. Quer	\otimes	
anno			ING-INF/05 (10)				
Periodo	Codice	Lingua	Insegnamento	Crediti	Docente	Note	Vinco
1			Insegnamento a scelta 1	6			
1	01TYMOV	2012	Information systems security ING-INF/05 (6)	6		\odot	
			Oppure				
1	01UDUOV	- 11	Sicurezza dei sistemi informativi	6		\odot	
1	01SQNOV	27173	ING-INF/05 (6)	6		(V)	
1	UISQNUV	512	Software Engineering II ING-INF/05 (6)	0		•	
1,2			Crediti liberi	6			
1,2	29EBHOV		<u>Tesi</u>	30			
2			Insegnamento a scelta 2	6			
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			-	Crediti	Docente	Note	Vinco
Periodo		Lingua				$\mathbf{\otimes}$	
	Codice 01TYDOV	Lingua	Cloud Computing INC INF(IS (6)	6			
Periodo		_	ING-INF/05 (6)	6		(∨)	
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Periodo 1 1 1 1 1	01TYDOV 01PDCOV 01TXZOV 01NWPOV 01UDGOV		NIG-NIF/05 (6) Digital control technologies and architectures NIG-NIF/05 (6) Distributed systems programming NIG-NIF/05 (6) Elaborazione dell'audio digitale ■ NIG-NIF/05 (6) Energy management for IoT NIG-NIF/05 (6)	6 6 6		<!--</td--><td>Si</td>	Si
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Example (same page in 2020)

<u>Software</u>								
1° anno 20	20/2021							
Periodo	Codice	SSD	Insegnamento	Lingua	Crediti	Docente	Note	Orario
1	01PDWOV	ING-INF/05 (6)	Information systems	#	6	M. Morisio (118 iscr.)		©
1	02GOLOV	ING-INF/05 (10)	Architetture dei sistemi di elaborazione	0	10	P. Bernardi (150 iscr.) E. Sanchez Sanchez (159 iscr.)		0
			oppure					
1	02LSEOV	ING-INF/05 (10)	Computer architectures	40	10	P. Montuschi (207 iscr.)	-	0
1	01SQJOV	ING-INF/05 (8)	Data Science and Database Technology	#	8	S. Chiusano (172 iscr.)	• •	©
			oppure					
1	01SQMOV	ING-INF/05 (8)	Data Science e Tecnologie per le Basi di Dati	0	8	E. Baralis (254 iscr.)		O
1	010TWOV	ING-INF/05 (6)	Computer network technologies and services	#	6	G. Marchetto (161 iscr.)	■ ■	©
			oppure					
1	02KPNOV	ING-INF/05 (6)	Tecnologie e servizi di rete	0	6	G. Marchetto (253 iscr.)		©
2	02JEUOV	ING-INF/05 (6)	Formal languages and compilers	#	6	R. Sisto (60 iscr.)	-	©
2	05BIDOV	ING-INF/05 (8)	Ingegneria del software	0	8	G. Bruno (132 iscr.)		©
			oppure					
2	04GSPOV	ING-INF/05 (8)	Software engineering	#	8	M. Morisio (202 iscr.)		©
2	01UDFOV	ING-INF/05 (6)	Applicazioni Web I	0	6	E. Masala (91 iscr.) L. De Russis (57 iscr.)		0
			oppure					
2	01TXYOV	ING-INF/05 (6)	Web Applications I	#	6	F. Corno (185 iscr.)		©
2	02GRSOV	ING-INF/05 (10)	Programmazione di sistema	0	10	G. Cabodi (100 iscr.) A. Savino (112 iscr.)	-	0
			oppure					
2	01NYHOV	ING-INF/05 (10)	System and device programming	11	10	S. Quer (108 iscr.)		©
2° anno 20		440				_		
Periodo	Codice	SSD	Insegnamento	Lingua	Crediti 6	Docente	Note	Orario
1	0477/1401/		Insegnamento a scelta 1		-			
1	01TYMOV	ING-INF/05 (6)	Information systems security	\$	6			©
	0411011011		oppure	4				
1	01UDUOV	ING-INF/05 (6)	Sicurezza dei sistemi informativi	()	6			0
1	01SQNOV	ING-INF/05 (6)	Software Engineering II	#	6			0
1,2	anenila.		Crediti liberi		6		_	
1,2	29EBHOV		Tesi Insegnamento a scelta 2		30 6			

Example (2015 vs. 2019)

Add an address

Full Name:		À
Address Line 1:	Street address, P.O. box, company name, c/o	
Address line 2:	Apartment, suite, unit, building, floor, etc.	
City:		
State/Province/Region:		
ZIP:		
Country:	United States •	
Phone Number:	Learn more	
Optional Delivery Preference	es (What's this?)	
Weekend Delivery:	Select your preference ▼	
Security Access Code:	For buildings or gated communities	
Save & Add Payment Method	ave & Continue	

Il tuo account > I tuoi indirizzi > Nuovo indirizzo

Aggiungi un nuovo indirizzo

Oppure ritira i tuoi colli quando desideri, presso i nostri punti self-service. Per aggiungere un punto di ritiro o un Amazon Locker, clicca qui.

Italia	·
Nome e cognome	
Indirizzo	
Via e numero civico	
Scala, piano, interno ecc. (O	pzionale)
Città	
Provincia	
Codice postale	
Codice postale Numero di telefono	
Numero di telefono Può essere utilizzato per aiutare co	
Numero di telefono	consegna

Some Best Practices

- When designing a template, start from the longest block of text
- Left-aligned text is (usually) faster to skim
- Alignment guides the eye and reduces clutter
 - Avoid slight misalignments
 - Patterns and deviations are "automatically" detected
 - Deviate form a pattern for strategic reasons
 - Use visual proximity and scale to convey semantic information

Colors

The most dangerous weapon in your toolset



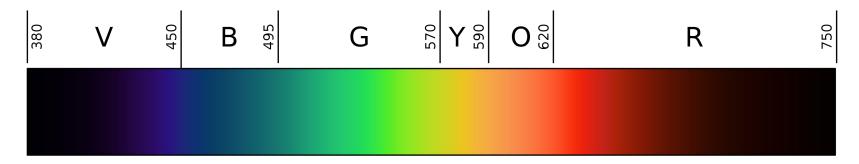
Colors

- A powerful tool to improve interfaces by communicating key information
- Inappropriate use of colors can severely reduce the performance of an interactive system

Colors: Suggestions

- Be careful, do not exaggerate
- Design in grayscale, first
 - Ensure information is conveyed by text and layout
- When adding colors, try to conserve the same luminance of the grayscale design
- Assign meaning to color
- Use a limited and consistent palette and use slight variations
- Avoid simultaneous display of pure (highly-saturated), spectrally extreme colors
 - e.g., no blue at the same time as red
 - desaturated combinations (pastels) are better

Visible Spectrum

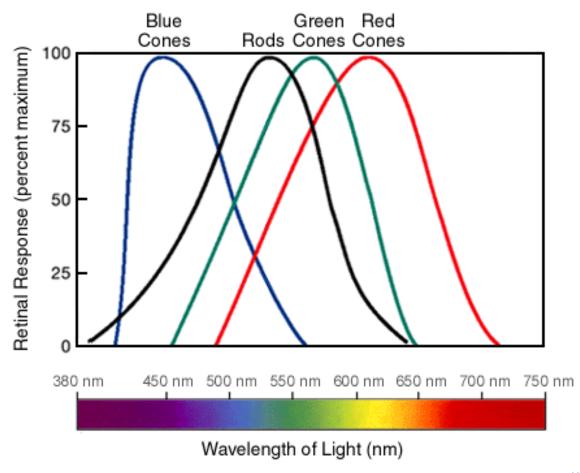


- UV spectrum ends on the left, IR starts on the right
- Wavelenghts are in nm
- Source: https://commons.wikimedia.org/wiki/File:Linear_visible_spectrum.svg

Human Vision

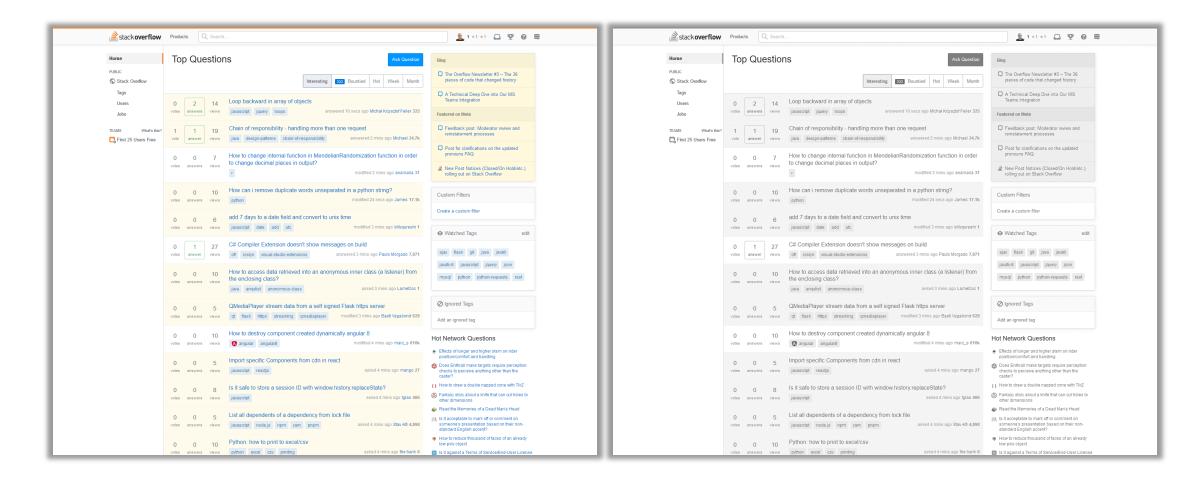
- Human vision: a highly complex activity, often the main source of information about the world
- The eye: a mechanism for receiving light and transforming it into electrical energy
 - light reflected from objects in the world and their image is focused upside down on the back of the eye
 - then, the receptors in the eye transform it intro electrical signal which are passed to the brain
 - o the brain detects, finally, pattern and movements

Color Sensitivity of the Eyes



source: https://askabiologist.asu.edu/rods-and-cones

Example



Example

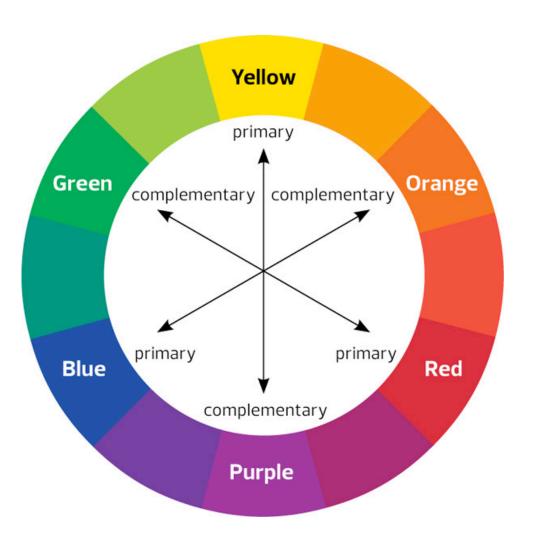




The Color Weel

- Aka the Hue Circle
- Pick non-adjacent colors
- Opponent colors go well together
 - Complementary colors

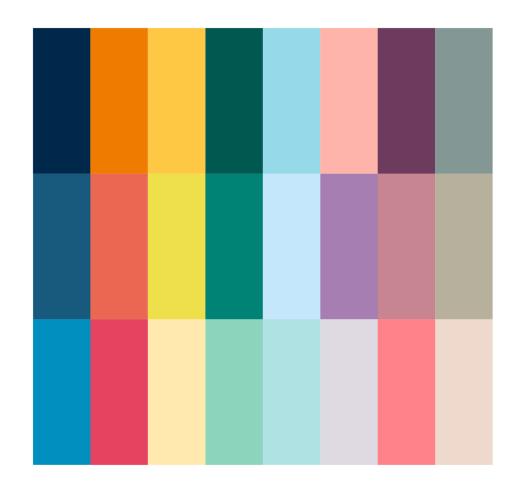
Read more at https://www.canva.com/colors/color -wheel/



Palettes - PoliTo

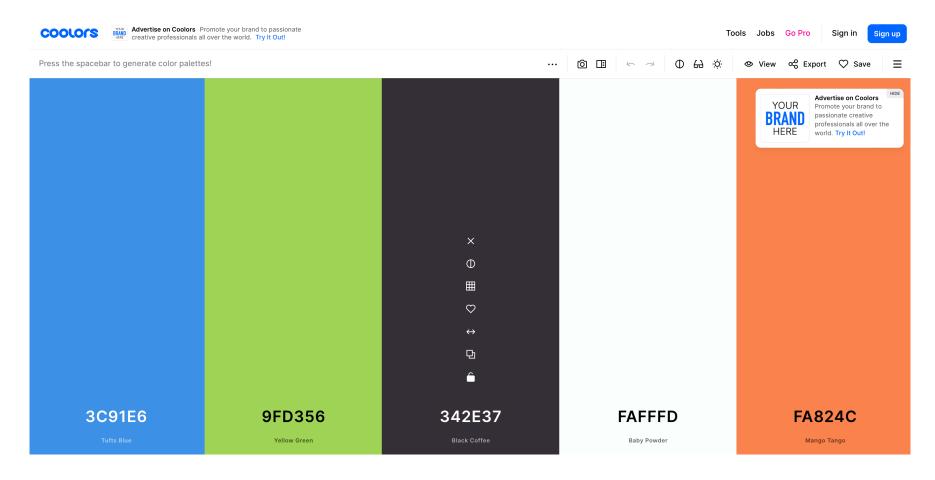
GERARCHIA COLORI





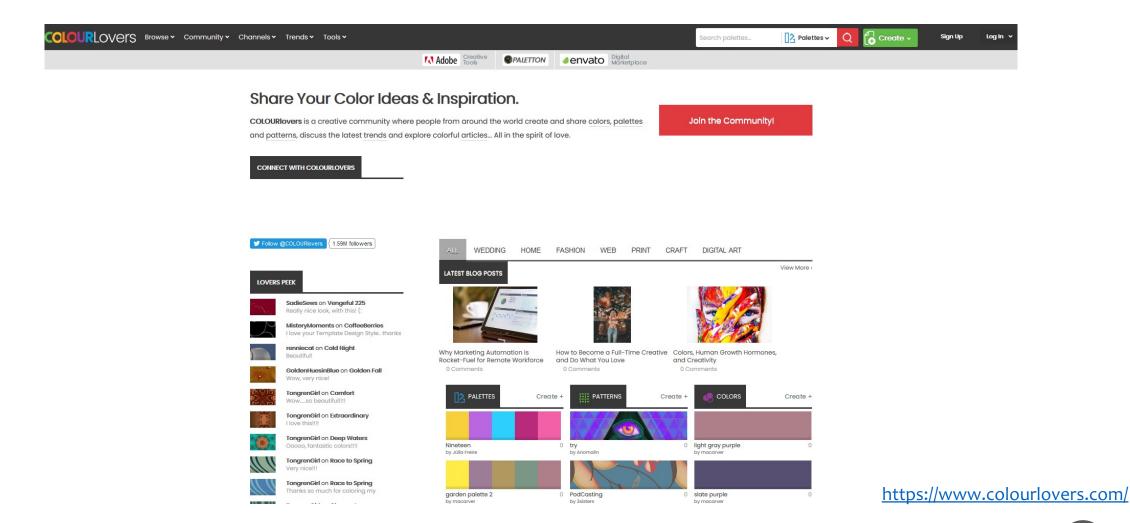
https://www.politocomunica.polito.it/en/corporate_image/brand_and_visual_identity

Palettes Generator

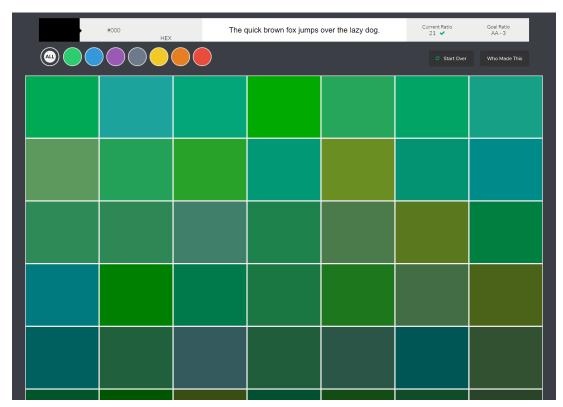


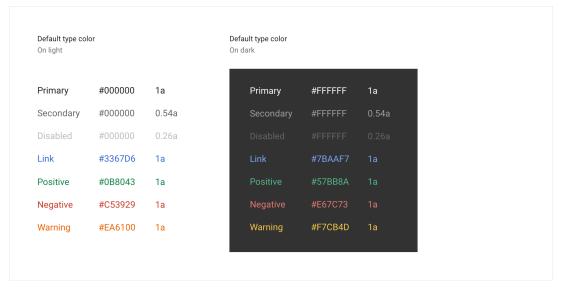
https://coolors.co

ColourLovers



Color Contrast



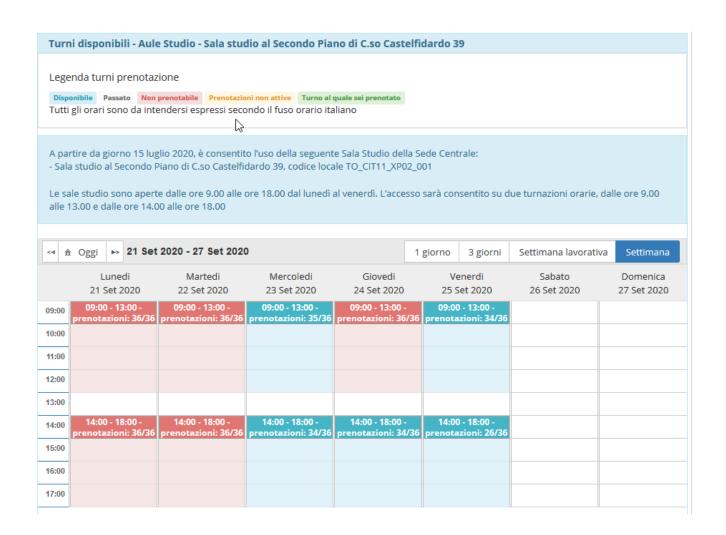


Google Chrome Palette

http://colorsafe.co/

Example

- Colors needing an explanation legend
- Time intervals are shaded with two different colors
 - "why is the first hour filled with a different color?"
- No indication of the "fill level"



Reading and Navigating

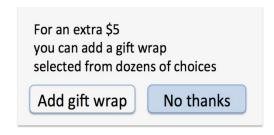
«Informavores» must quickly find the information they need

Navigation

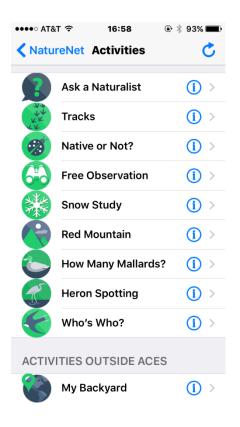
- Enables users to know where they are and to steer themselves to their intended destination
- Is about getting work done (or having fun) through a series of actions
- May consist of
 - Task navigation: successfully operating interactive applications, such as installing a mobile app, completing an on-line survey, or purchasing a ticket
 - o Web navigation: finding information on a website or browsing social media
 - Command menu navigation: finding the action needed in a desktop application
- Has nothing to do with visual elegance / graphic shininess

Navigation By Selection

- Menu bars, pop-up menus, toolbars, palettes and ribbons
- Shortcuts and gestures for rapid interaction
- Long lists
- Linear versus simultaneous presentation





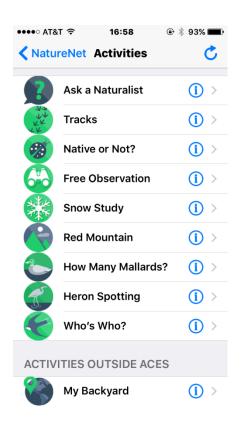


Navigation By Selection

- Menu bars, pop-up menus, toolbars, palettes and ribbons
- Shortcuts and gestures for rapid interaction
- Long lists
- Linear versus simultaneous presentation

Tap
Long press
Double tap
Small swipe
Large swipe
Rapid swipe (fling)
Pinch and spread
2-finger swipe
...

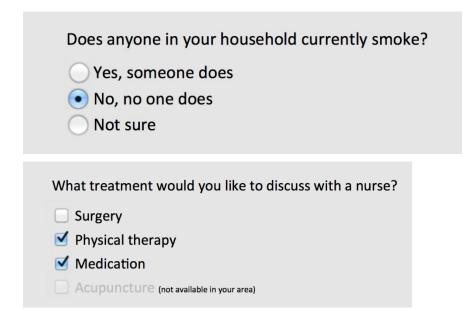


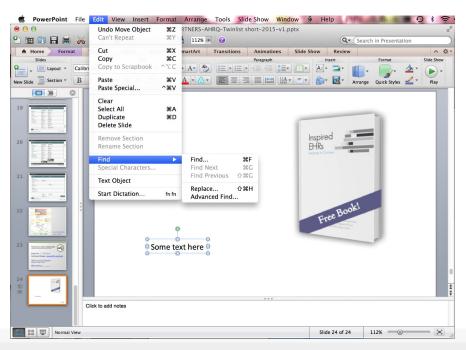


Navigation By Selection

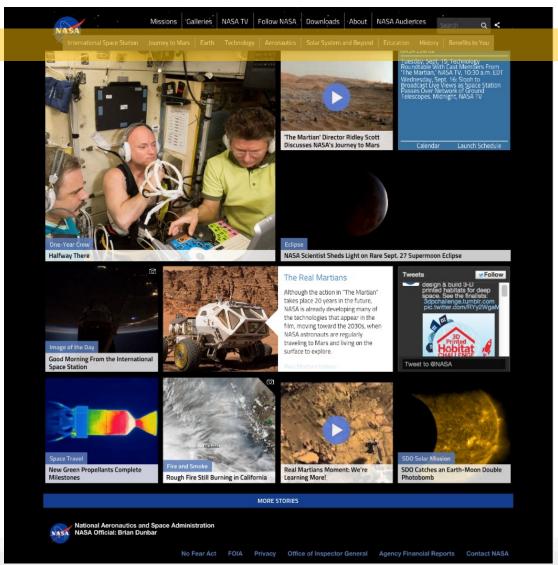
Radio Buttons and Checkboxes

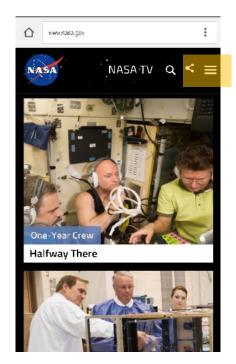
 Menu bars, pop-up menus, toolbars, palettes and ribbons





Menus





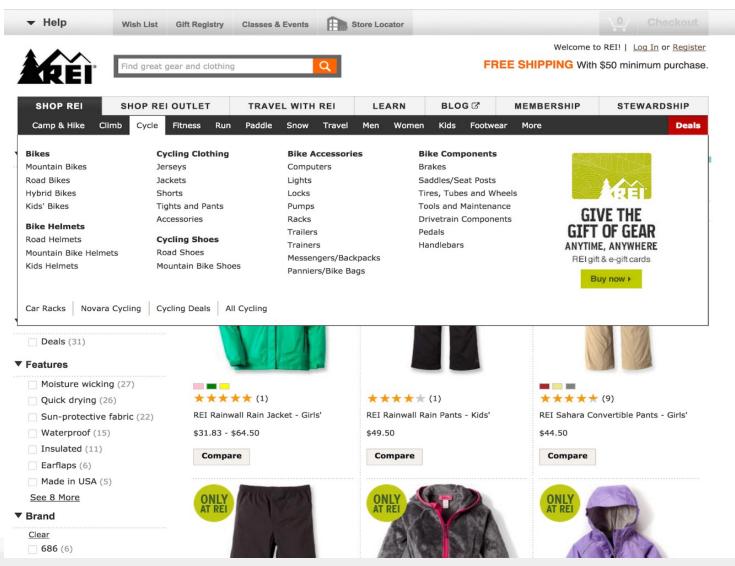
Content Organization

 Organizing menus in a meaningful structure results in faster selection time and higher user satisfaction

Approaches:

- Linear sequence (e.g., in a wizard or survey)
- Hierarchical structure (tree) that is natural and comprehensible (e.g., a store split into departments)
- Network structure when choices may be reachable by more than one path (e.g., websites)

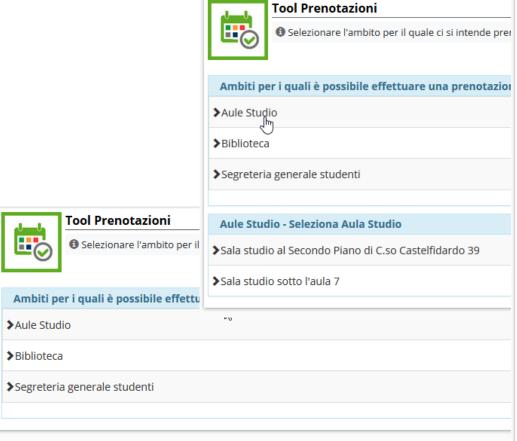
Tree-like Content Organization

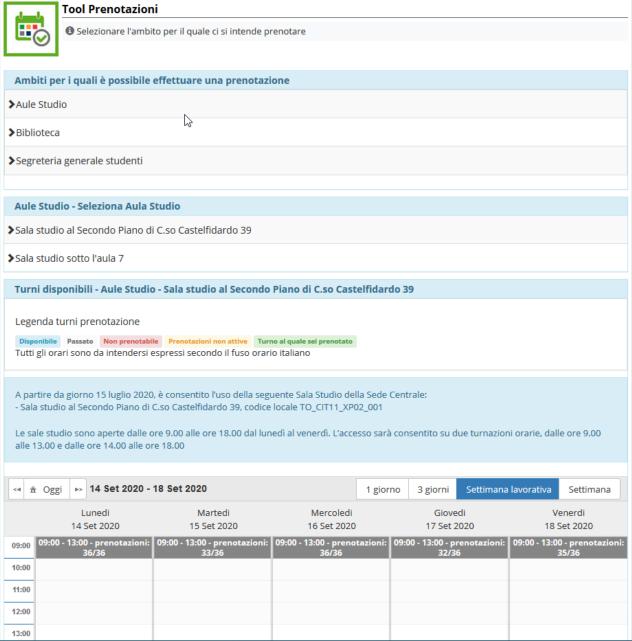


Rules for Tree-like Organization

- Use task semantics to organize menus
- Limit the number of levels (i.e., prefer broad-shallow to narrow-deep)
- Create groups of logically similar items: e.g., Level 1: countries, Level 2: states, Level 3: cities
- Form groups that **cover all possibilities**: e.g., Age ranges: [0–9] [10–19] [20–29] and [>= 30]
- Make sure that items are non-overlapping: e.g., use "Concerts" and "Sports." over "Entertainment" and "Events"
- Arrange items in each branch by natural sequence (not alphabetically) or group related items
- Keep ordering of items fixed (or possibly duplicate frequent items in dedicated section of the menu)

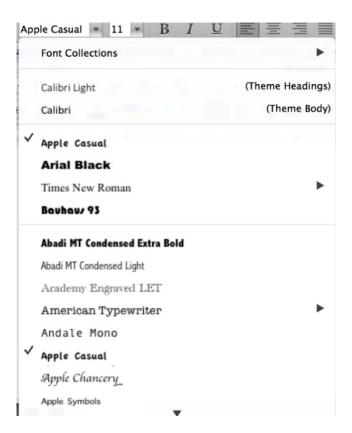
Example





Menu Grouping: example

- 3 groups
 - Template styles
 - Frequently used fonts
 - All fonts
- Alphabetical order within each group
 - Lack of a semantic ordering
- Preview for recognition
- Scrollable list



Information Scent

- Informavores orient themselves using information scent
- How can we figure out how to get the information we want?
- Do we realize what options are available to us?
- Web pages (and UIs general) provide cues to suggest where to find information
 - Icons, Menus, Breadcrumbs, Color coding, ...

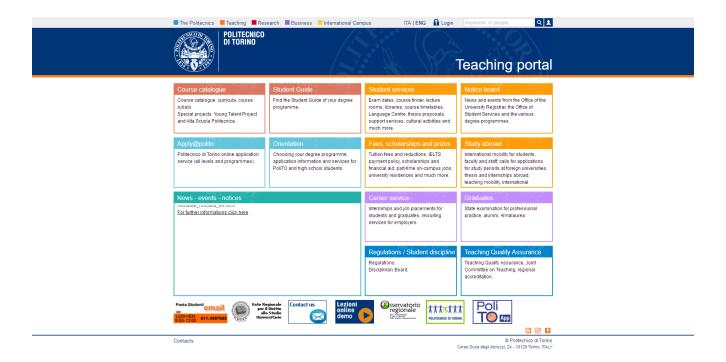


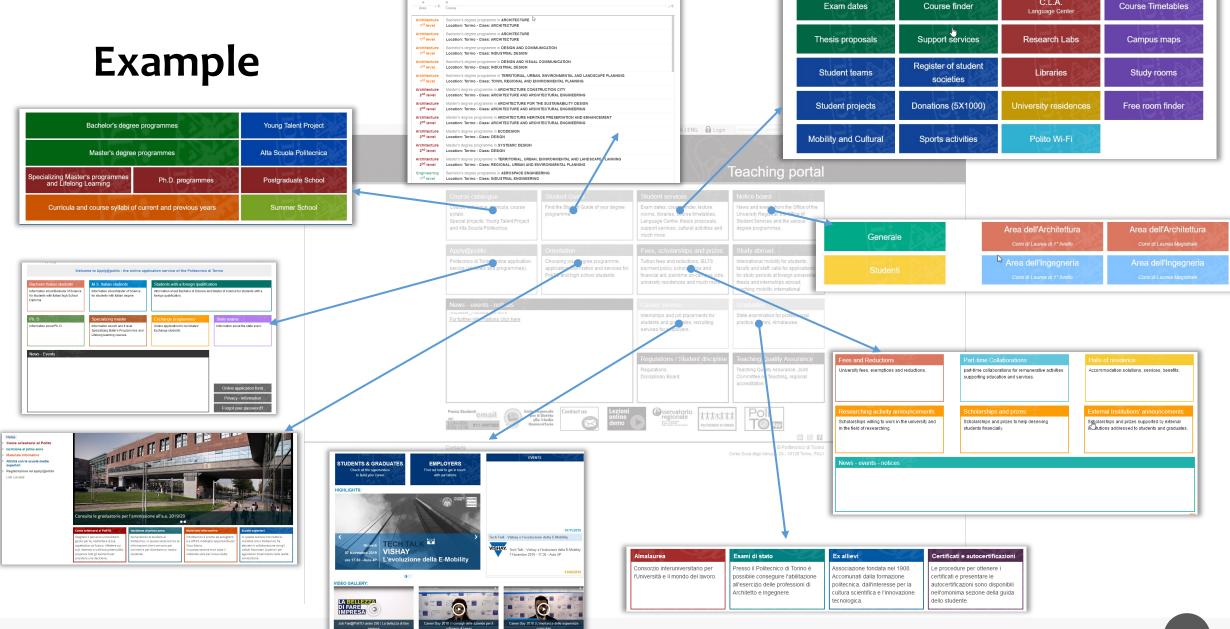
Informavore, an organism that consumes information

Poor Information Scent

- Users flailing around...
 - Do not know where to go
- Low confidence
 - Users are not sure of their actions, both before executing it and after they see its effects
- Back button
 - When it's used too often...

Example

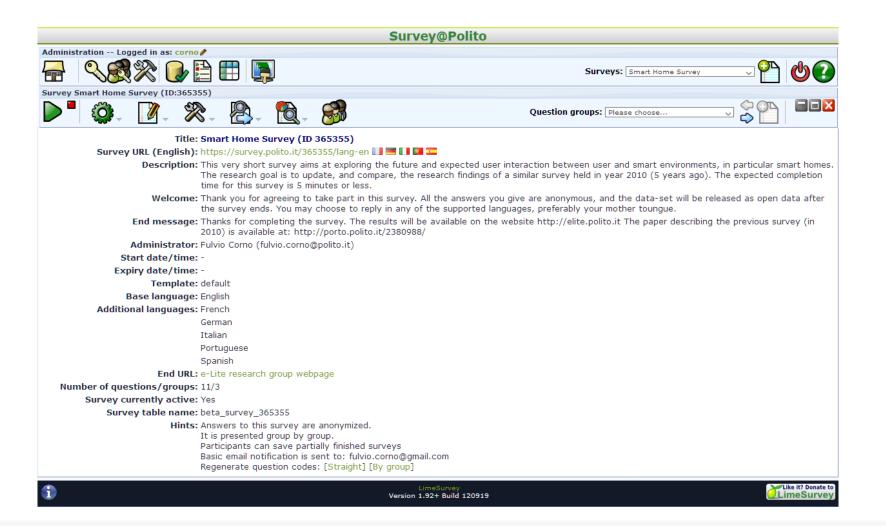




STUDENT GUIDE

C.L.A.

Example



Common Problems

- Unexpected categories
- Short links
- Hidden navigation
- Icons are too generic, or not easily recognizable

Icons

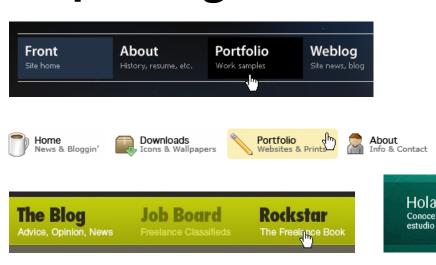
- Icons facilitate recognition over recall
 - When they are consistently used, and frequently visible
- Redundant coding helps recognition and memorization
 - Icon + Text + Tooltip + Context



Links

- Always use multi-word links
 - Download the <u>next assignment template</u>
 - Assignment template: click <u>here</u>
- Straight language, not jargon
 - Scor-o-matic download
 - Download the <u>spreadsheet for computing scores</u>

"Speaking" block navigation





WEB DESIGN

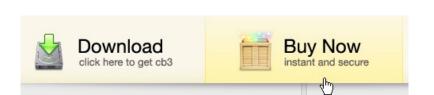
Discover

30elm Blog

Design Pro Blogs







Connect

FAQ

Support

Getting Started

ILLUSTRATION

Sign Up

Join 30elm now to

get great ideas for

your home projects. It's free and easy.

SIGN UP

MUSIC





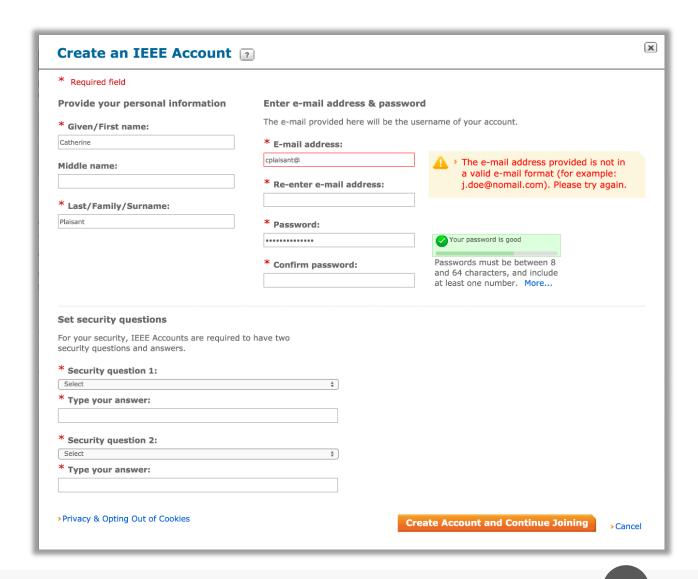
Explore

Browse Projects

Find a Designer

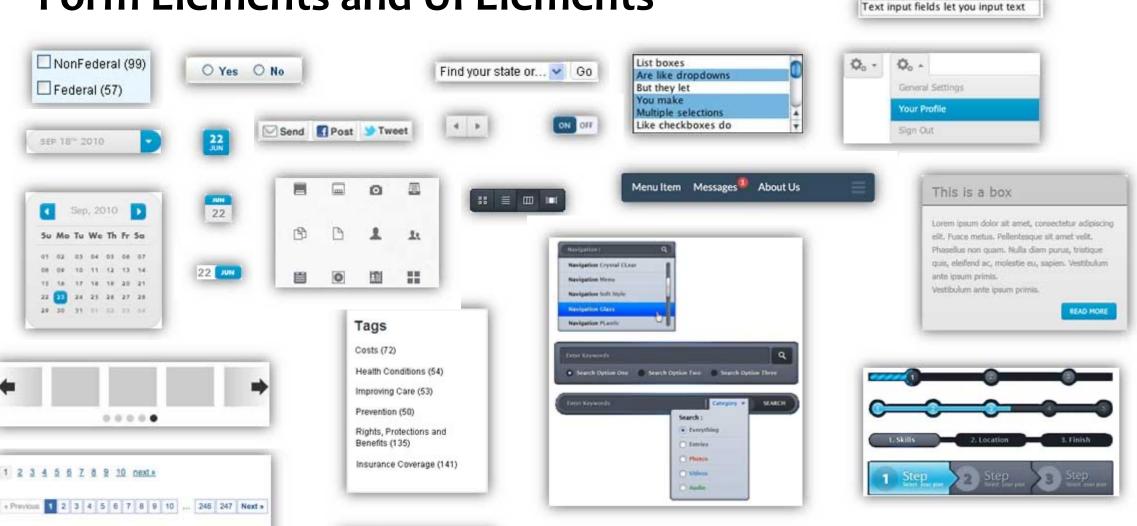
Forms

- Logical field grouping
 - Sections
 - Dividers
 - Columns (spacing)
 - Titles
- Real-time error checking and validation feedback
 - Suggestions for correction
- Explicit submit button



Form Elements and UI Elements

Prev 1 2 3 4 5 8 ... 33 34 Next+



Modern

Fresh

Unique X

Example: Redesign This

Attenzione, i seguenti insegnamenti sono in corso di spegnimento potranno essere sostenuti entro la sessione sotto indicata. Se terminata la sessione d'esame non risulteranno ancora superati, verranno sostituiti con l'insegnamento riportato in tabella.

Codice	Nome insegnamento	Crediti	Cod Ins Sostituto	Nome Ins Sostituto	Crediti sostituto	Scadenza esame
12BHDLZ	Informatica	8	14BHDLZ	Informatica	8	9/2021

Se non è ancora stato specificato un sostituto, il referente del corso provvederà in seguito a segnalare con quali esami sostituire gli spenti

Reading Content

Organizing text and content for maximum visibility

Reading Content

"How people read on-line?"

"They don't"

How Users Read on the Web by Jakob Nielsen on September 30, 1997

https://www.nngroup.com/articles/how-users-read-on-the-web/

Eye Tracking



- Observe eye movements
 - One or more cameras
 - Usually in infra-red
- Infer where the user was looking (on the screen)
- Record the positions where your gaze will go
- Combine observations from many users

Eye Trackers







source: https://www.tobii.com

Eye Tracker: How It Works

- An eye tracker consists of cameras, projectors and algorithms.
- The projectors create a pattern of near-infrared light on the eyes.
- The cameras take high-resolution images of the user's eyes and the pattern.
- 4 Machine learning, image processing and mathematical algorithms are used to determine the eyes' position and gaze point.

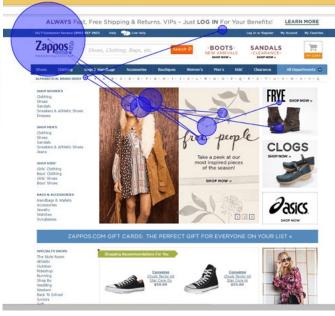


source: https://www.tobii.com/group/about/this-is-eye-tracking/

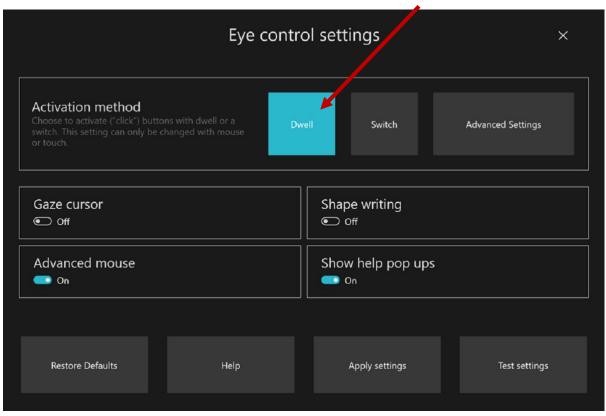
Eye Tracker: Examples



Heatmap and scan path analysis



Beware the Midas' Touch!



Windows 10 Eye Control Settings

Location on the Page

Eye tracking studies show where the users actually *look* on the page

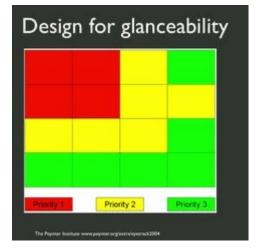
Search "eye tracking heat map" and see the major patterns

Users "glance" and spend limited amount of time on each page.

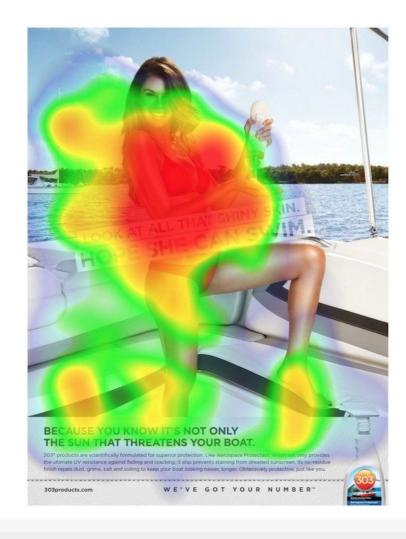
F-shaped pattern

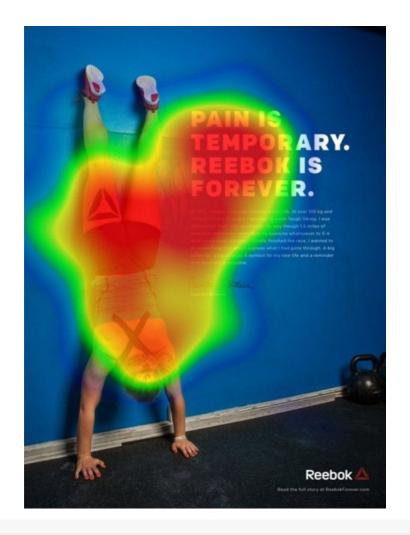






Did Anyone Ever Look at the Product Name?





Scanning

WHAT DESIGNERS BUILD...



WHAT USERS SEE...





I want to buy a ticket.





How do I check my frequent flyer miles?

Site Version

Sample Paragraph

Usability Improvement (relative to control condition)

Experiment

		(relative to control condition)
Promotional writing (control condition) using the "marketese" found on many commercial websites	Nebraska is filled with internationally recognized attractions that draw large crowds of people every year, without fail. In 1996, some of the most popular places were Fort Robinson State Park (355,000 visitors), Scotts Bluff National Monument (132,166), Arbor Lodge State Historical Park & Museum (100,000), Carhenge (86,598), Stuhr Museum of the Prairie Pioneer (60,002), and Buffalo Bill Ranch State Historical Park (28,446).	o% (baseline)
Concise text with about half the word count as the control condition	In 1996, six of the best-attended attractions in Nebraska were Fort Robinson State Park, Scotts Bluff National Monument, Arbor Lodge State Historical Park & Museum, Carhenge, Stuhr Museum of the Prairie Pioneer, and Buffalo Bill Ranch State Historical Park.	+58%
Scannable layout using the same text as the control condition in a layout that facilitated scanning	Nebraska is filled with internationally recognized attractions that draw large crowds of people every year, without fail. In 1996, some of the most popular places were: •Fort Robinson State Park (355,000 visitors) •Scotts Bluff National Monument (132,166) •Arbor Lodge State Historical Park & Museum (100,000) •Carhenge (86,598) •Stuhr Museum of the Prairie Pioneer (60,002) •Buffalo Bill Ranch State Historical Park (28,446).	+47%
Objective language using neutral rather than subjective, boastful, or exaggerated language (otherwise the same as the control condition)	Nebraska has several attractions. In 1996, some of the most-visited places were Fort Robinson State Park (355,000 visitors), Scotts Bluff National Monument (132,166), Arbor Lodge State Historical Park & Museum (100,000), Carhenge (86,598), Stuhr Museum of the Prairie Pioneer (60,002), and Buffalo Bill Ranch State Historical Park (28,446).	+27%
Combined version using all three improvements in writing style together: concise, scannable, and objective	In 1996, six of the most-visited places in Nebraska were: •Fort Robinson State Park •Scotts Bluff National Monument •Arbor Lodge State Historical Park & Museum •Carhenge •Stuhr Museum of the Prairie Pioneer •Buffalo Bill Ranch State Historical Park	+124%

Best Locations to Put Content

- Above the fold
 - Prioritize, do not cram
- Where people expect
 - Where other pages put similar content
 - Not where the ads usually go
- Users will scroll down if the first content is interesting

Banner Blindness

- The brain learns to avoid uninteresting content
- Banners and Advertisements are recognized subconsciously (by their appearance) and are never considered
 Ads also "poison" adjacent elements
- Lesson learned: never create a message / title / warning / etc. that might look like an ad. (Faux ads)



References and Acknowledgment

- Scott MacKenzie: Human-Computer Interaction An Empirical Research Perspective, Morgan Kaufmann
 - Chapter 3: Interaction Elements
- Ben Shneiderman, Catherine Plaisant, Maxine S. Cohen, Steven M. Jacobs, and Niklas Elmqvist, Designing the User Interface: Strategies for Effective Human-Computer Interaction
 - Chapter 8: Fluid Navigation
- COGS120/CSE170: Human-Computer Interaction Design, videos by Scott Klemmer, https://www.youtube.com/playlist?list=PLLssT5z_DsK_nusHL_Mjt87THSTlgrsyJ
- Thanks to Fulvio Corno, past teacher of the course, for his work on some of these slides



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