

Application GUI Design

Notes From a Tizen Toolkit Developer



stosb.com/talks

Tom Hacoen
Samsung Electronics Open Source Group
tom@osg.samsung.com
[@TomHacoen](https://twitter.com/TomHacoen)

What does it do?

- ▶ Essential features

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- ▶ Nice to have features

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- ▶ Niche features (<1% of the users)

What does it do?

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

Who is it for?

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- ▶ 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



Have a rough sketch

- ▶ Make a general storyboard sketch

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- ▶ Have all the major interactions and features there

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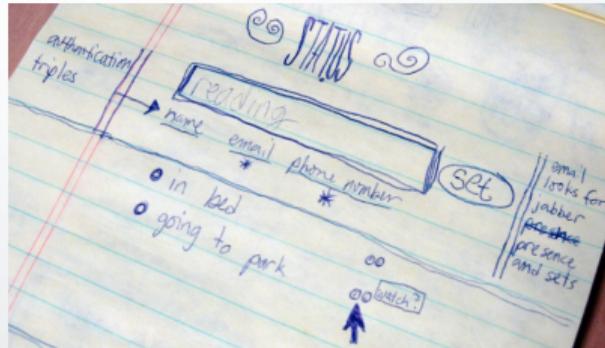
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- ▶ Do not customise available widgets/patterns unless there really is no other way
- ▶ Develop it around the content – content is king

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- ▶ Be purposefully simple



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- ▶ Skeuomorphs are almost always bad



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- ▶ Be purposefully simple
- ▶ Skeuomorphs are almost always bad
- ▶ Be consistent (easier when simple)



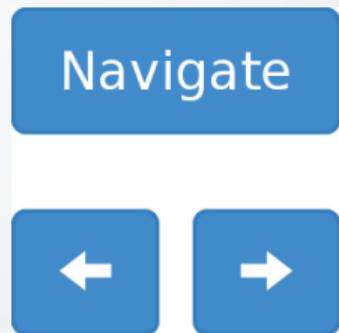
Next



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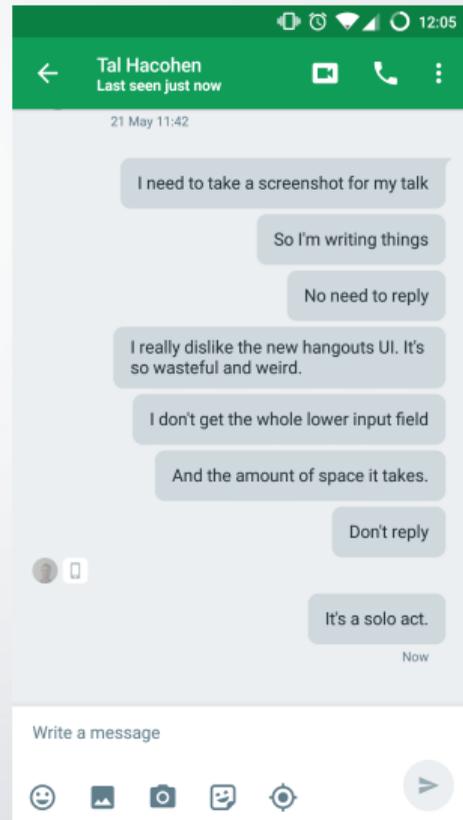
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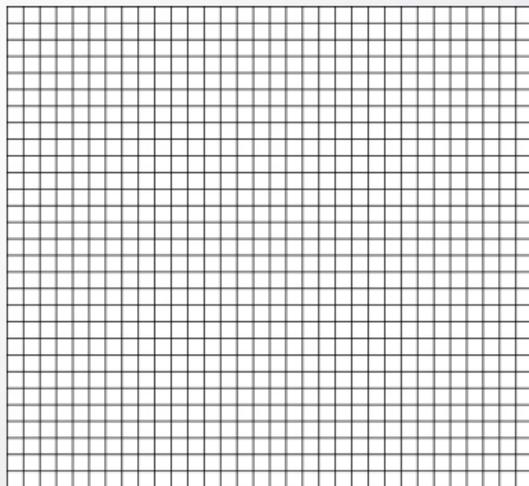


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- ▶ Make self-documenting applications

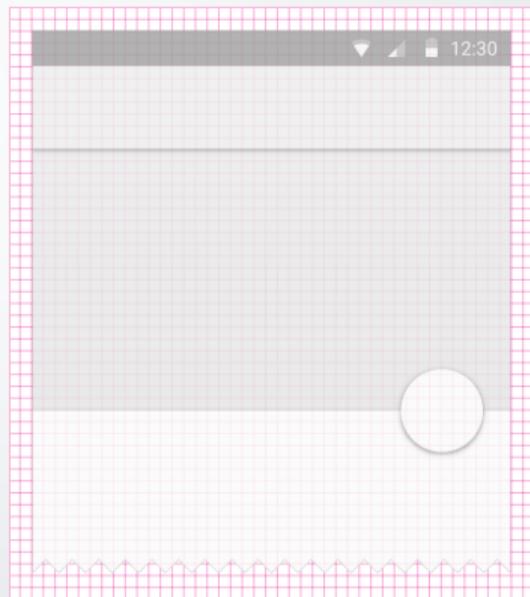


- ▶ Choose a baseline unit size (e.g. 8px)



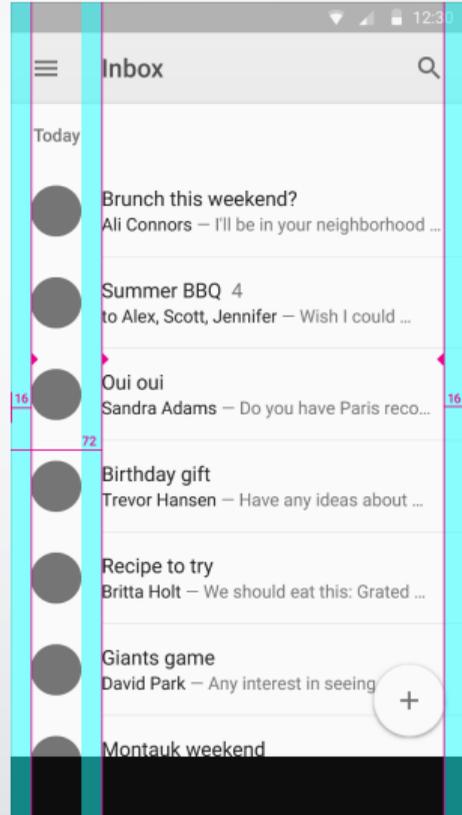
Spacing

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- ▶ Align everything to that baseline size



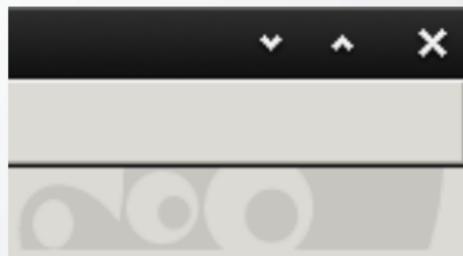
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- ▶ Use a small set of spacing alternatives (e.g. 2, 3 and 6 units)



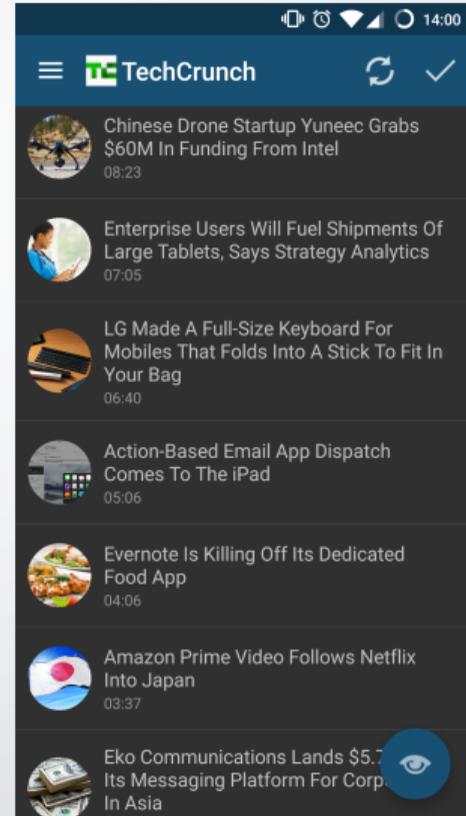
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- ▶ Make sure touch-targets are spaced enough



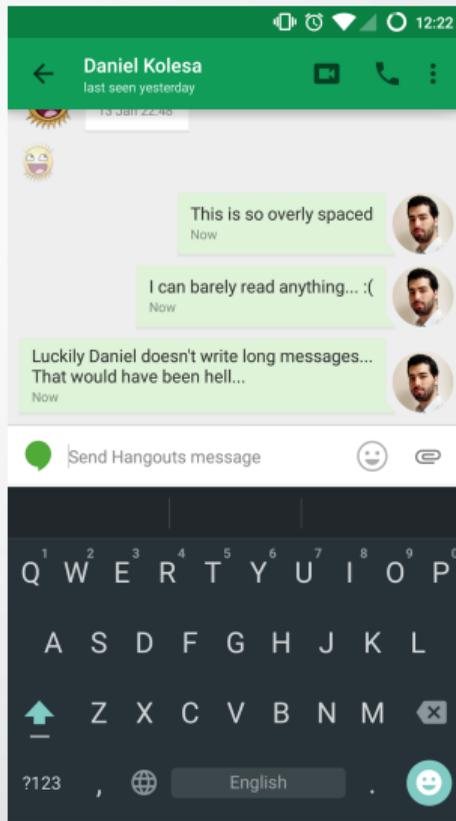
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 - ▶ Counter example



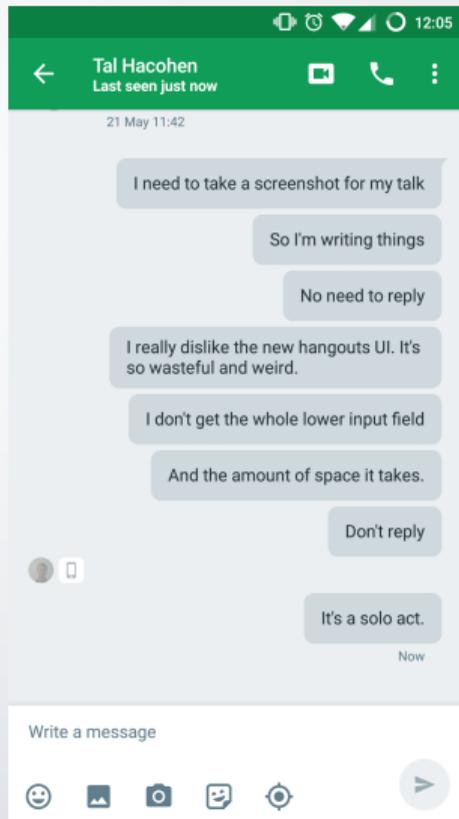
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- ▶ Be generous, but don't overdo it (don't waste my screen estate)



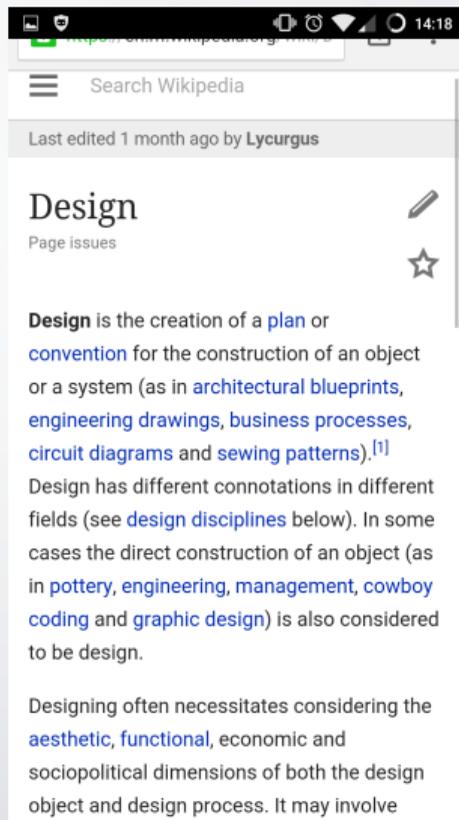
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- ▶ Give back space when possible



Organization

- ▶ Content should be at the front of the stage



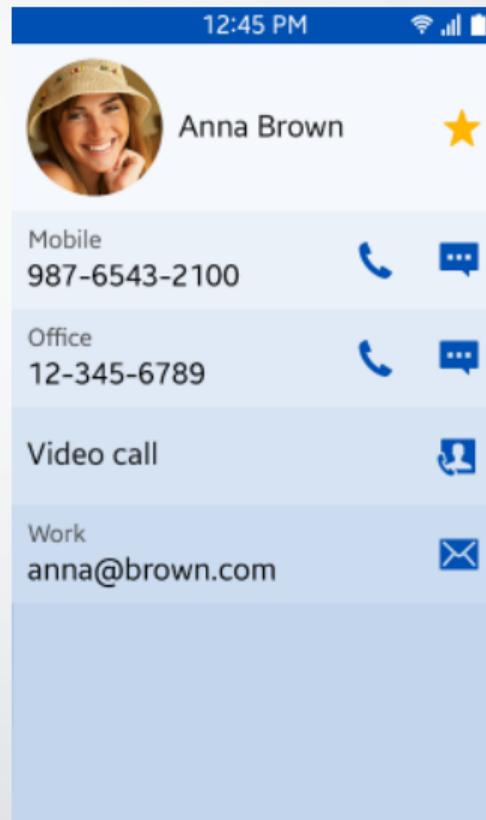
Organization

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



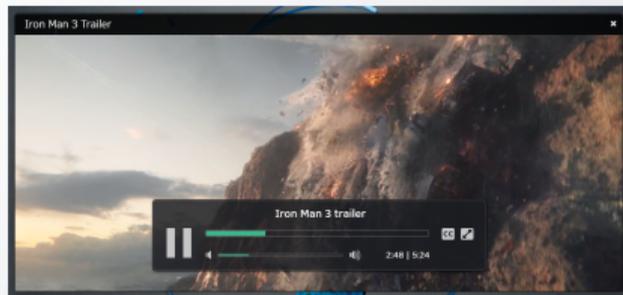
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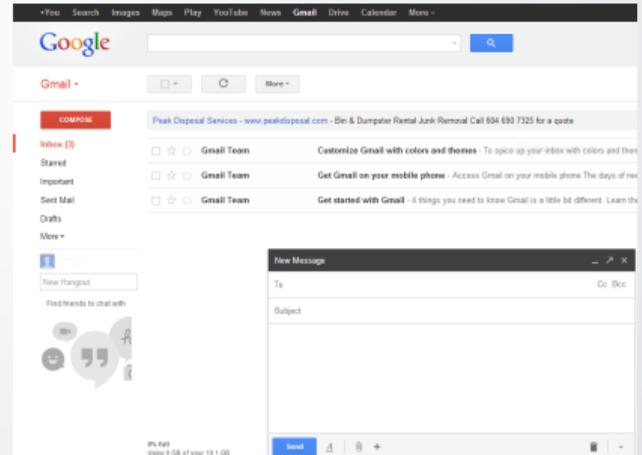
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- ▶ Associate related elements



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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
- ▶ Help directing the user's focus



- ▶ Use known icons on buttons



Icons and images

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



Icons and images

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



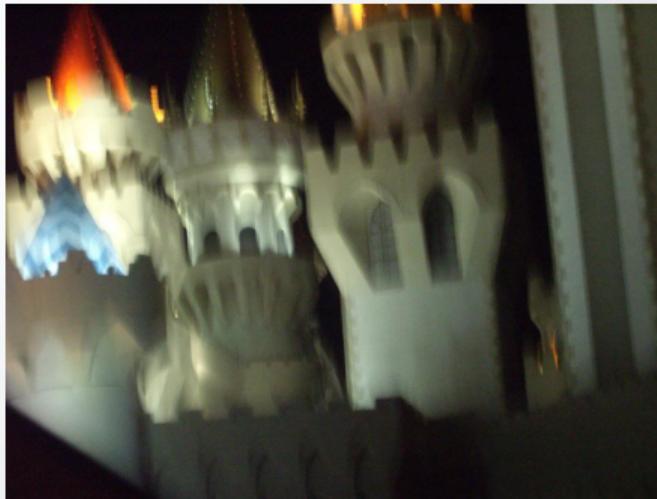
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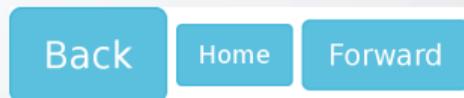
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- ▶ Don't overshadow content
- ▶ Don't use ugly graphics
- ▶ Have consistent sizing



- ▶ Use a readable font size

Text should be big and readable for everyone

- ▶ Use a readable font size
- ▶ Space up your text

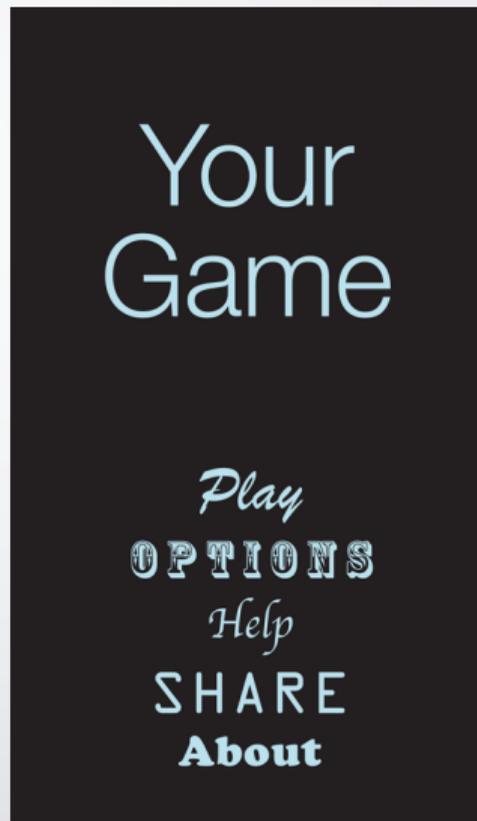
Alice's Adventures in Wonderland (commonly shortened to Alice in Wonderland) is an 1865 novel written by English author Charles Lutwidge Dodgson under the pseudonym Lewis Carroll. It tells of a girl named Alice falling through a rabbit hole into a fantasy world populated by peculiar, anthropomorphic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

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- ▶ Use a small set of fonts (probably one)



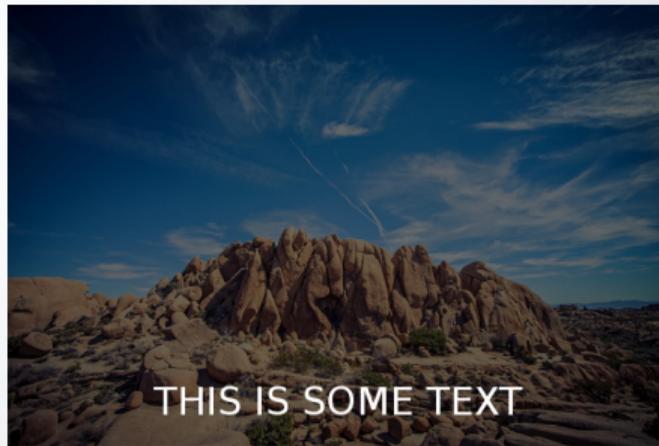
Overlaying text on images

- ▶ Just put it on (bad)



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- ▶ Black/colour/white-wash the whole image to make text readable



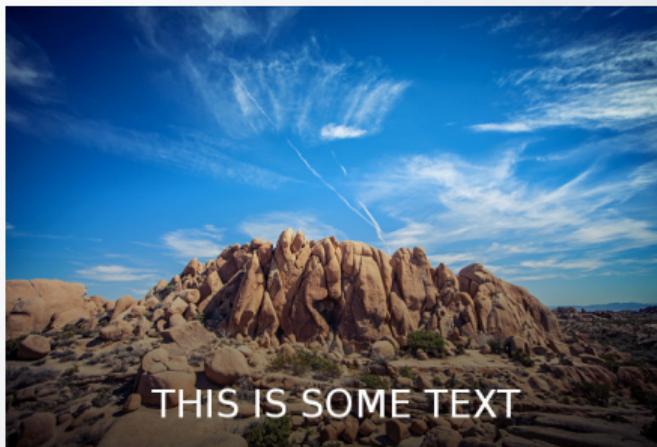
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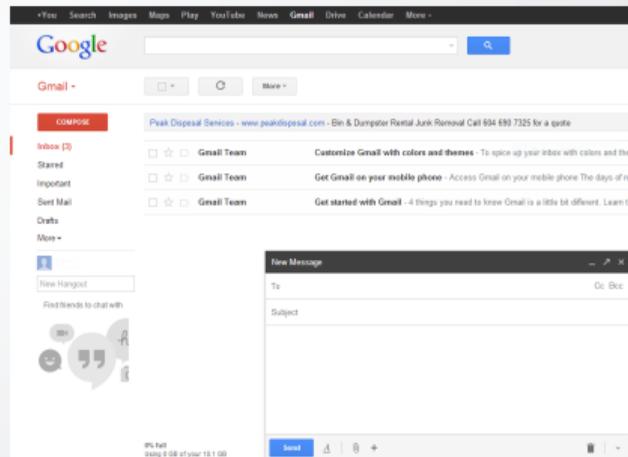


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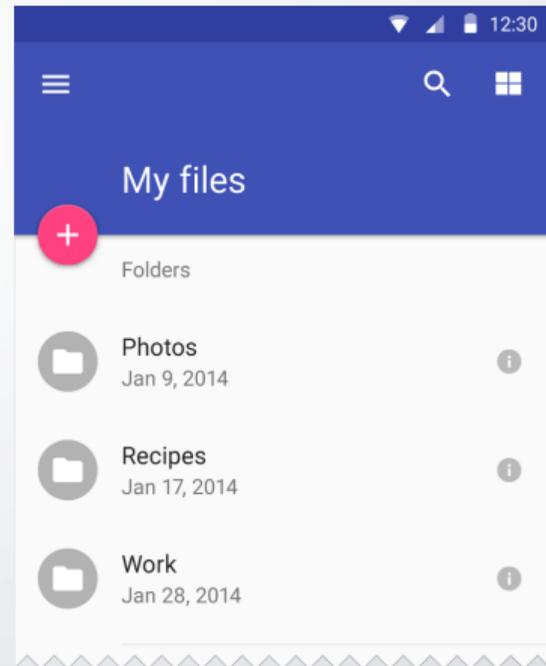
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- ▶ Use a big font with a shadow and on outline



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



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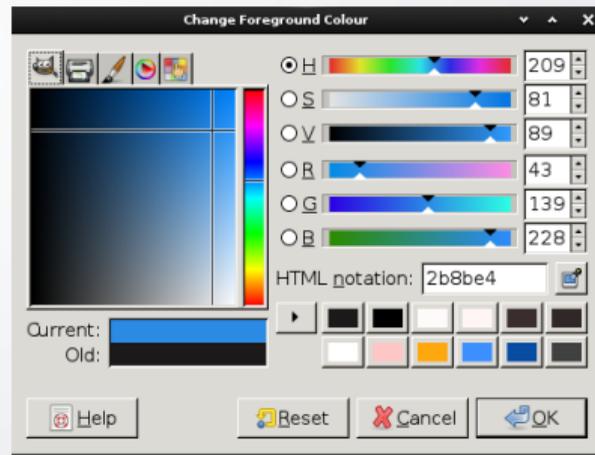
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- ▶ Find a good palette online

Primary – Indigo	
500	#3F51B5
100	#C5CAE9
500	#3F51B5
700	#303F9F
Accent – Pink	
A200	#FF4081
Fallback	
A100	#FF80AB
A400	#F50057

Colour

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- ▶ Be aware of cultural differences



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- ▶ Don't copy, learn. . .

- ▶ Consistent behaviour (with the platform and within the application)

User experience tips

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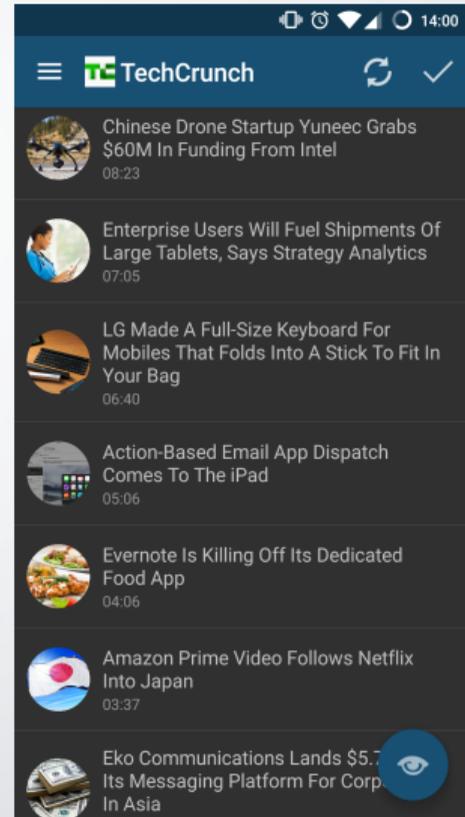
- ▶ Consistent behaviour (with the platform and within the application)
- ▶ Start instantly and lazy load in the background
- ▶ Everything should take a small amount of clicks
- ▶ Discoverable UI (easy to figure out how to do things)

- ▶ Make it hard to make mistakes



More user experience tips

- ▶ Make it hard to make mistakes
 - ▶ Counter example



More user experience tips

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



More user experience tips

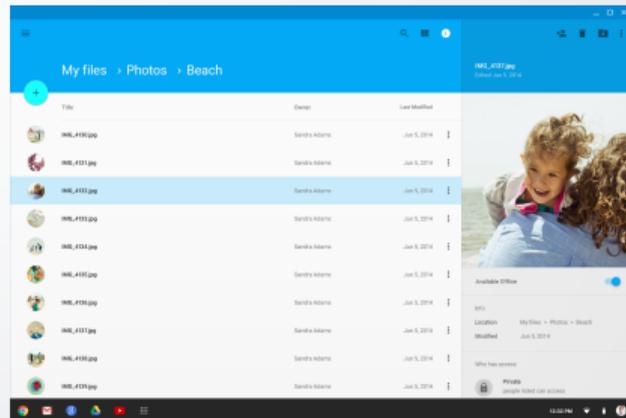
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- ▶ Avoid interruptions
- ▶ Sort long lists in a predictable, sensible order

More user experience tips

- ▶ 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

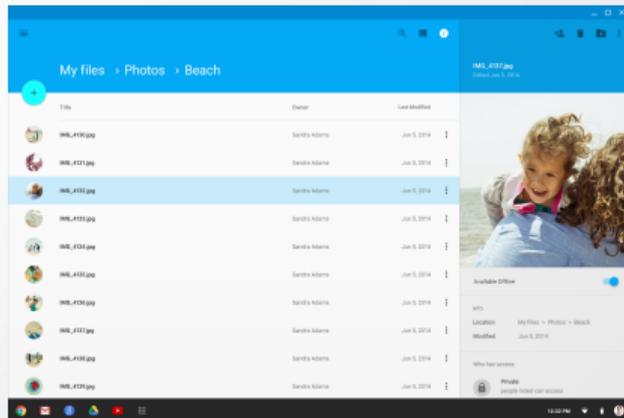
Material design (Google)

- ▶ Highly talked about cross device design guidelines



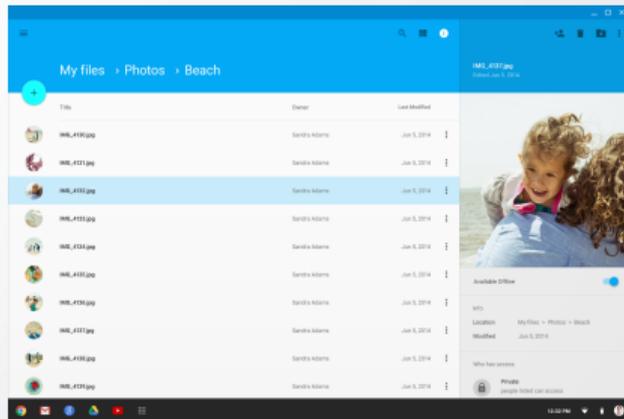
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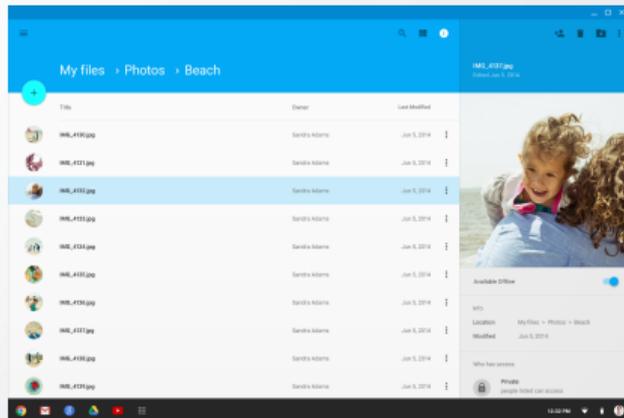
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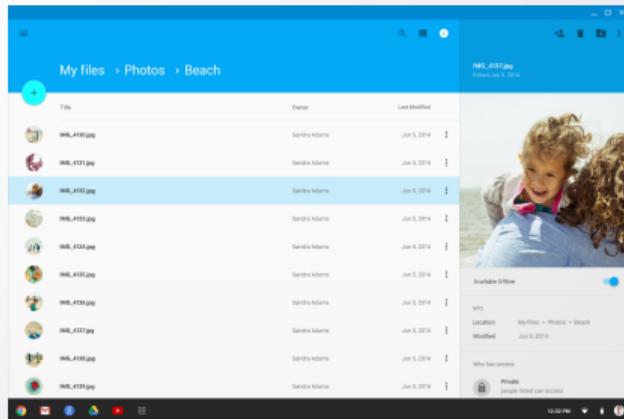
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- ▶ Concepts are good, it's implementations that are not always good
- ▶ It doesn't feel like they care about low-end and power consumption



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- ▶ Old style: horrible skeuomorphism



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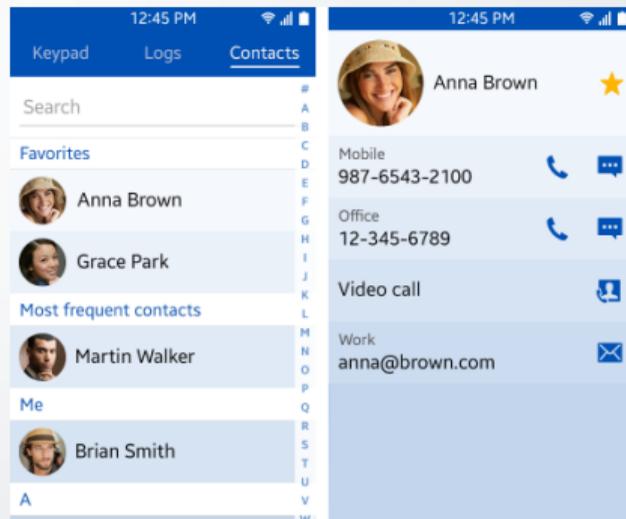


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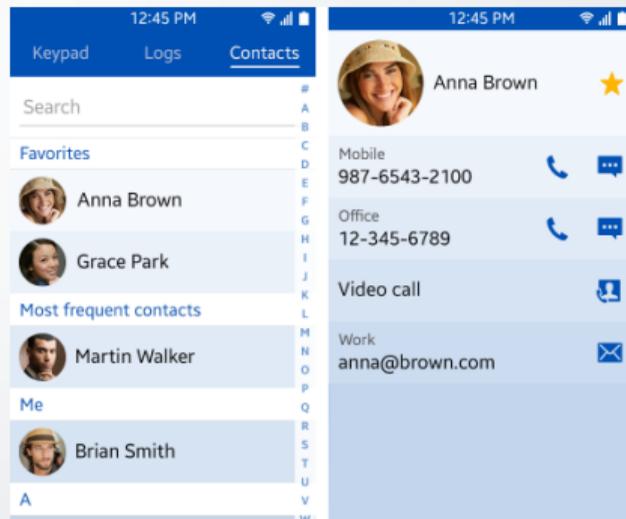
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- ▶ Usually not very discoverable
- ▶ Good general guidelines



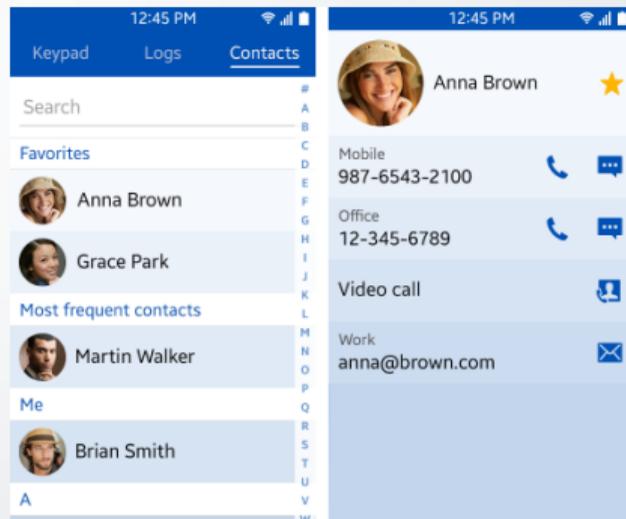
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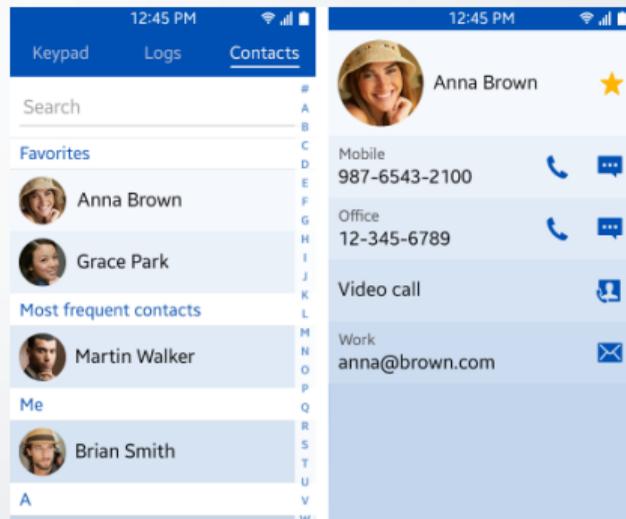
- ▶ Designed for low resolution devices
- ▶ Focus on content and user needs



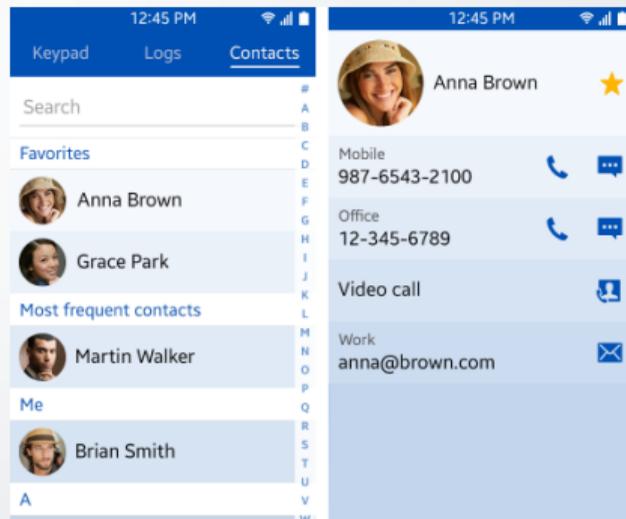
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- ▶ Focus on content and user needs
- ▶ Frugal with screen estate



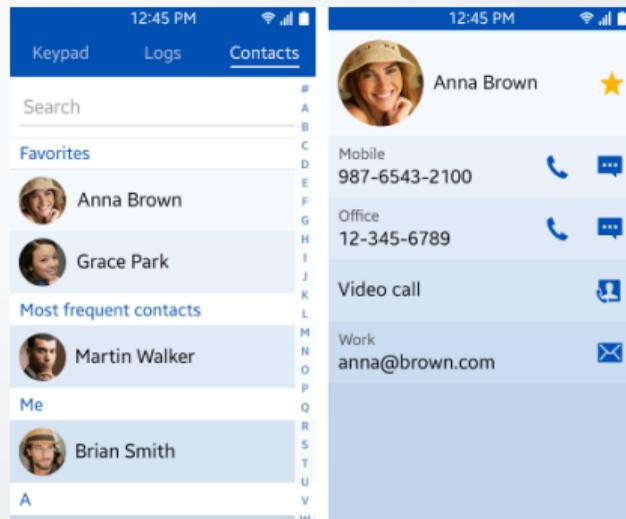
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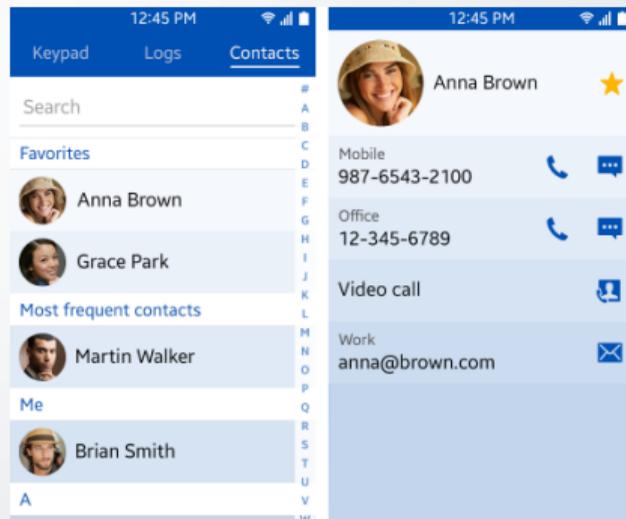
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- ▶ Flat and “fun” design



Know your toolkit

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- ▶ Know what takes a performance hit on your toolkit

Know 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

Easy takeaways

- ▶ It's like API design, it should be simple, self-documenting, consistent and have a familiar feeling

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Easy takeaways

- ▶ It's like API design, it should be simple, self-documenting, consistent and have a familiar feeling
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- ▶ Saturate your greys and almost never use black

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Questions?

Tom Hacoen

tom@osg.samsung.com

<http://stosb.com>

@TomHacoen

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