

# Interfaces

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# Interfaces

- Interfaces are everywhere. Product success depends on hardware and user interface.
- Tools and weapons have always been subject to interface design.
- Example: smartwatch (Apple watch).



# Top 5 Important Design Principles

The Internet is a interface. Your personal smart phone is an interface. In order to build interfaces as to what they are today, there are certain principles to be followed.

- 1. Clarity is job #1

(Clarity is the first and most important job of any interface; clear over clutter)

- 2. Interaction

(Interfaces exist to enable interaction between humans and our world. They can help clarify, illuminate, enable, show relationships, bring us together, pull us apart, manage our expectations, and give us access to services)

- **3. Control**

**(Humans are most comfortable when they feel in control of themselves and their environment. Thoughtless software takes away that comfort.)**

- **4. Direct manipulation**

**(The best interface is none at all, when we are able to directly manipulate the physical objects in our world.**

**Since this is not always possible, and objects are increasingly informational, we create interfaces to help us interact with them.)**

- **5. Appearance/Consistency**

**(Appearance is very important, designed interfaces should look like how they behave. Consistency is also an important factor and elements on the screen of the interface should also complement each other.)**

# Choosing interface elements

Users have become familiar with interface elements acting in a certain way, so try to be consistent and predictable in your choices and their layout. Doing so will help with task completion, efficiency, and satisfaction.

Interface elements include but are not limited to:

**Input control:** buttons, text fields, checkboxes, radio buttons, dropdown lists, list boxes, toggles, date field

**Navigational Components:** breadcrumb, slider, search field, paginations, slider, tags, icons

**Informational components:** tooltips, icons, progress, bar, notifications, message boxes, modal windows,

**Containers:** coordination

# Apple iOS Human Interface Guidelines

<https://developer.apple.com/ios/human-interface-guidelines/overview/themes/>

# My Interface

<https://www.youtube.com/watch?v=KWQDuL5w3uA&feature=share>

## Design of Interfaces

We're surrounded by objects, magnificent tools as extensions of ourselves, our thoughts and actions. Designer's role must embrace a commitment to design better interactions, better experiences, to construct a better environment and ultimately a better world.

### Understandable Designs



Example of a collapsible chair:

Functional

Practical

Useful

Beautiful (material, color)

### CONFUSING DESIGN



Example of cutlery tools:

Beautiful as an object

Non-functional

Not practical


Definitely not useful  
(at least the spoon)



## Completely Automated Public Turing test to tell Computer and Human Apart (CAPTCHA)

### Security Check

Enter **both words** below, **separated by a space**.  
Can't read the words below? Try **different words** or an **audio captcha**.



Text in the box:

What's This?

# Don Norman

He is best known for his books on design, especially *The Design of everyday things*. He is widely regarded for his expertise in the fields of design, usability, engineering and cognitive science.

Much of Norman's work involves the advocacy of user centered design.

## He also discuss three ways that good design makes you happy

Visceral which is all about serving instincts. Movie sounds and being scared.

Behavioral, which serves the sensibility that makes conscious decisions. The way we go about our day; designs which makes life easier.

Reflective, which is more involved about life itself and identity. Design reflects our inner self; clothes we choose; examples



# Physical Interfaces

People



©Madtown Macs



# Website Interfaces

SAU

UAM

Henderson

UAPB

# Smartwatches?

Smartwatches are wearable-technology devices that maintain a relatively persistent wireless connections to your mobile device---usually a smart phone--- and can receive notifications of incoming calls, texts, instant messages, social-network updates, and more, for that device



# History of Interfaces

<http://www.interactiondesign.se/blog/2015/01/a-brief-history-of-user-interface/>

# ASK

- [asktog.com/atc/principles-of-interaction-design/](http://asktog.com/atc/principles-of-interaction-design/)

Is no interface the best interfaces?