Graphical Screen Design

CRAP

(Contrast, repetition, alignment, proximity)

Grids

An essential tool for graphical design

Other important graphical screen design concepts

Navigational cues

Visual consistency Visual relationships

Visual organization Legibility and readability

Appropriate imagery

Familiar idioms

Iomas Tar

The Squint Test

Used to determine what stands out or what elements appear to belong together



CRAP: An Important Tool For Graphical Screen Design

Contrast

- Make different things even more different
- Brings out dominant elements & mute lesser elements

Repetition

- Consistency
- Repeat conventions throughout the interface to tie elements together

${f A}$ lignment

• Visually associate related elements by lining them up

Proximity

- Group related elements
- Separate unrelated elements

James Tam

Contrasting Contrast

Laura Mathews The Manne Service Market Market



From "The Non-Designers Design book by Robin Williams

Repetition

Mickey Mouse

 Walt Disney Studios Anaheim, California 58 years old, no children

Employment

- Walt Disney Studios
- Various television studios

Education

Walt Disney Studios

Favorite Activities

- Driving steamboats
- Roping cattle

Favorite Quote

Everybody can't be a duck.

From "The Non-Designers Design book by Robin Williams

Alignment

Honor Form

Heresy rheumatic starry offer former's dodder, Violate Huskings, an wart hoppings darn honor form.

Violate lift wetter fodder, oiled Former Huskings, hoe hatter repetition for bang furry retch-an furry stenchy Infect, pimple orphan set debt Violate's fodder worse nosing button oiled mouser. Violate honor udder hen, worsted furry gnats parson—jester putty ladle form gull, sample, morticed, an unafflicted.

Tarred gull

Wan moaning Former Huskings nudist haze dodder setting honor cheer, during

"Violate!" sorted dole former, "Watcher setting darn fur? Denture nor yore canned gat retch setting darn during nosing? Germ pup otter debt cheer!"

"Arm tarred, Fodder," resplendent Violate warily.

"Watcher tarred fur?" aster stenchy former, hoe dint half mush symphony further gull.

Feeder pegs

"Are badger dint doe mush woke disk moaning! Ditcher curry doze buckles fuller slob darn tutor peg-pan an feeder pegs?"

"Yap, Fodder. Are fetter
pegs."



*Ditcher mail-car caws swoop otter caw staple?" "Off curse, Fodder. Are mulct oiler caws an swapped otter staple, fetter checkings, an clammed upper larder inner checking-horse toe gadder

Honor Form

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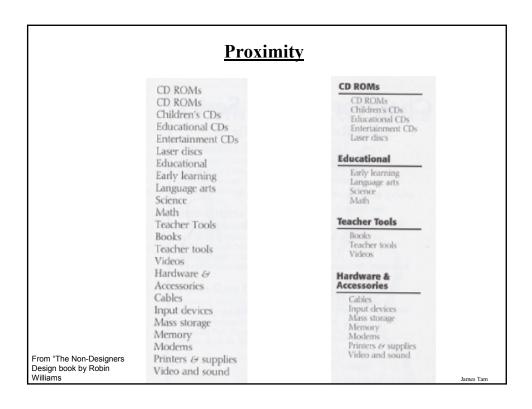
Are badger dint doe mush woke disk moaning! Ditcher curry doze buckles fuller slob darn tutor peg-pan an feeder

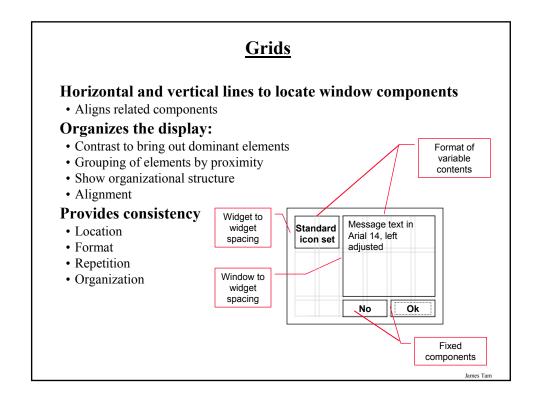
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pegs."

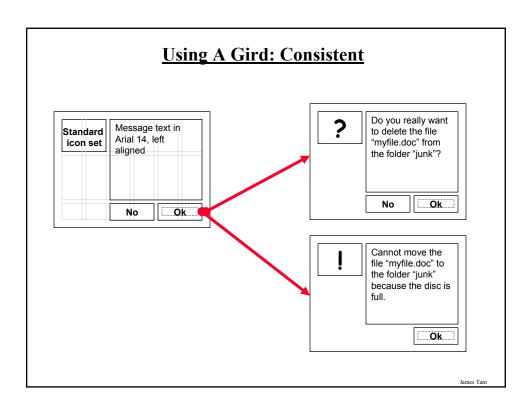


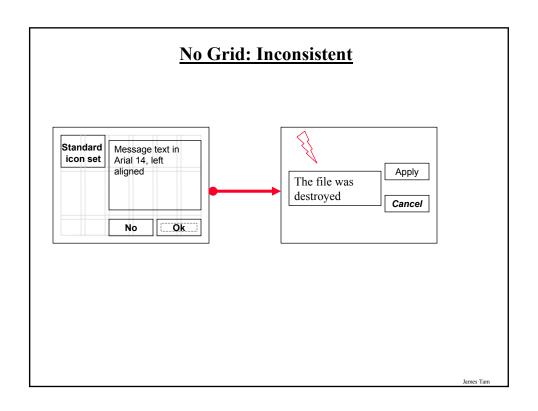
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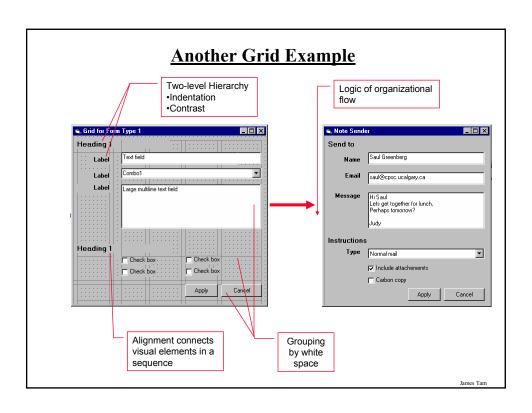
From "The Non-Designers Design book by Robin Williams

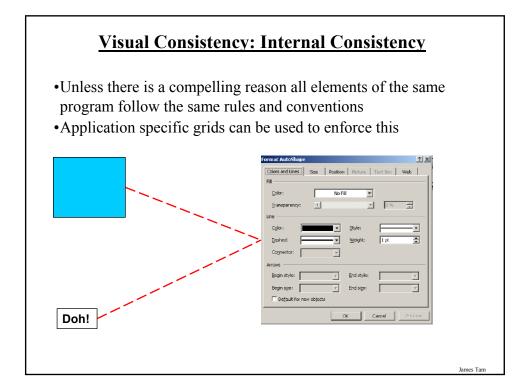


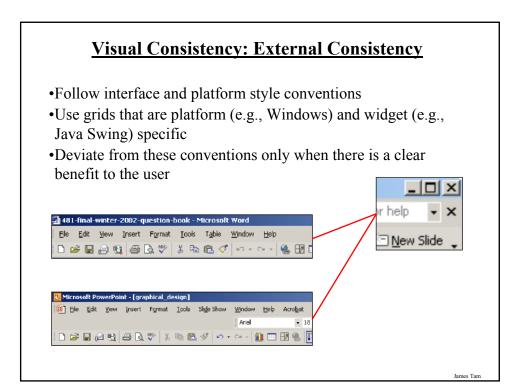


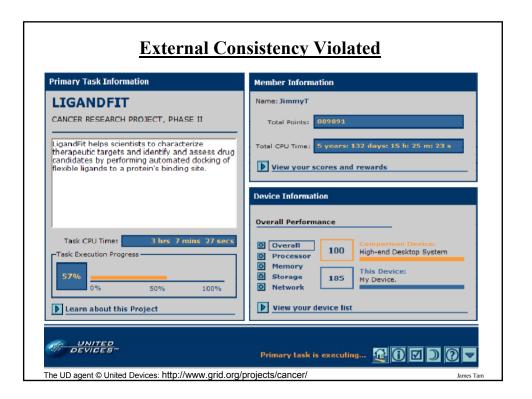












A Tool For Ensuring Consistency: Mumble Text







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Structure Is Difficult To Ascertain

sometimes be more a nuisance than a benefit. This was found to be the case in my own investigation of potential change display mechanisms summarized in Chapter 5 and published as Tam, McCaffrey, Maurer, and Greenberg (2000). During this study, many test participants expressed a desire for useful abstractions that combine rudimentary change information into one higher-level conceptual change. For example, one participant noted while watching the animated replay of a class name being shown, "... I don't need to see each and every character being typed just to see a name change!" Of course, care must be taken to make these abstractions understandable, e.g., by using already familiar representations or notations. This minimizes the cost of acquiring information while maximizing its benefits due to the added structure and organization.

Based upon my previous findings (to be discussed in Chapter 5), I add a third dimension, persistence, to Gutwin's classification. Persistence refers to how long the information is displayed (Figure 4.1 side pane). The display of information is permanent if it is always visible and passing if it only appears for a certain period. We noticed how study participants frequently complained when important information disappeared off the screen. Conversely, they also indicated that screen clutter might occur with the mechanisms that constantly displayed all changes. Thus, there's a need to classify change information according to how long it should stay visible. With permanent persistence, the effort needed to find changes i.e., the acquisition cost is low because the information is always there. Ideally, a person merely has to shift their gaze over to see the information. Because people can become accustomed to the occurrence of workspace events, they can also ignore things that do not interest them and pay closer attention to things that are of interest (Gutwin 1997). With passing persistence, information about changes is presented only for a limited duration. This is useful when the infor

Structure Is Difficult To Ascertain: Don't Impose An Explicit Structure

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James Tan

Structure Is Implied With White Space

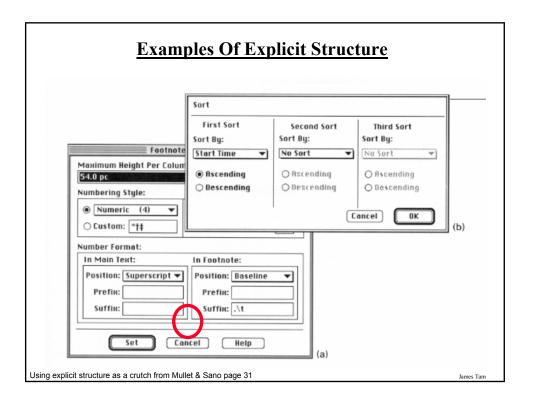
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With passing persistence, information about changes is presented only for a limited duration. This is useful when the information applies only to a specific portion of the project (artifact or group of artifacts) being viewed, or when the change information otherwise becomes irrelevant. This is quite an important point for us.

The matrix in Figure 4.1 suggests that these dimensions can be combined, giving eight possibilities. For example, a literal, situated and passing display of changes is depicted in Figure 4.2a. The figure shows an animation of a changed circle (by using a 'replay' technique) where the circle literally retraces the path that it took as it was moved. It is situated because the animation occurs in the same place that the change actually happened. The persistence is 'passing' because once an animation has replayed a change, the information is gone. Figure 4.2b shows two other examples within a concept map editor. The first illustrates the symbolic, situated and permanent octant, where color value (shades of gray) is used to indicate changed 'Jim' and 'Jack' nodes. Thus, it is symbolic because changes are mapped to a gray scale value, situated because the shading is applied directly to the node that was changed, and permanent because the color values are always on. Figure 4.2b also portrays an example of the symbolic, separate, and passing octant, where a person can raise a node's change details in a pop-up as a text description by mousing-over the node. Thus it is somewhat separate as the information appears outside the changed node, it is symbolic as it uses the text to describe the changes, and passing because the pop-up disappears when the person moves the mouse off the node (not quite on the node).

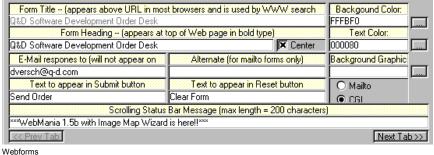
In summary, these three dimensions provide the designer with a means of classifying change information. I now turn to other display issues, where we need to represent the change information in an easily understood and readily accessible fashion.

Relationships Between Screen Elements • Using white space (negative proximity) vs. forcing an explicit onscreen structure (e.g., the use of bounding boxes) No structure **Explicit structure** Implicit structure Mmmm: ×



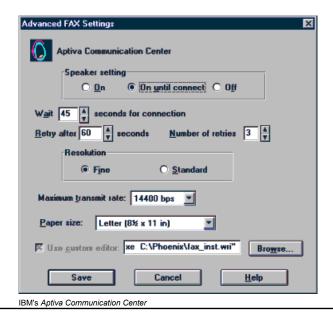
An Example Of Poor Presentation

- •Problems:
 - What Are The Input Fields?
 - What Is Output Only?
- •Causes:
 - · Bad alignment
 - Poor choice of colors to distinguish labels from editable fields



James Tam

Another Example: No Regard For Order And Organization



Yet Another Example: A Haphazard Layout xbugtool 2.8 Beta 2 Server: elmer-bb.Corp Load v Store (Submit v) (View) (Print v) (Reset v) Bug ld: Mode : Edit Create Update !ists Priority: Subcategory... Resp Mgr... 1 2 3 4 5 Severity: Bug/Rfe: State Responsible Engineer Description State triggers: Work around Suggested flx Comments Public summary (Evaluation) Commit to fix in rel... Fixed in releases... Integrated in releases...) (Verified in raleasas, Closed because Root cause.. Duplicate of: Patch id; See also (bugids): History: Generic SVR4 problem?: по yes Dispatch operator :

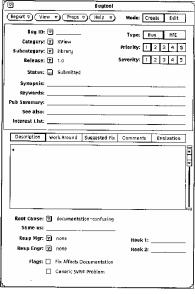
Date;

Haphazard layout from Mullet & Sano page 105

Evaluator : Commit operator :

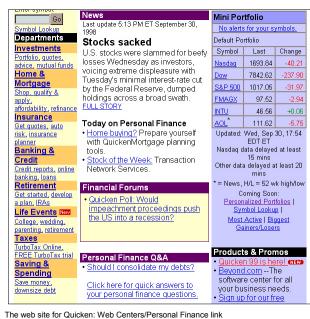
James Tam

Repairing A Haphazard Layout



Repairing a haphazard layout from Mullet &Sano page 105

Spatial Tension



Spatial Tension

vour business needs.

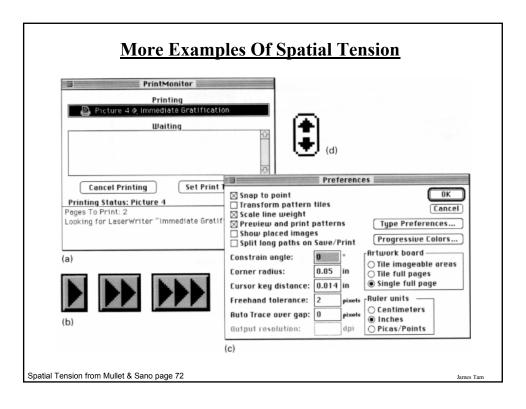
Sign up for our free

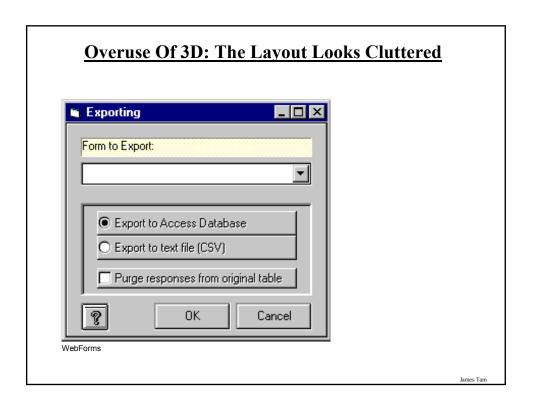


your personal finance questions.

downsize debt

The layout is so cramped that finding information is difficult



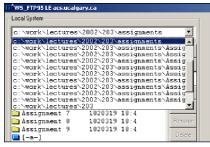


<u>Determining Relationships Between Screen</u> <u>Elements</u>

•How do you chose when you cannot discriminate screen elements from each other?



GIF Construction Set



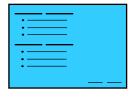
WS-FTP

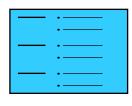
James Tam

Navigational Cues

- Provide initial focus
- Direct attention to important, secondary, or peripheral items as appropriate
- Assist in navigation through material

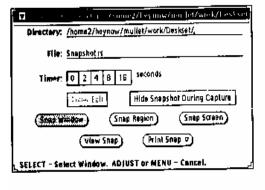


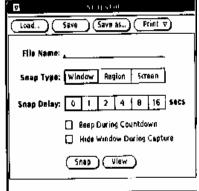




•

Re-Factoring An Interface

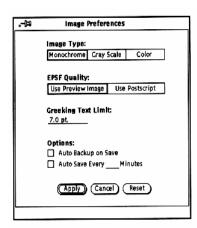


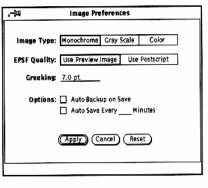


Redesigning a layout using alignment and factoring from Mullet & Sano Page 119

Iomas Tom

The Importance Of Negative (White) Space

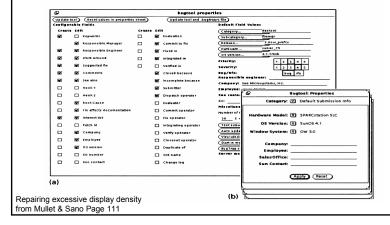




The importance of negative space from Mullet & Sano page 129

Economy Of Visual Elements

- Minimize number of controls
- Include only those that are necessary
 - Eliminate, or relegate others to secondary windows
- Minimize clutter
 - So information is not hidden



Economy Of Visual Elements (Using Tabs)

Excellent means for factoring related items



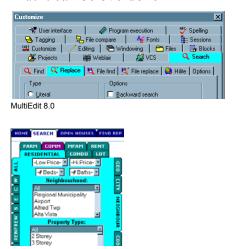
Economy Of Visual Elements (Using Tabs)

Excellent means for factoring related items



Windows display properties tab

But it can be overdone

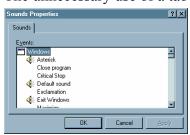


Website: Ottawa-Carleton Real Estate Board

James Tar

Economy Of Visual Elements (Using Tabs): 2

The unnecessary use of a tab



Microsoft Windows

James Tar

Legibility And Readability: The Effect Of Font Choice

Whenever your local SMS Administrator sends you an actual software Package, the SMS Package Command Manager will appear (usually at network logon time) displaying the available Package(s). The following screenshots display screens similar to what you will see when you receive an actual SMS Package.

To start the demonstration, click the "CLICK \widehat{SER}_{CLI}^{*} Click \widehat{SER}_{CLIC}^{*} Click $\widehat{SER}_$

Popkin Software's System Architect

Iomas Tom

Legibility And Readability: The Effect Of Capitalization

If you wish to add/change network information, please select one of the following options.

- I WANT TO CONNECT TO AN EXISTING TIME & CHAOS WORKGROUP OR MODIFY THE CONNECTION SETTINGS.
- I WANT TO BUILD A BRAND NEW WORKGROUP.

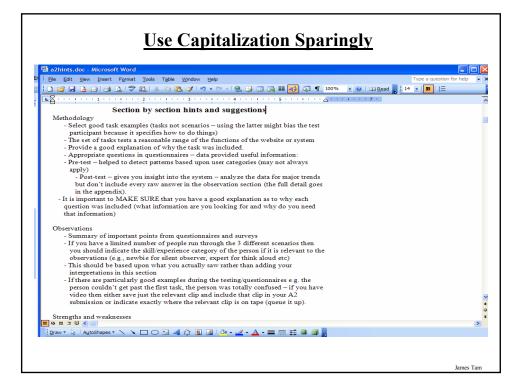
These choices must be really important, or are they?

Time & Chaos James Tam

Legibility And Readability: The Effect Of Capitalization (2)

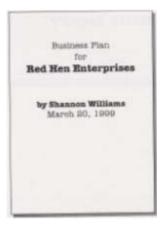
THIS IS AN EXAMPLE OF TEXT THAT IS SHOWN ALL IN CAPITAL LETTERS AS YOU CAN PROBABLY TELL, THE LACK OF VARIATION IN HEIGHT MAKES IT SOMEWHAT MORE DIFFICULT TO READ. THIS WHOLE PARAGRAPH JUST GOES ON AND ON WITHOUT SAYING ANYTHING SIGNIFICANT. THE OTHER SIDE EFFECT OF ALL CAPITALS IS THAT SOME PEOPLE THINK THAT IT IS THE TEXT EQUIVALENT OF SHOUTING AT SOMEONE. ALSO OTHER PEOPLE MAY THINK THAT IT IS MORE SIGNIFICANT BECAUSE IT IS ALL IN CAPITALS. THAT IS PROBABLY WHY SOME PEOPLE DO IT — IN ORDER TO GIVE THE IMPRESSION THAT THEIR MESSAGE IS REALLY IMPORTANT. BUT AS YOU HAVE PROBABLY ASCERTAINED (ASSUMING THAT YOU HAVE EVEN READ THIS FAR) THAT PUTTING TEXT ALL IN CAP'S IS SIMPLY TOO PAINFUL TO READ.

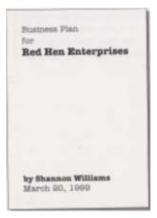
James Tan



Legibility And Readability: Center Alignment

- •Some regard it as unprofessional and advocate against it's use.
- •It's described as being unprofessional looking and plain.





From the Non-Designer's Design Book page 30

James Tam

Legibility And Readability: Center Alignment

•Overuse of centering can make it harder to determine the structure of onscreen elements.

```
\label{eq:while ((reRun == 'y') || (reRun == 'e'))} \begin{cases} & \text{ if (reRun != 'e')} \\ & \text{ if (reRun != 'e')} \\ & \text{ b.scan();} \\ & \text{ b.display();} \\ & \text{ generation += 1;} \\ & \text{System.out.println("'tt\Generation: " + generation);} \\ & \text{System.out.print("'Do you wish to play another generation (y/n): ");} \\ & \text{reRun = (char) Console.in.readChar();} \\ & \text{ Console.in.readLine();} \\ & \text{ if (reRun == 'e')} \\ & \text{ b.edit();} \\ & \text{ } \end{cases}
```

Legibility And Readability: Center Alignment



•It can be useful for providing additional contrast

• e.g., titles vs. the body of the text.



Some Potential Research Topics

HCI and expert systems: Scope -Masters or Doctorate level projects

There has been little research conducted into determining what is mable for software used by repert users. Most of the work in the sear of Human Compare intensions in one regularithe to high level intrinces such as CUT what they are for low level interfaces such as a Unit command line. Research in this area would involve subject parts been types of users and their tasks in order to come up with a set of unbilling heart-intension than compared further designers of these systems as well be used as a evaluation tool for existing systems.

Educational tools: Scope — undergraduate research project. Is order to being suderpraduate students grasp-some of the more difficult and abstract concepts being trajla in class, interactive will summarine provide vious representations in order to provide a being trajla in class, interactive will summarine provide vious representations in order to provide a students in its common to down as a picture of all in consisting of nodes and their links. List operations are then demonstrated by rederwing some or all parts of the list manually. A world learning and could consist of a system that could demonstrate of the order to be tool to be used to an a interactive fishion. The student could create some colle and see the efficient of different list operations in order to better understand the cause-efficie relativeship between the code and the list.

Gaming projects

- •So it should be used sparingly
- •It should also be used for a reason rather than as the default

James Tam

Legibility And Readability: Center Alignment



•If you are employing it to provide contrast then at least make it obvious



This text is **centered.**If you are going to center text, make it obvious.

See, in this paragraph it is difficult to tell if this text was centered purposely or perhaps accidentally. The line lengths are not the same, but they are not really different. If you can't instantly tell that the type is centered, why bother?

The Non-Designers Design Book

Legibility And Readability: Fonts And Font Effects

• Characters, symbols, graphical elements should be easily noticable and distinguishable

Text set in TEXT SET IN Helvetica CAPITOLS

Text set in Braggadocio

Text set in Times Roman

Text set in

Courier

 \checkmark

Legibility And Readability: Fonts And Font Effects (2)

Proper use of typography

- 1-2 typographical effects (typeface or typography) 3 max
 - Font types, normal, italics, bold, underline
- 1-3 fonts sizes max

Large

Medium Small

Readable

Design components to be inviting and attractive

Design components to be inviting and attractive

Large

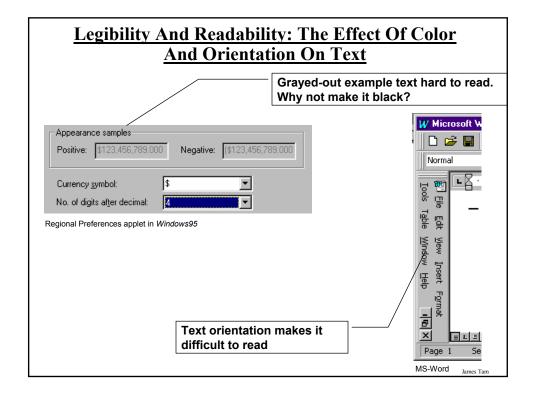
Medium Small

<u>Unreadable</u>

Design components to be *inviting* and <u>attractive</u>

Design components to be **inviting** and **attractive**

×



Using Imagery

Signs, icons, symbols

• Right choice within spectrum from concrete to abstract





BOOZE!

Icon design very hard

• Except for most familiar, always label them



Iomas Tom

Using Imagery (Continued)

Image position and type should be related

• Image "family"



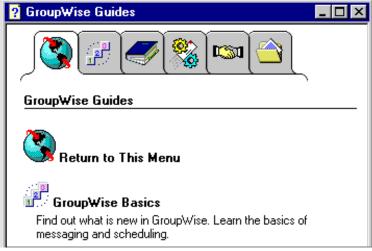
• Don't mix metaphors

Consistent and relevant image use

- Not gratuitous
- Identifies situations, offerings...

James Tar

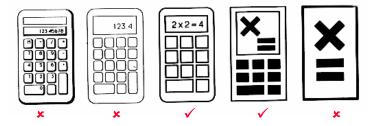
Why Icon Design Is Hard: An Example



Novell GroupWise 5.1

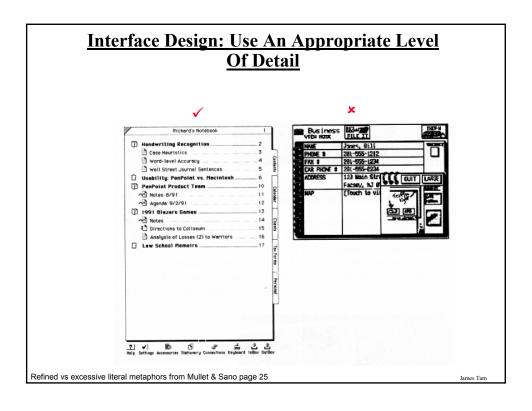
Inmos Ton

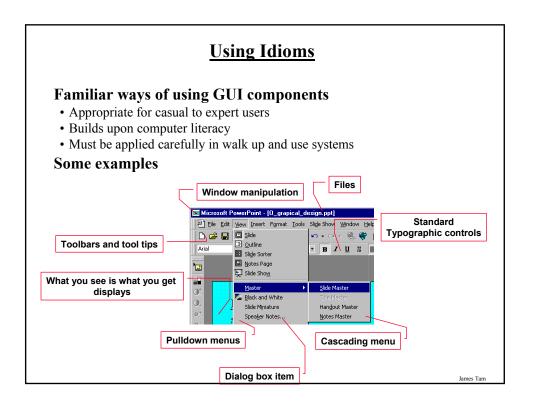
Icon Design: Use The Appropriate Level Of Detail



Choosing levels of abstraction from Mullet & Sano Page 174

James Tan

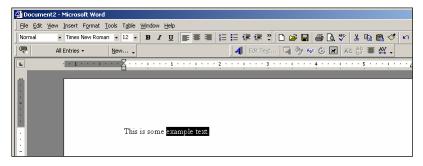




General Points To Keep In Mind

1) What components *must* be in the display

- Provide the necessary visual affordances
- Categorizing functions
 - Direct manipulation for core activities
 - Buttons/forms/toolbar/special tools for frequent/immediate actions
 - Menus/property window for less frequent actions
 - Secondary windows for rare actions



James Tam

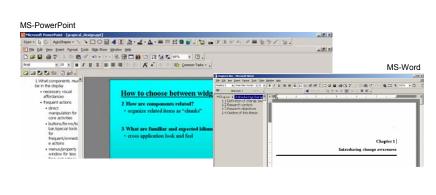
General Points To Keep In Mind (2)

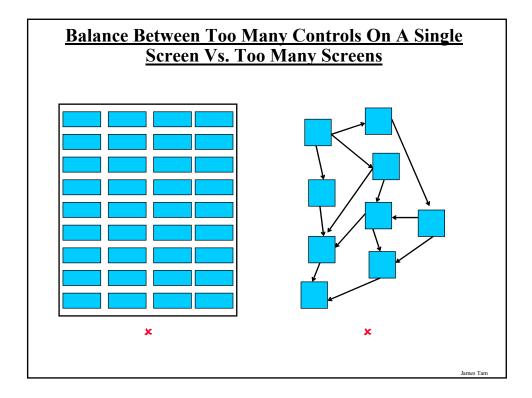
2) How are components related?

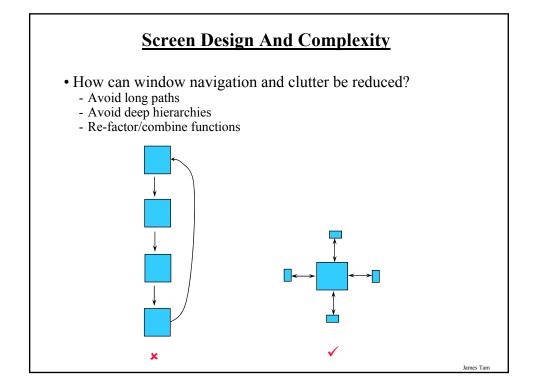
• Organize related items as "chunks"

3) What are familiar and expected idioms?

Cross application look and feel







What You Now Know

Grids and C.R.A.P. are essential tools for graphical design Important visual concepts include

- Visual consistency
 - Repetition
- Visual organization
 - Contrast, alignment and navigational cues
- Visual relationships
 - Proximity and white space
- · Familiar idioms
- · Legibility and readability
 - Typography
- Appropriate imagery

