

Considering Excise

Lecture 8

Halloween Re-cap



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Memo

- Quiz 2
 - Thursday Nov 3.
 - This week!

- Lab Data Collection?

Context

- Flow
 - Principles to help flow
- Excise
 - Designing to avoid excise

Considering Flow

- Flow
 - A psychological state where a person is immersed and fully attentive to their current activity
- Designing for flow
 - Use principles to avoid breaking a flow state

Flow Principles (1)

- Follow users' mental models
- Less is more
- Enable user to direct, don't force them to discuss
- Keep tools close at hand
- Provide modeless feedback

Flow Principles (2)

- Design for the probable; provide for the possible
- Provide comparisons
- Provide direct manipulation and graphical input
- Reflect object and application status
- Avoid unnecessary reporting

Flow Principles (3)

- Avoid blank slates
- Differentiate between command and configuration
- Provide choices
- Hide the ejector seat levers
- Optimize for responsiveness; accommodate latency

1. Follow users' mental models

- What is a mental model?
- Are there any cases where the mental models should change?

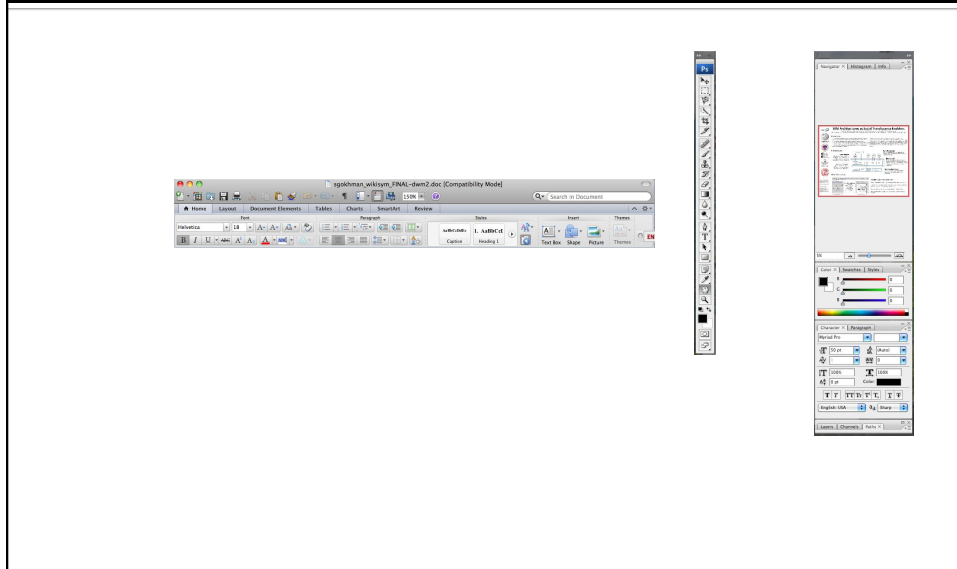
2. Less is more



3. Enable user to direct, don't force them to discuss

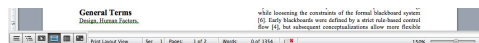
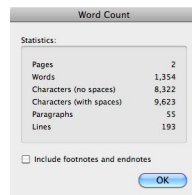
- Dialogs are more like discussion
 - Is there a way to get the necessary input without a dialog?
- Direction manipulation, direct input

4. Keep tools close at hand



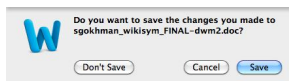
5. Provide modeless feedback

- The principle is to provide status, rather than query for status



6. Design for the probable; provide for the possible

- Possible v. Probably
- Example is a challenge

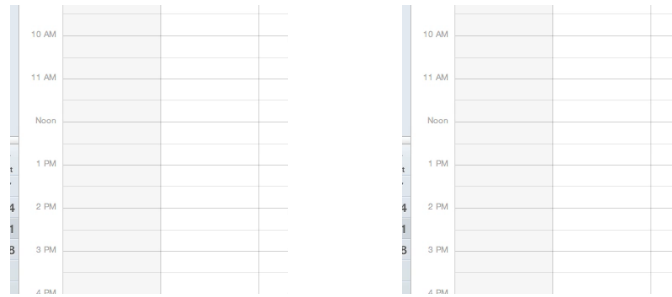


7. Provide for comparisons; contextualize information



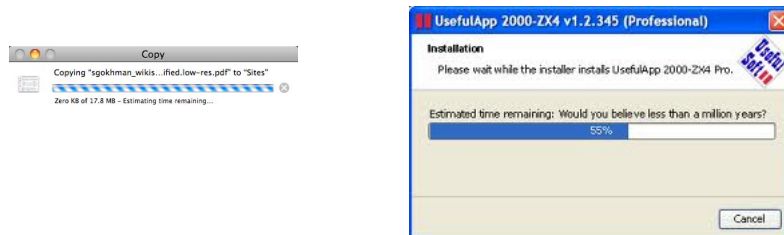
8. Provide direct manipulation and graphical input

- Many things can be done two ways



9. Reflect object and application status

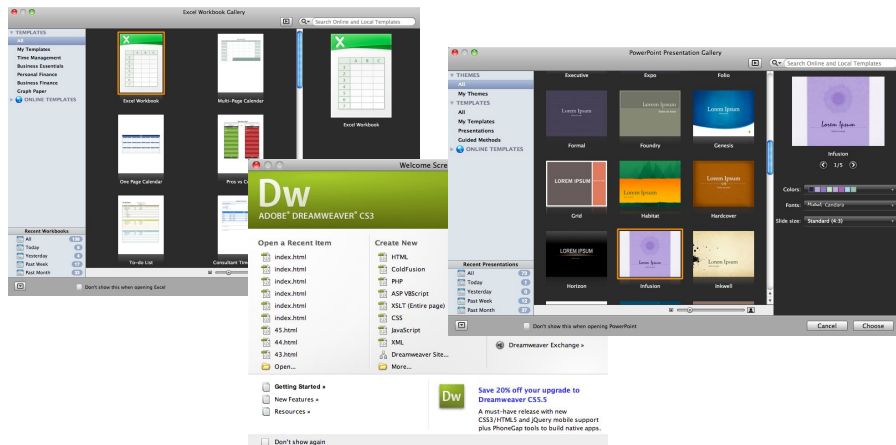
- What are application status examples?



10. Avoid unnecessary reporting

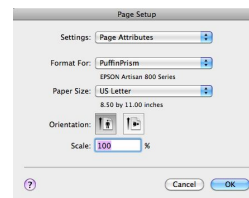
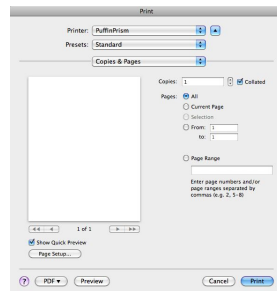
- Similar to #9 (last one)
 - Provide state, but reconsider any “dialog”

11. Avoid blank slates



12. Differentiate between command and configuration

- Example
 - Print vs Print Setup

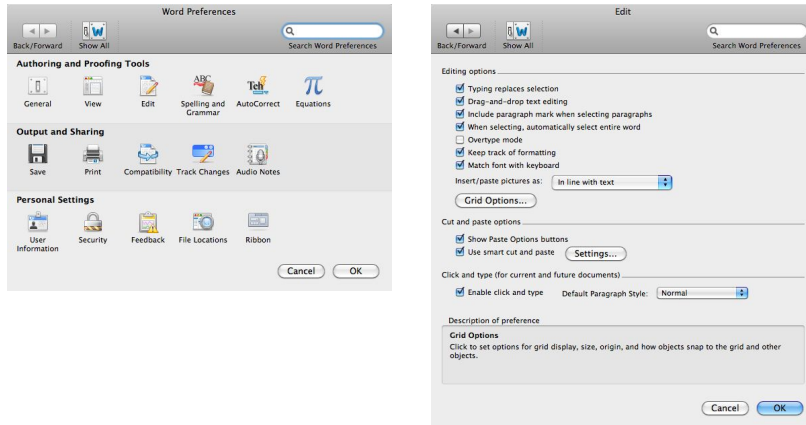


13. Provide choices, don't ask questions

- Tool bars are good examples of options
- Dialogs are generally questions
 - Can a dialog be a palette, or tool bar?
 - Can a dialog be 'modeless'?

14. Hide the ejector seat levers

- Complex configuration should be hidden



15. Optimize for responsiveness; accommodate latency

- Eventually, systems don't respond



Excise

- Excise in a User Interface
 - Overhead that doesn't contribute to the task
 - Configuration, settings
 - Moving, navigating among options
 - Interrupting Flow

Navigation is Excise

- Some navigation is always required
- Types of Navigation
 - Navigation of tools
 - Navigation between dialogs
 - Navigation of menus
 - Scrolling, tabbing

Minimize Excise

- Provide signposts
 - Design points of reference, menus
- Use overviews, radar views
 - Bread crumbs

Minimize Excise

- Provide appropriate control mapping
 - Physical vs logical mapping
- Limiting Hierarchies
 - Monocline grouping – only one level deep

