UX/UI

Buttons, Interactions, Navigation

Today

- Buttons
- Interactions
- Navigation

Menu navigation

Buttons

- Form and function
  - Form IS function
  - Beauty is secondary
- Self-explanatory
- In menu - would you know what to press without the text?

Recognition vs. Recall

- Remembering things already in your head vs. picking the right answer
- Being in a store, trying to find the right shelf
  - Without visual aid
  - With clear signs
- Help player see what they are looking for, rather than having to remember which button to press

An example:

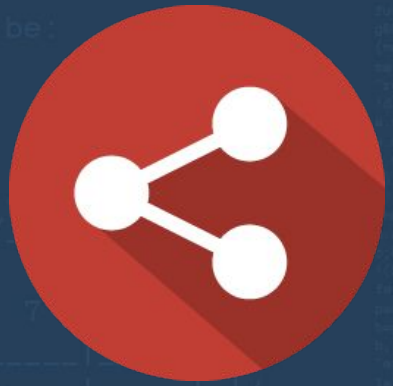
If your little sister changes the language of your phone to Russian, would you find your way back to the right menu and change it back (given you don’t speak Russian?)

Why/Why not?

How can you design a UI that you can navigate without text to help?

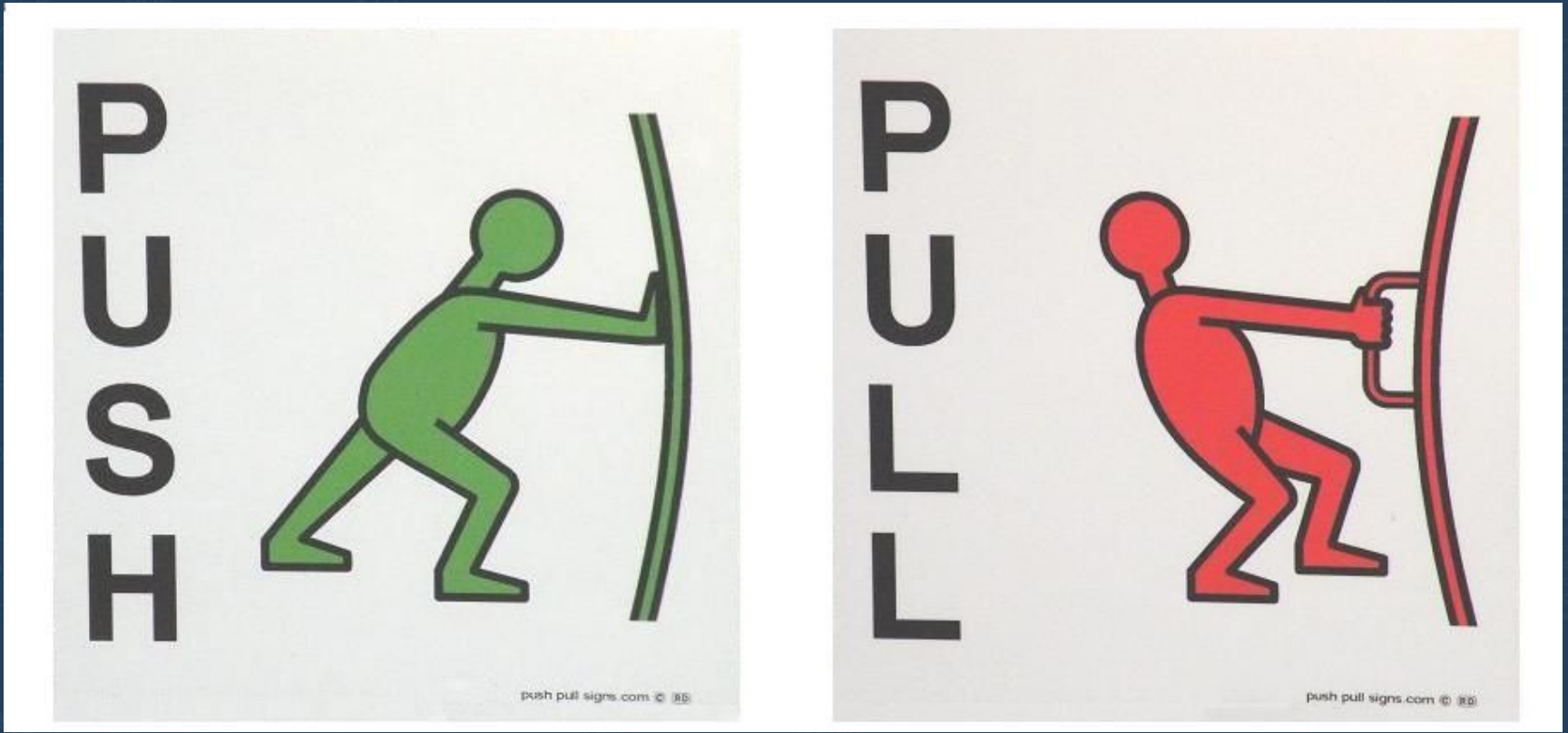

3G
9:42 AM
BBC РУССКАЯ СЛУЖБА
Главные новости
Последние новости
У мэрии Москвы произошла стычка из-за митингов
Сторонники и противники российского премьер-министра Владимира Путина устроили потасовки у...
Медведев встретится с лидерами неразрешенных партий
Уходящий президент России Дмитрий Медведев в понедельник, как ожидается, проведет редкую в...
Новым президентом Германии станет правозащитник из ГДР
Канцлер Германии Ангела Меркель заявила, что поддерживает кандидатуру
Новости
5
Популярное
Разделы
Настройки

Common Imagery

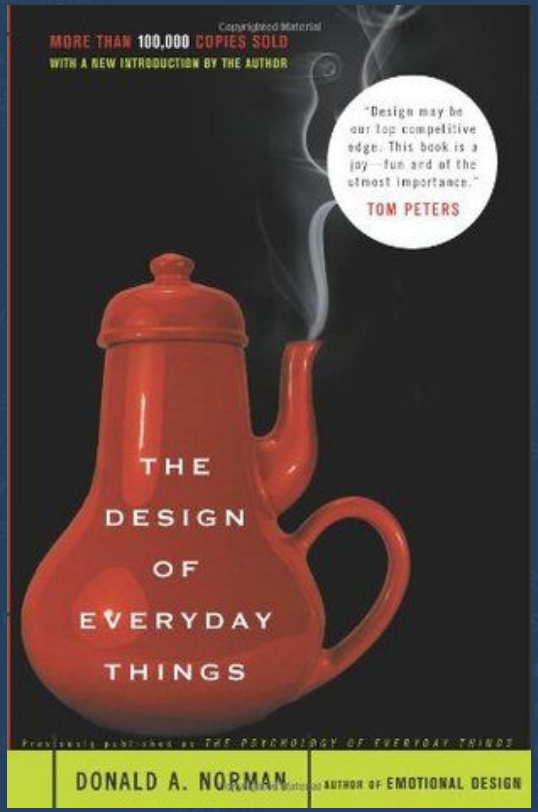


Affordance

How to interact with an object



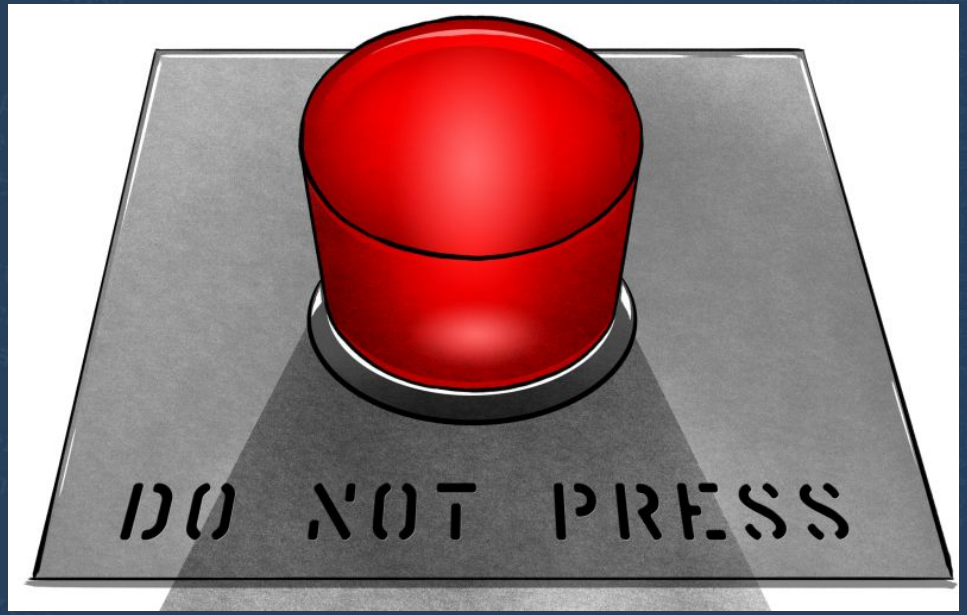
Reading tip:


Copyrighted Material
MORE THAN 100,000 COPIES SOLD
WITH A NEW INTRODUCTION BY THE AUTHOR
"Design may be our top competitive edge. This book is a joy—fun and of the utmost importance."
TOM PETERS
THE DESIGN OF EVERYDAY THINGS
DONALD A. NORMAN
AUTHOR OF EMOTIONAL DESIGN

Buttons

Buttons

- Protrude from surroundings
- Are pushed
- Binary (ON/OFF)



For buttons...

- Make them “3D”
  - Shadows
  - Highlights
  - Bevel
- Effect when is pushed
- Possibly highlight effect
- Show current status (ON/OFF)
- Gray out when disabled

Mimic physical items

Tutorial: Super simple button

[This is where I start Photoshop]

Recap

- Recognition vs. recall
- Common imagery