

Reading Guide for GUI Bloopers 2.0

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EE408 Fall 2008

Scope & Overall Recommendation

- It is recommended that GUI programmers, that is us, read Chapter 1-7. We will skip Chapter 7. (Column 1, Table 1.1 on Page 6)
- Read the introduction of each chapter to understand their purposes (e.g., what is navigation, interaction, and their difference).
- Read each chapter (chapter-specific guides follow). Focus on *specific examples* and understanding, no need to memorize everything.

Chapter 2:

GUI Control Bloopers

- chapter introduction
- Bloopers 1-12
- Tradeoffs among selection/value-setting widgets. Know when to use which. (radio buttons, check boxes, lists, combo boxes, spinners, sliders.)

Chapter 3: Navigation Bloopers

- chapter introduction
- 13, 14, 15, 16, 18
- Others are about web, not focus of EE408.

Chapter 4:

Textual Bloopers

- chapter introduction
- Uncommunicative text (22, 23, 24, 25)
difference between 22 and 23
- Developer-centric text (26, 28)
difference between 26 and 28
- Blooper 31: When to use ... in command labels
iff a dialog pops up that asks for user input

Chapter 5: Graphic Design and Layout Bloopers

- chapter introduction
- 32, 33, 34, 35, 36, 37, 38, 39 (all)
- 38 (Bad initial window location)
General guidelines for setting good initial window location
(summarized on top of Page 232)

Chapter 6: Interaction Bloopers

- chapter introduction
- **Deviating from task focus (41)**
41 - examples of needless restrictions
- **Requiring unnecessary steps (43, 44, 45)**
enough to know issues associated with 43, 44, 45
- **Burdening Users' Memory (46, 47, 48, 49, 50, 51)**
must read 48 and 51; 47 is also interesting (*helicopter door*)

Chapter I: First Principles

- read the whole chapter.
- chapter introduction
difference between principles and design rules
- basic concepts
users versus customers, user profiles, personas; target/task domain; domain concepts and relationships (is-a, has-a); actions and tasks; conceptual model
- 9 principles
process principles versus design principles
- Reducing task complexity by abstraction
power/complexity tradeoff - Page 30
common tasks - Page 33, “two types of common”
- cognitive fundamentals
consistency, cognitive limit for multi-tasking, information forage theory, ... See the week of Nov 9 lecture note.