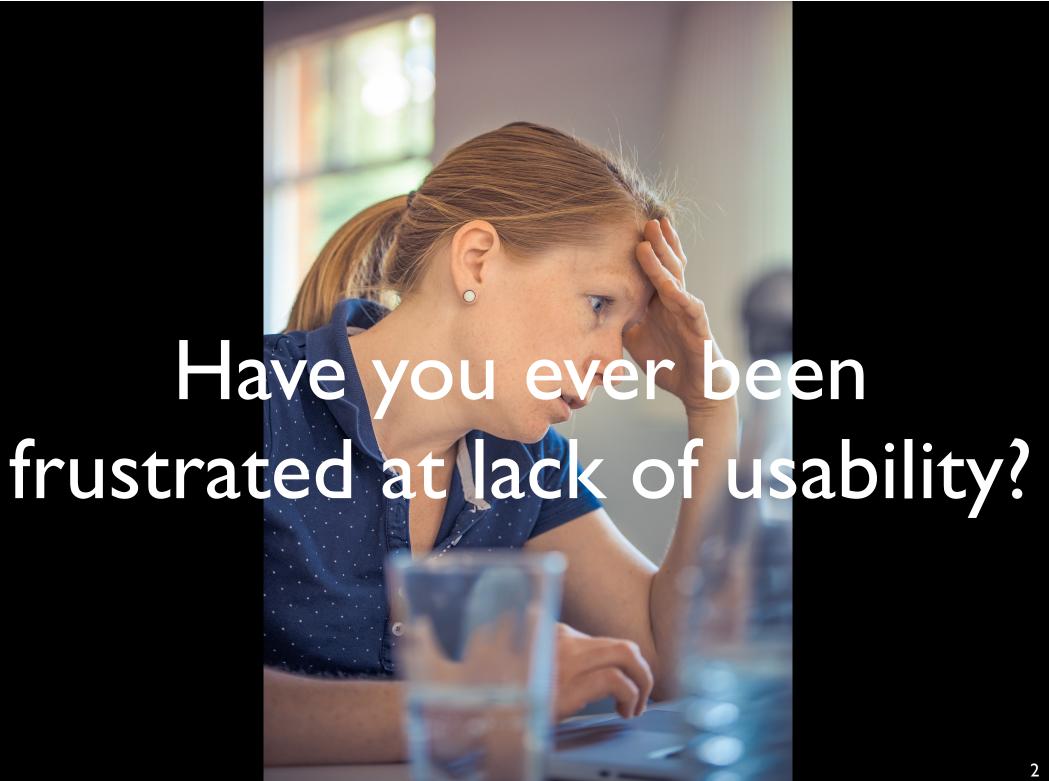
#### Towards a Humane Interface

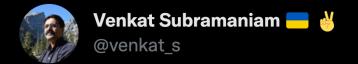






Replying to @scottdavis99

My theory: those who design hotel bathrooms have never taken a shower.



Another reason I'm convinced that people who design hotel bathrooms never take a shower.

Can you spot what's missing in this one, from the room I stayed this morning?





Those who can't design are condemned to document.



### lt's all about user experience

## A great app lets the users get their job done

Reliable

Simple

Fast

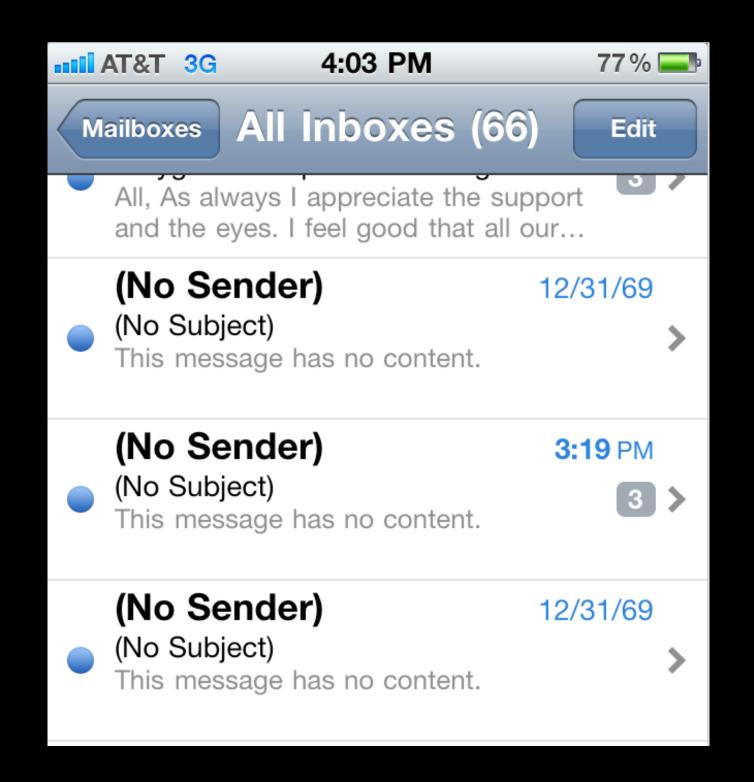
Easy to use

Doesn't annoy or distract

Provide Value

### Make it Reliable

An unreliable app spoils user's experience



### Don't Annoy

Sometimes I just popup for no particular reason, like now.



### Don't Distract

### You're asked to implement Search

How do you improve experience?



## Help the user focus, don't distract

### What's the App you use the most?

## Google

Advanced search Language tools

Google Search

I'm Feeling Lucky

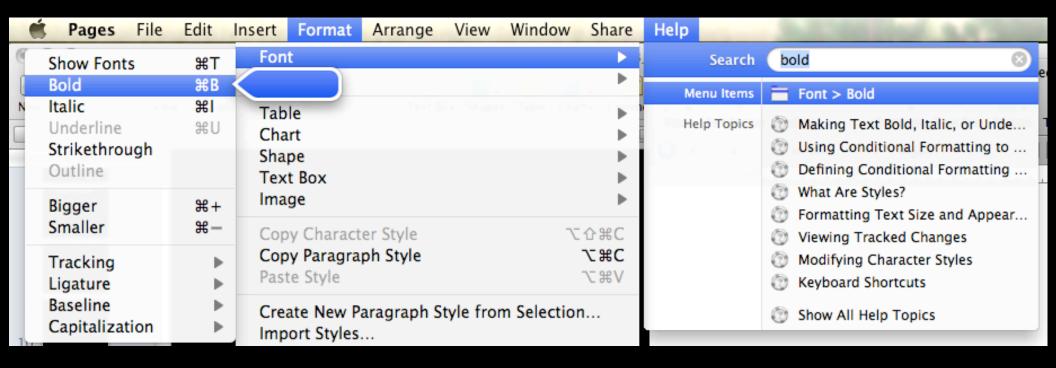
### KISS Principle

### Simple things must be simple

Problem with products is not their capability, but one of imposed complexity beyond the need

### How to find a menu item?

### Fastest way is to search!



### Don't Burden the User



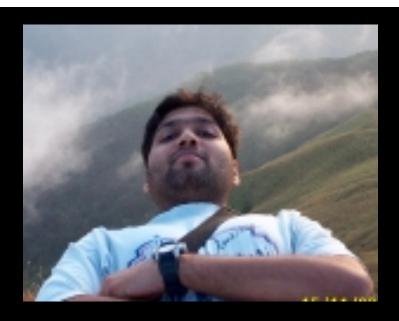


### Provide Value





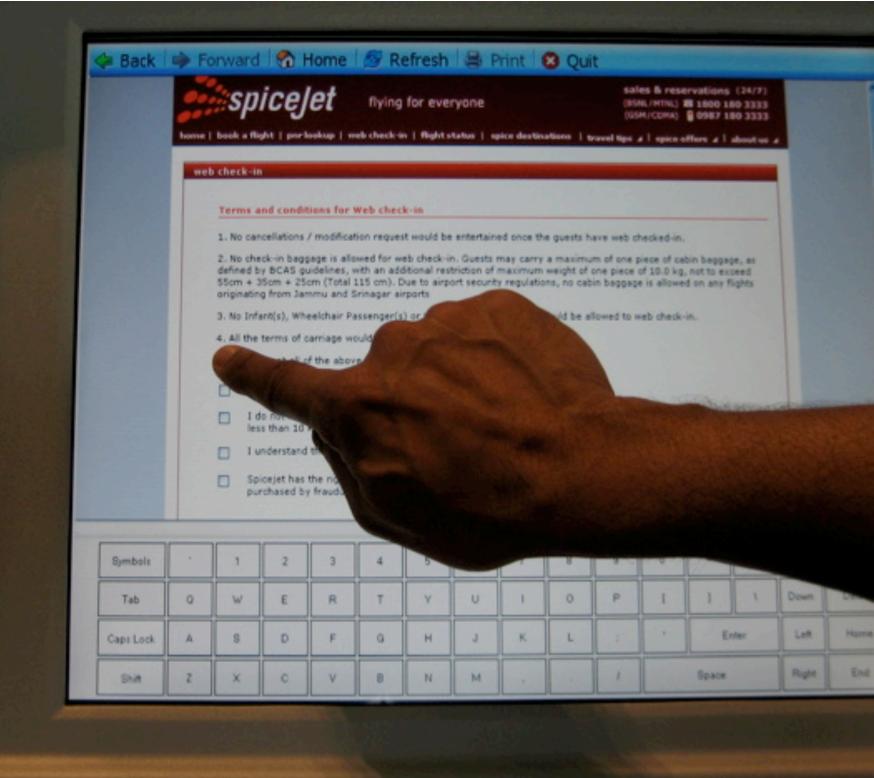
# An App That Fails in So many ways



http://blogs.agilefaqs.com/2008/05/28/victim-of-chaos/









# Do, don't ask



OmniGraffle registration experience!

# Get One Step Ahead of the User

#### Convenience shortcuts

Thinks like a programmer!
Stays steps ahead.

#### User's stress level

### Cognitive

Circumstances can lead us to make mistakes







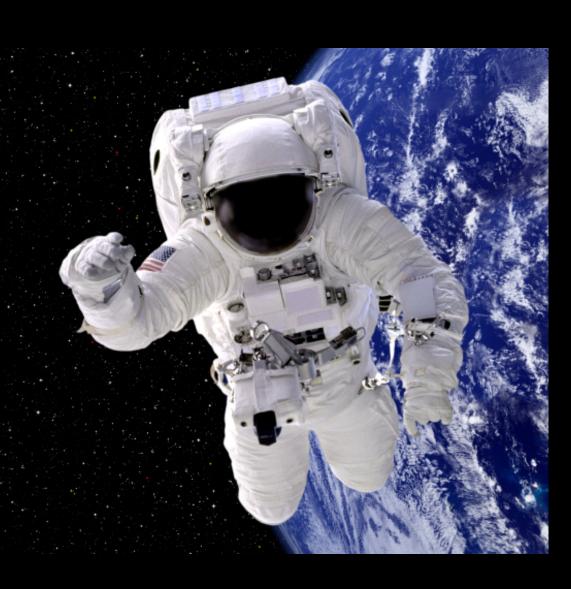


#### Cognitive Unconscious

Repetition pushes us there

# Intuitive Design

# Know your users





#### Let Users Set the Pace

## Don't Rush the User

### Locus of Attention

**Awareness Test** 

## Ajax and Locus of Attention

#### Asimov's Law

#### Isaac Asimov's "Three Laws of Robotics"

- A robot may not injure a human being or, through inaction, allow a human being to come to harm.
- 2. A robot must obey orders given it by human beings except where such orders would conflict with the First Law.
- 3. A robot must protect its own existence as long as such protection does not conflict with the First or Second Law.

#### Fitt's Law

$$T = a + b \log_2 \left( 1 + \frac{D}{W} \right)$$

The time it takes to select a target is proportional to distance. inversely to its size

#### Hick's Law

$$T = b \cdot \log_2(n+1)$$

The time to choose among options is proportional to the number of choices

#### Response time...

# 10 seconds feels like eternity to users

Reliable

Simple

Fast

Easy to use

Doesn't annoy or distract

Provide Value

