

Making a great user interface

by @boredzo

Users are broken.

“A person is not a machine,
and should not be forced
to think like one.”

— Bret Victor

It's our fault.

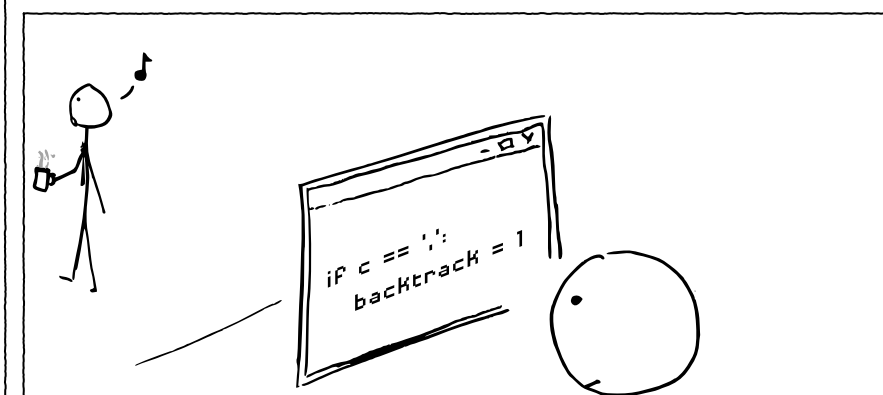
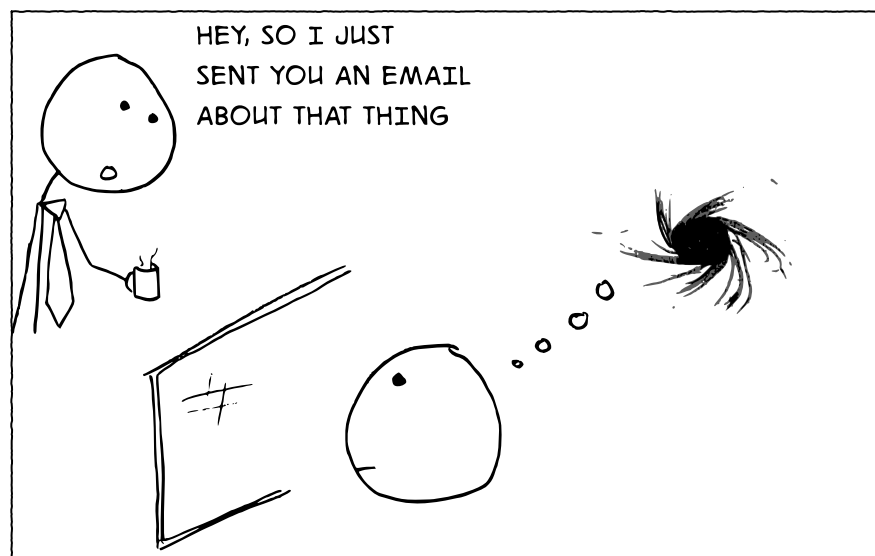
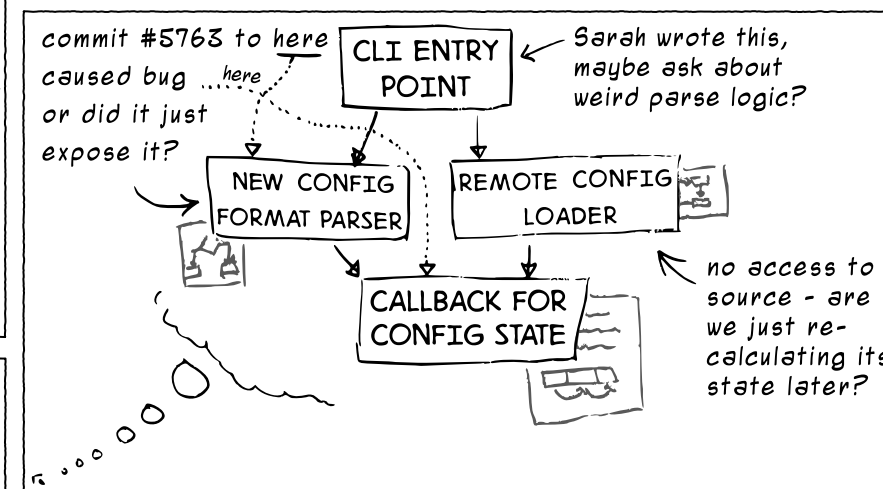
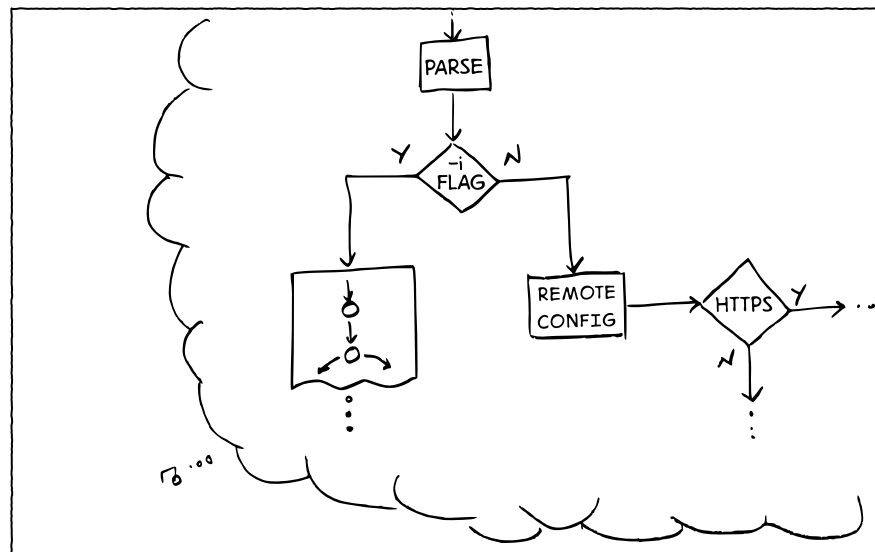
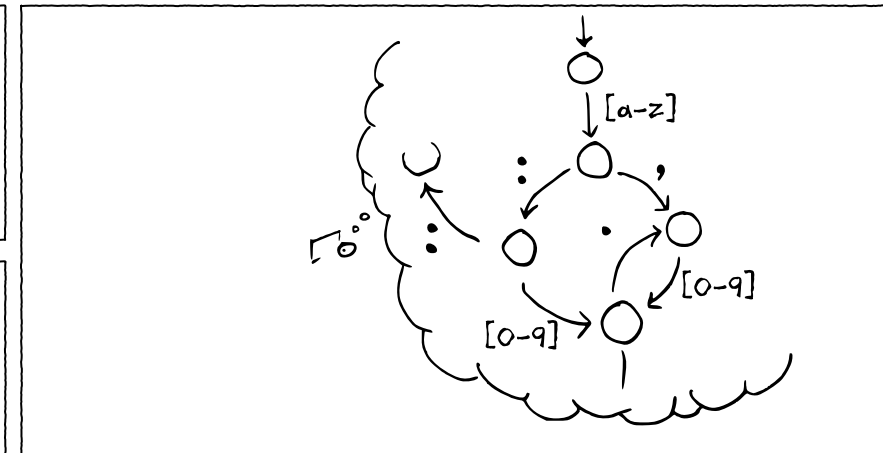
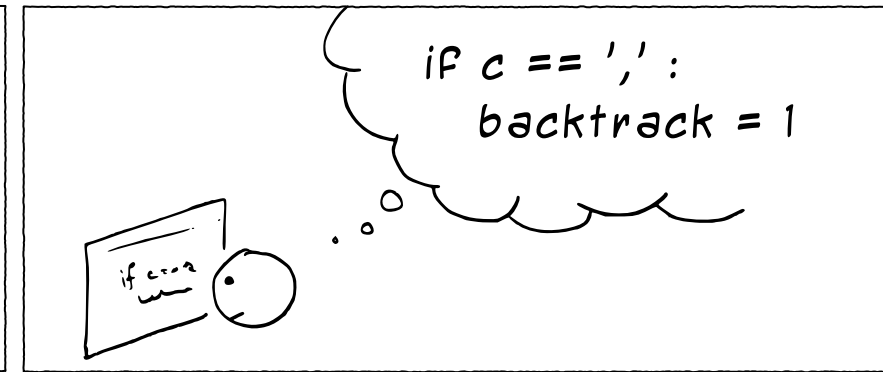
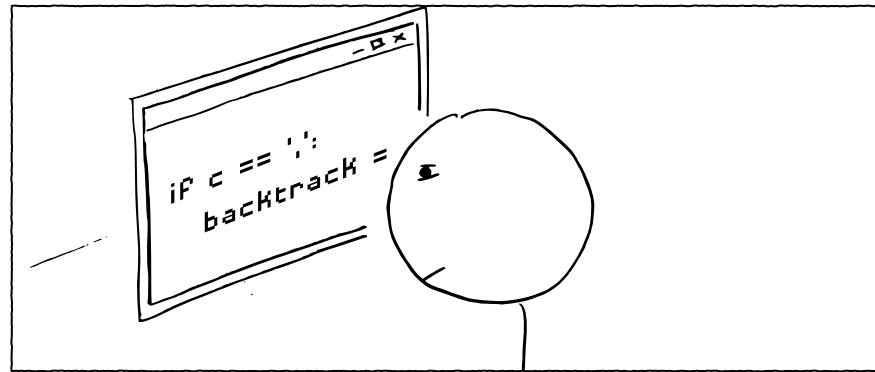
Mindset

Respect

Assume the user is
competent.

Assume the user has
things to do.

THIS IS WHY YOU SHOULDN'T INTERRUPT A PROGRAMMER



It is

never the user's fault.

A great interface
in four easy steps.

1. Start with a good interface.
2. Make it accessible to all.
3. Make it easy to learn.
4. Make it fluid to use.

Requirements of a good interface

Steve Krug



**DON'T
MAKE
ME
THINK**

revisited

and Mobile
A Common Sense Approach to Web Usability



If you have to explain it,
then it sucks.

Tell the user
what they can do about it.

Respond immediately.



Making it great

Kill verbs.

**File****Edit****View****Special**

New Folder ⌘N

Open ⌘O

Print

Close ⌘W

Get Info ⌘I

Duplicate ⌘D

Put Away

Page Setup...

Print Directory...

Eject ⌘E

Main



Trash

Edit

Documents



Here's to the crazy
ones.
The misfits.
The troublemakers.
The dreamers.
The ones who see
things differently.

They're not fond of
rules, and they have
no respect for the

Ad copy



New Document











Kill gestures.

Kill dialog boxes.

Kill documentation.

Search Page

Apple Inc. [US] https://developer.apple.com/library/ios/search/index.php?Search=info.plist

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Validating Receipts Locally
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Providing Directions
Getting the Users Location

Reference

QA1649: WARNING: The Copy Bundle Resources build phase contains this target's Info.plist file 'Info.plist'.

QA1524: 'Info.plist does not contain a CFBundleResourceSpecification' errors when uploading to iTunes Connect

Information Property List Key Reference

QA1640: Why does iTunes tell me my Ad Hoc-signed application 'is not a valid application'?

QA1686: App Icons on iPad and iPhone

QA1623: Why am I getting device support errors when uploading my app?

Xcode Build Setting Reference

Sample Code

EADemo

ViewTransitions

LaunchMe

UICatalog
AppDelegate.m

oalTouch

GLTextureAtlas

GLImageProcessing

	Reference	Sample Code
Programming Guide and App Tricks Related Resources	QA1649: WARNING: The Copy Bundle Resources build phase contains this target's Info.plist file 'Info.plist'.	EADemo ViewTransitions
Programming Guide Structures Getting a Bundle's Contents	QA1524: 'Info.plist does not contain a CFBundleResourceSpecification' errors when uploading to iTunes Connect	LaunchMe UICatalog AppDelegate.m
Bluetooth Programming Bluetooth Background Proce...	Information Property List Key Reference	GoalTouch GLTextureAtlas
UIKit Programming Guide Hierarchy of Framework Bundles	QA1640: Why does iTunes tell me my Ad Hoc-signed application 'is not a valid application'?	GLImageProcessing
Core Competencies Information property list	QA1686: App Icons on iPad and iPhone	
Validation Programming Getting Receipts Locally Fields	QA1623: Why am I getting device support errors when uploading my app?	
Necessary Programming		

Care about
the little things.

Carrier

2:37 PM



Email address:

Password:



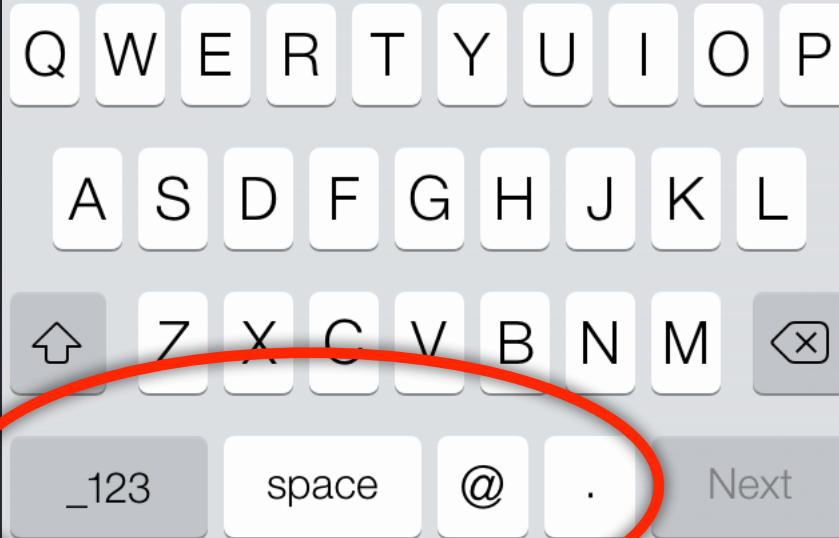
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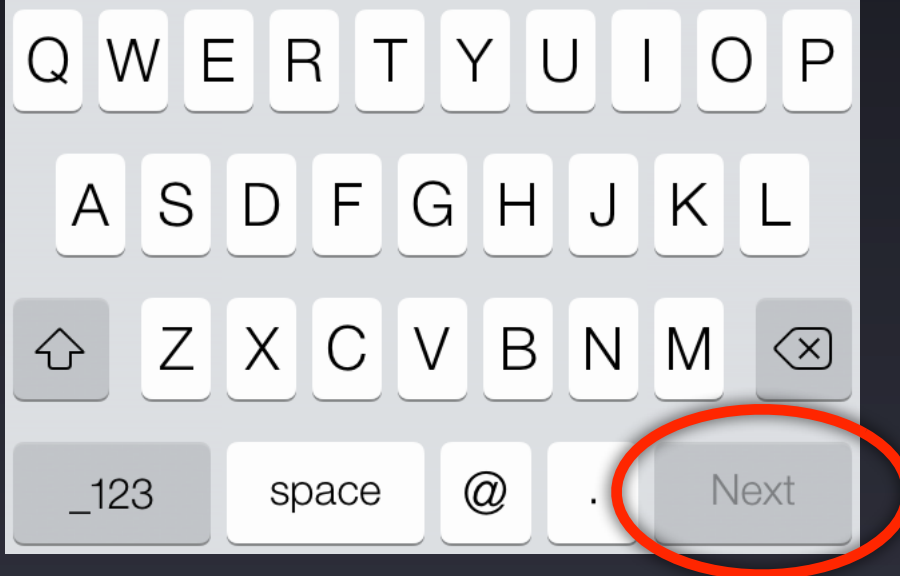
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Email address:

Password:





**Are you sure you want to permanently
erase the items in the Trash?**

You can't undo this action.

Cancel

Empty Trash

Calculating Time Remaining...

Power Source: Battery

No Apps Using Significant Energy

✓ Show Percentage

Open Energy Saver Preferences...

Test on the oldest
devices you support.

Test on mortal humans.

- Users are broken—
but they are competent people.
- Respect the user,
and your app will be better for it.
- Help the user,
and their work will be better for it.
- Problems are your fault, not the user's.
Take responsibility.

