



Roland Weigelt, Comma Soft AG

GUI Design für Nichtdesigner

Windows User Experience Guidelines



Roland Weigelt

- Software-Entwickler, kein Designer
 - Seit 1997 bei der Comma Soft AG in Bonn
- Technik stets "in der Nähe der Oberfläche"
 - GUI Frameworks (Web, client- und serverseitig)
 - Anwendungen (Desktop → Web → Desktop)
- Design:
 - GUIs, Mockups, Usability-Fragen

Ziele

- Überblick über das Material von Microsoft
 - Einstiegshilfe zum Selbststudium
 - "Gewusst wo" für den Bedarfsfall
 - Und vor allem: Wo kann man Zeit sparen?
- Vermittlung (einiger) Kernideen
 - Was sollte man wissen?
 - Worüber sollte man mal nachdenken?

User *Experience* Guidelines?

- User *Interface* Guidelines
 - Pixelabstände zwischen Controls
 - Wie groß sind die Buttons?
 - Welche Buttons auf welche Art von Dialogen?
- Sehr technische Blickweise
- Extremfall: Regeln erfüllt, Anwendung unbedienbar

Definition

User Experience ("UX")

Gesamterlebnis eines Nutzers
bei Verwendung eines Produktes
oder Systems

User Experience: Elemente

- Information Architecture
 - Wie sind die Informationen strukturiert?
 - z.B. hierarchisch vs. linear
- Information Design
 - Wie werden die Informationen präsentiert?
 - z.B. hierarchische Daten wirklich als Baum?

User Experience: Elemente (2)

- GUI Design
 - Wie sieht die Benutzeroberfläche aus?
- Visual/Graphic Design
 - Sieht die Oberfläche auch attraktiv aus?

User Experience: Elemente (3)

- Usability
 - Ist die Anwendung gut bedienbar?
 - Und was bedeutet "gut bedienbar"?
 - Anfänger vs. Power User?
- ■ Und ein kleines bisschen Psychologie
 - Wie fühlt sich der Benutzer dabei?
 - z.T. "unlogisches/ "ungerechtes" Verhalten

Anwender

- sind ungeduldig / haben es eilig
- fühlen sich eingeschüchtert / haben gar Angst
- sind so fokussiert auf ihre Aufgabe dass Sie wichtige Informationen ignorieren/verdrängen
- ziehen Rückschlüsse von der GUI auf die gesamte Anwendung

Gute User Experience?

- Wesentlicher Punkt: Ganzheitliche Betrachtung
- Selten vollkommen isolierte Faktoren
- Zwei Beispiele

Beispiel 1

- Ein Programm X zur Lagerverwaltung
 - GUI in "Windows 3.11 Optik"
 - Controls hier und da mal um ein paar Pixel verschoben
- Trotzdem gute User Experience denkbar!
 - Leicht erlernbare, effiziente Dateneingabe
 - Software "spricht die Sprache der Anwender"
 - Anwender haben Vertrauen, dass Daten nicht "einfach so" verloren gehen

Beispiel 2

- Ein Computerspiel Y
 - Komplizierte und zum Teil unlogische Bedienung
 - Ab und zu mal ein Absturz (aber eher selten)
- Trotzdem gute User Experience denkbar
 - Toller Sound, tolle Optik
 - Aufwändige Einarbeitung wird immer wieder belohnt (Zwischenszenen, Upgrades, etc.)
 - Das Spiel macht einfach Spaß

Verfügbares Material

- Suche nach "Windows User Experience Guidelines" liefert zwei Dokumente von Microsoft
 1. Windows User Experience Guidelines
 2. Windows Vista User Experience Guidelines
- Kostenlos verfügbar, Download als PDF
- Sprache: Englisch
 - In diesem Vortrag vieles davon nicht übersetzt

Verfügbares Material (1)

Windows User Experience Guidelines

aka

Fundamentals of Designing User Interaction

Verfügbares Material (1)

- Windows User Experience Guidelines
 - "Fundamentals of Designing User Interaction"
 - [Download als PDF](#) (2,9MB, 537 Seiten)
 - Version 1.0a vom 25.4.2007
- Schon etwas älter...
 - *What's New: ... designing user interfaces for applications that run on Microsoft Windows **98** and Microsoft Windows **2000**.*
 - Abbildungen in "Battleship Gray"



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Pages

1

2

3

4

5

Fundamentals of Designing User Interaction

Windows Vista User Experience Guidelines

Getting Started

- What's New?
- The Importance of a Well-Designed Interface
- The Need for Improving Simplicity
- Key Areas for Improvement
- Checklist for a Good Interface



Design Principles and Methodology

- User-Centered Design Principles
- Design Methodology
- Understanding Users
- Design Tradeoffs

Basic Concepts

- Data-Centered Design
- Objects as Metaphor
- Putting Theory into Practice

The Windows Environment

- The Desktop
- The Taskbar
- Icons
- Windows

Input Basics

- Mouse Input
- Keyboard Input

General Interaction Techniques

- Navigation
- Selection
- Common Conventions for Supporting Operations
- Editing Operations
- Transfer Operations
- Creation Operations

Fundamentals of Designing User Interaction



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Bookmarks

- Windows User Experience Guidelines
 - Cover
 - Fundamentals of Designing User Interaction
 - Getting Started
 - Design Principles and Methodology
 - Basic Concepts
 - The Windows Environment
 - Input Basics
 - General Interaction Techniques
 - Windows Interface Components
 - Design Specifications and Guidelines
 - Appendixes and References

Fundamentals of Designing User Interaction

Windows Vista User Experience Guidelines

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General Interaction Techniques

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- Transfer Operations
- Creation Operations

Fundamentals of Designing User Interaction

Fundamentals of Designing UI

- **Inhalt**
 - **Getting Started**
 - **Design Principles and Methodology**
 - Basic Concepts
 - The Windows Environment
 - Input Basics
 - General Interaction Techniques
 - Windows Interface Components
 - Design Specification and Guidelines
 - **Appendixes and References**

Fundamentals of Designing UI

- Getting Started
 - What's New
 - The Importance of a Well-Designed Interface
 - The Need for Improved Simplicity
 - Key Areas for Improvement
 - Checklist for a Good Interface (21)
 - Eigentlich falsch benannt: Application statt Interface
 - Nichts Weltbewegendes, mal kurz überfliegen
 - Dateisystem, Startmenü nicht zumüllen
 - Reaktion auf Farbschema/Schriftgröße

Fundamentals of Designing UI

- Design Principles and Methodology
 - User-Centered Design Principles
 - User in Control, Directness, Consistency
 - Forgiveness, Feedback, Aesthetics, Simplicity
 - Design Methodology
 - Understanding Users
 - Anfänger vs. Power User
 - Design Tradeoffs

Fundamentals of Designing UI

- **Basic Concepts**
 - Data-Centered Design
 - Objects as Metaphor
 - Putting Theory into Practice
- **The Windows Environment**
 - The Desktop
 - The Taskbar
 - Icons, Windows

Fundamentals of Designing UI

- Input Basics (52 – 61)
 - Mouse, Keyboard
- General Interaction Techniques (62 – 113)
 - Navigation, Selection, Editing, Transfer, Creation

Nur lesen, wenn man wirklich Zeit hat

- Auch in Vista Guidelines enthalten
- Für Control-Entwickler: Referenz ab Seite 500

Fundamentals of Designing UI

- Windows Interface Components (114 – 244)
 - Windows
 - Window types, window components, operations
 - Menus, Controls, Toolbands
 - Secondary Windows
 - Dialogs, Popups

Empfehlung: Überspringen

- Wenig neue Erkenntnisse, zum Teil veraltet
- Lieber in Vista UX Guidelines nachlesen

Fundamentals of Designing UI

- Design Specifications & Guidelines
 - Window Management (245 – 266)
 - MDI, SDI, Web-like
 - Workbooks, Projects
 - Integrating with the System (267 – 313)
 - Dateisystem, Registry
 - Installation
 - Shell-Integration
 - Working with OLE (313 – 367)

Fundamentals of Designing UI

- Design Specifications & Guidelines (Forts.)
 - User Assistance (368 – 404)
 - Hilfe
 - Wizards
 - Visual Design (405 – 471)
 - Visual Elements
 - UI Text
 - Layout
 - Special Design Considerations (472 – 500)
 - Sound, Accessibility, Localization

Fundamentals of Designing UI

- **Appendixes and References**
 - **Mouse Interface Summary (502 – 512)**
 - Was passiert, wenn man wo hinklickt?
 - In dieser Ausführlichkeit selten zu finden
 - **Keyboard Interface Summary (514 – 519)**
 - Typische Shortcuts
 - **Glossar (521 – 536)**

Dann interessant, wenn man GUI-Elemente (z.B. Controls) komplett neu entwickelt

Verfügbares Material (2)

Windows Vista User Experience Guidelines

Verfügbares Material (2)

- Windows Vista User Experience Guidelines
 - [Im Web als Teil der MSDN Library](#)
 - [Download als PDF](#) (38,9MB, 852 Seiten)
 - Version 0.9 vom 10.11.2008
- Sehr viele Abbildungen
 - Inspirationsquellen
- Sehr gut verlinkt



Bookmarks

UX Guide

Windows User Experience Interaction Guidelines

New in Windows Vista

What's New in Windows Vista

Top Rules for the Windows Vista User Experience

Guidelines

Design Principles

Controls

Commands

Menus

Toolbars

Ribbons

Text

Messages

Interaction

Windows

Aesthetics

Experiences

Windows Environment

Visual Index

Glossary



Windows User Experience Interaction Guidelines

The goals for these official Windows User Experience Interaction Guidelines (or "UX Guide" for short) are to:

- Establish a high quality and consistency baseline for all Windows-based applications.
- Answer your specific user experience questions.
- Make your job easier!

What's new

The following new guidelines have been published since our October 2007 update:

- [Ribbons](#)
- [Touch](#)
- [Pen](#)
- [Printing](#)

UX Guide is downloadable and printable!

By popular demand, we have UX Guide in PDF format.

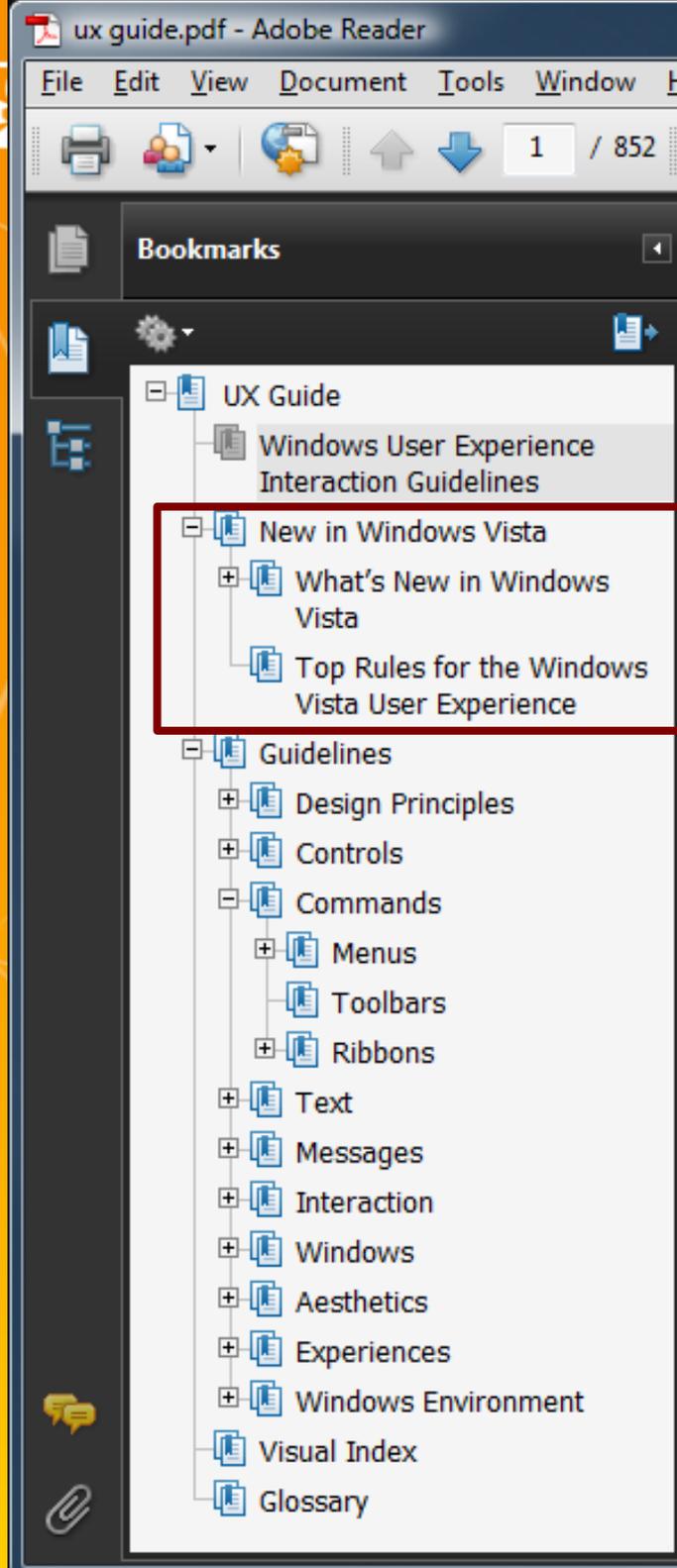
Feedback

We want your feedback. If you have specific questions, comments, or requests, contact us at winnu@microsoft.com.

For technical support:

- For Windows Vista technical support, check [Windows Vista Solution Center](#).
- For assistance with specific tasks, try [Windows Help and How-to](#).
- To provide Windows Vista feedback, use [Windows Vista Feedback](#).
- For general help and support, go to [Microsoft Help and Support](#).

Last updated November 6, 2008



Vista UX Guidelines

- New in Windows Vista
 - Zur "Einstimmung" gedacht
 - Vieles wird aber später nochmal ausführlicher wiederholt
- Top Rules
 - Eher uninteressant, wenn man nicht exklusiv für Vista / Windows 7 entwickelt

Vista UX Guidelines

■ What's New, z.B. Common Controls

Summary of control changes

The Windows Vista common controls have many changes to improve their usability and flexibility.

Static text

Updated look.

For guidelines, see [Control labels](#).

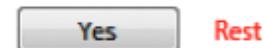
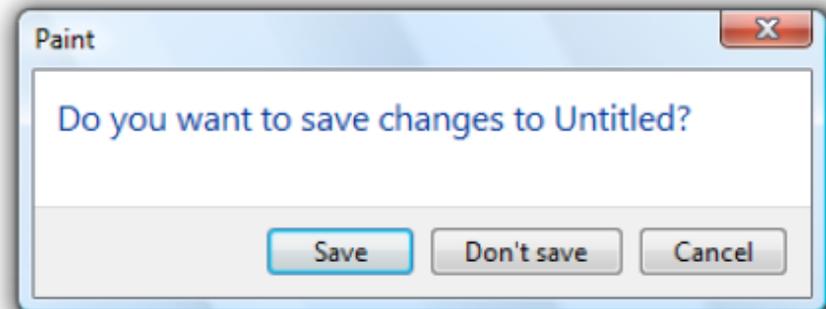
Command buttons

Updated look and cross-fade support.

For guidelines, see [Command Buttons](#).

Check boxes

Updated look and cross-fade support.



Vista UX Guidelines

- Ausführliche Beschreibung
 - Eintrag z.B. zu Checkboxes belegt 9 Seiten!

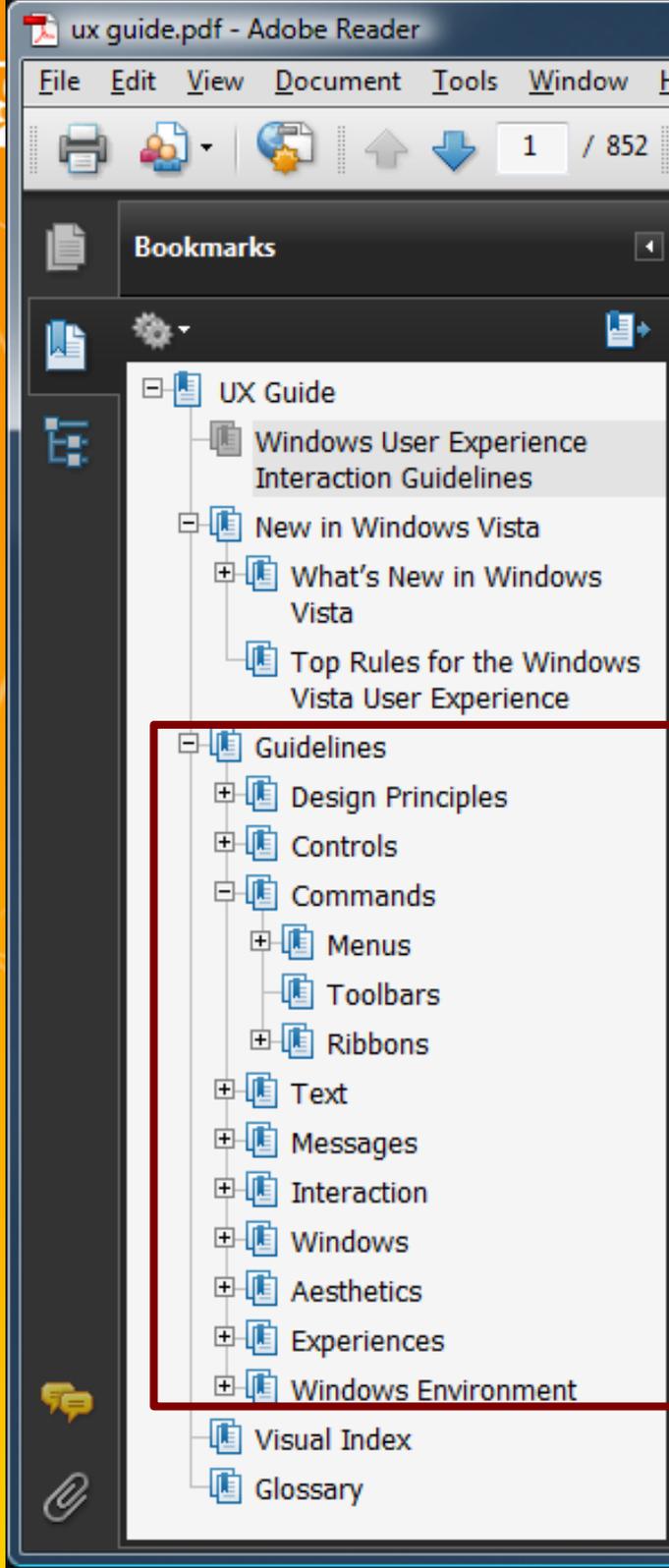
- Wonach muss ich suchen?



- "Progressive disclosure controls"?

- Lösung:

- Controls, Visual Index



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Bookmarks

- UX Guide
 - Windows User Experience Interaction Guidelines
 - New in Windows Vista
 - What's New in Windows Vista
 - Top Rules for the Windows Vista User Experience
 - Guidelines
 - Design Principles
 - Controls
 - Commands
 - Menus
 - Toolbars
 - Ribbons
 - Text
 - Messages
 - Interaction
 - Windows
 - Aesthetics
 - Experiences
 - Windows Environment
 - Visual Index
 - Glossary



Progress bars allow users to follow the progress of a lengthy operation.



Progressive disclosure controls allow users to show or hide additional information including data, options, or commands.

- Display as a link
- Display as a menu
- Don't display this item

Radio buttons allow users to make a choice among a set of mutually exclusive, related choices.



Progress bar



Progressive disclosure controls

- Display as a link
- Display as a menu
- Don't display this item

Radio buttons

AG



Design Principles

- **How to Design a Great User Experience**
 - 18 (auf den ersten Blick triviale) Empfehlungen
 - Trotzdem im Alltag immer wieder bewusst machen!

- **Empfehlungen**
 1. Nail the basics
 2. Be great at something
 3. Don't be all things to all people
 4. Make the hard decisions



Howto: Great User Experience

5. Make the experience like a friendly conversation
 - d.h. Wie würde man persönlich mit dem Anwender sprechen?
6. Do the right thing by default
7. Make it just work
8. Ask questions carefully



Howto: Great User Experience

9. Make it a pleasure to use
10. Make it a pleasure to see
11. Make it responsive
12. Keep it simple
13. Avoid bad experiences



Howto: Great User Experience

14. Design for common problem

15. Don't be annoying

16. Reduce effort, knowledge, and thought

- Dazu gleich mehr...

17. Follow the guidelines

18. Test your UI



Howto: Great User Experience

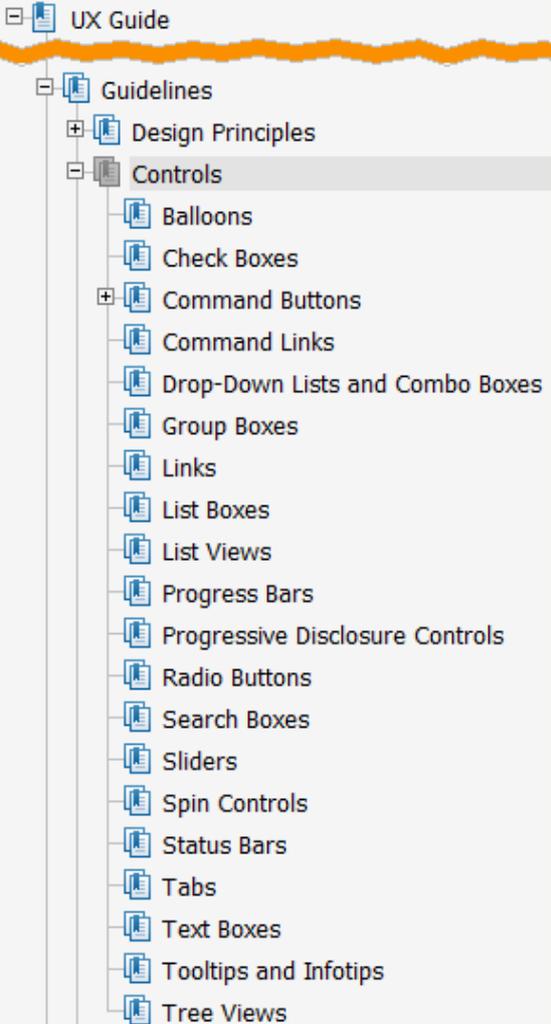
16. Reduce effort, knowledge, and thought

- Explicit is better than implicit.
- Automatic is better than manual.
- Concise is better than verbose.
- Constrained is better than unconstrained.
- Enabled is better than disabled.
- Remembered is better than forgotten.



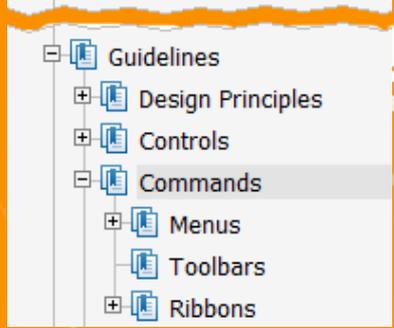
Design Principles

- **Top Violations**
 - Benennung irreführend, eher eine Liste von DOs und DONTs
 - Kurz genug zum Überfliegen
- Interessant, aber unter Zeitdruck entbehrlich:
 - Powerful and Simple
 - Designing with Windows Presentation Foundation



Guidelines > Controls

- Ausführliche Referenzartikel
 - Beispiele mit vielen Screenshots
- Grundschemata jeweils
 - Was ist das?
 - Ist dies das Richtige für mich?
 - Korrekte Verwendung
 - Guidelines

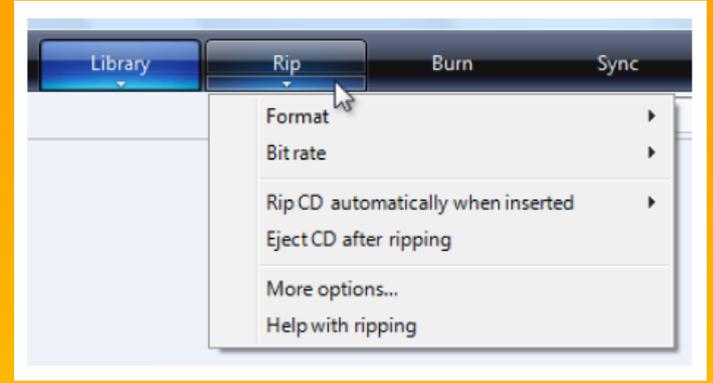
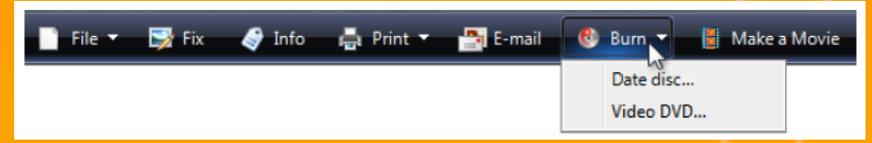


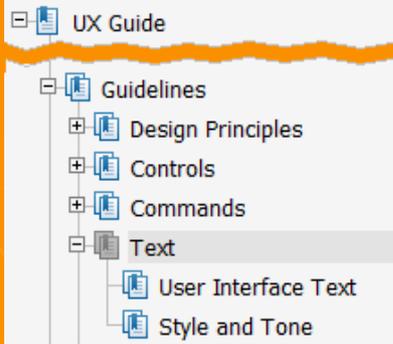
Guidelines > Commands

- **Menus**
 - Unterscheidung
 - Hauptmenü
 - Kontextmenü
 - Toolbar-Menü
 - Tabmenü

- **Toolbars**

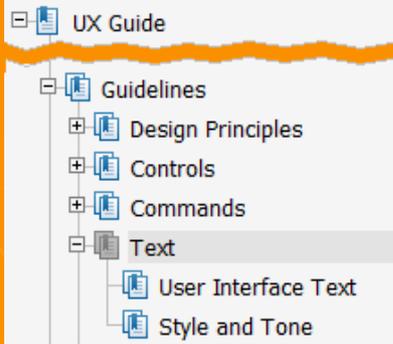
- **Ribbons**





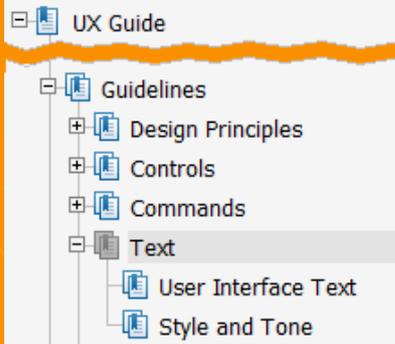
Guidelines > Text

- Texte spielen in GUIs eine wichtige Rolle:
 - Frage an Anwender, ob eine bestimmte Aktion ausgeführt werden soll
 - Anwendern wichtige Dinge erklären
 - Anwendern Hintergrundinformationen geben
 - etc.
- Nicht immer 1 Bild > 1000 Worte !
 - Gut passende Texte häufig die halbe Miete



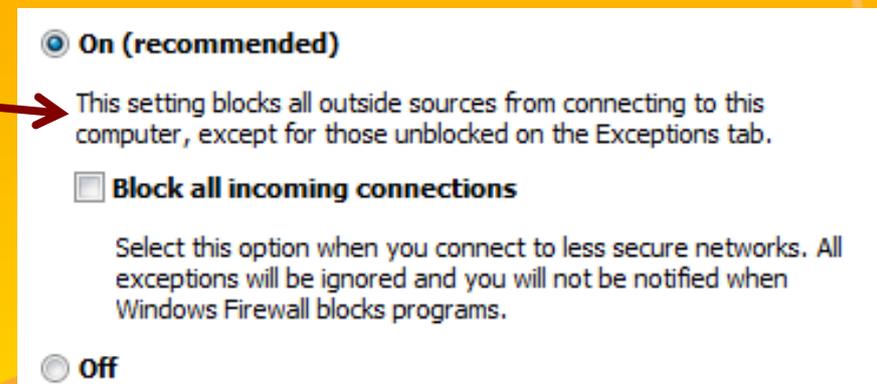
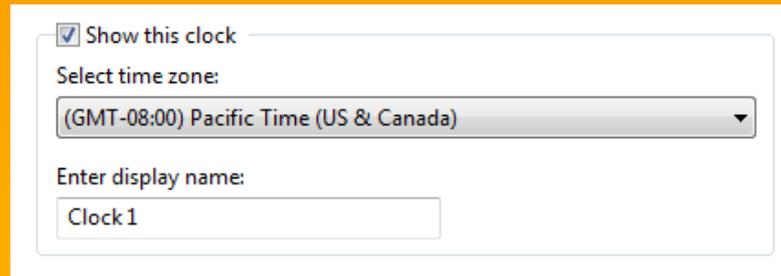
Guidelines > Text

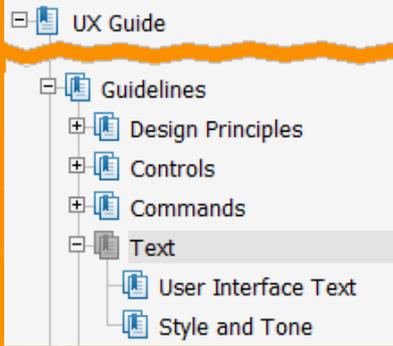
- Anders herum betrachtet:
 - Sachverhalt schwer zu beschreiben
⇒ evtl. Hinweis auf ein kompliziertes Design
- Aber: Keine beliebige Vereinfachung möglich
 - Bestimmte Dinge müssen beschrieben werden
 - Frage: Wann, Wo, in welchem Umfang?
- Erster Schritt: Texte kategorisieren
 - Welche Arten von GUI-Texten?
 - Was sind ihre Aufgaben?



Guidelines > Text

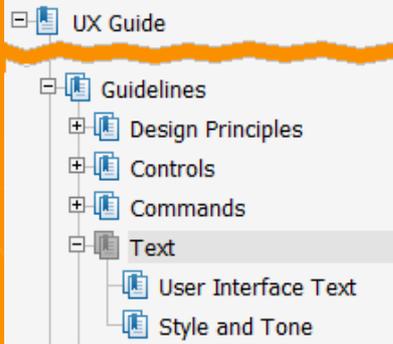
- Title bar text
- Main instructions
- Supplemental instructions
- Control labels
- Supplemental explanations





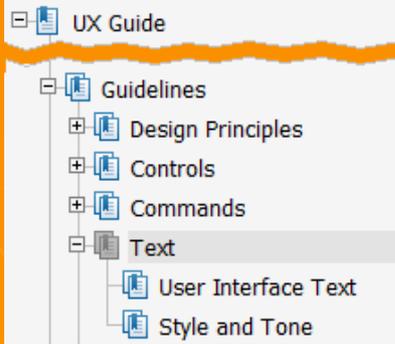
Guidelines > Text

- Zweiter Schritt: Der Wahrheit ins Auge sehen
- Anwender lesen keine UI-Texte.
- Lesen eines Buches != Benutzen einer Software
- Anwender sind in ihre Arbeit vertieft, nicht in die UI der Anwendung



Guidelines > Text

- Anwender scannen Fenster und Dialoge
 - Text wird überflogen und gefiltert
- Control-Labels werden früh gelesen
 - besonders wenn das Control relevant erscheint
- Echtes Verstehen von Texten nur wenn nötig
- Textlesen wird oft sofort abgebrochen, sobald über nächste Aktion entschieden wurde



Guidelines > Text

Use the computer without a display
When you select these settings, they will automatically start each time you log on.

How text read aloud

- Turn on Narrator
Narrator reads aloud any text on the screen. You will need speakers.
- Turn on Audio Description
Hear descriptions of what's happening in videos (when available).

[Set up Text-to-Speech](#)

Adjust time limits and flashing visuals

- Turn off all unnecessary animations (when possible)

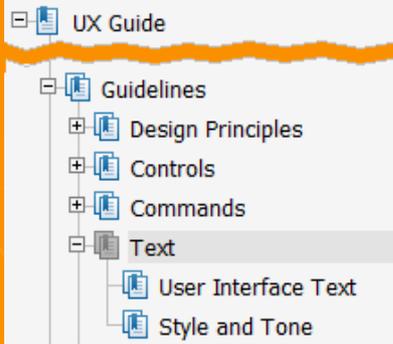
How long should Windows notification dialog boxes stay open?

7.0 seconds ▼

See also

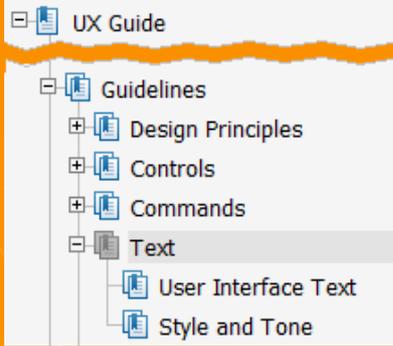
- [Audio Devices and Sound Themes](#)
- [Learn about additional assistive technologies online](#)

Save Cancel Apply



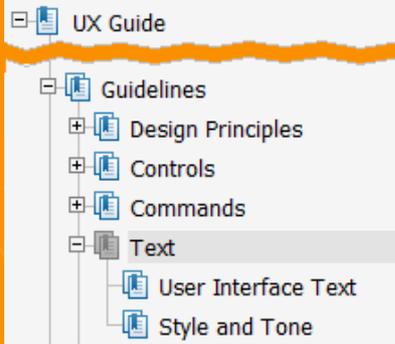
Guidelines > Text

- Scannens eines Fensters/Dialogs
 - Interaktive Controls im Zentrum
 - Commit-Buttons
 - Sonstige interaktive Controls
 - Main instruction
 - Supplemental explanations
 - Window title
 - Sonstiger statischer Text
 - Fußnoten

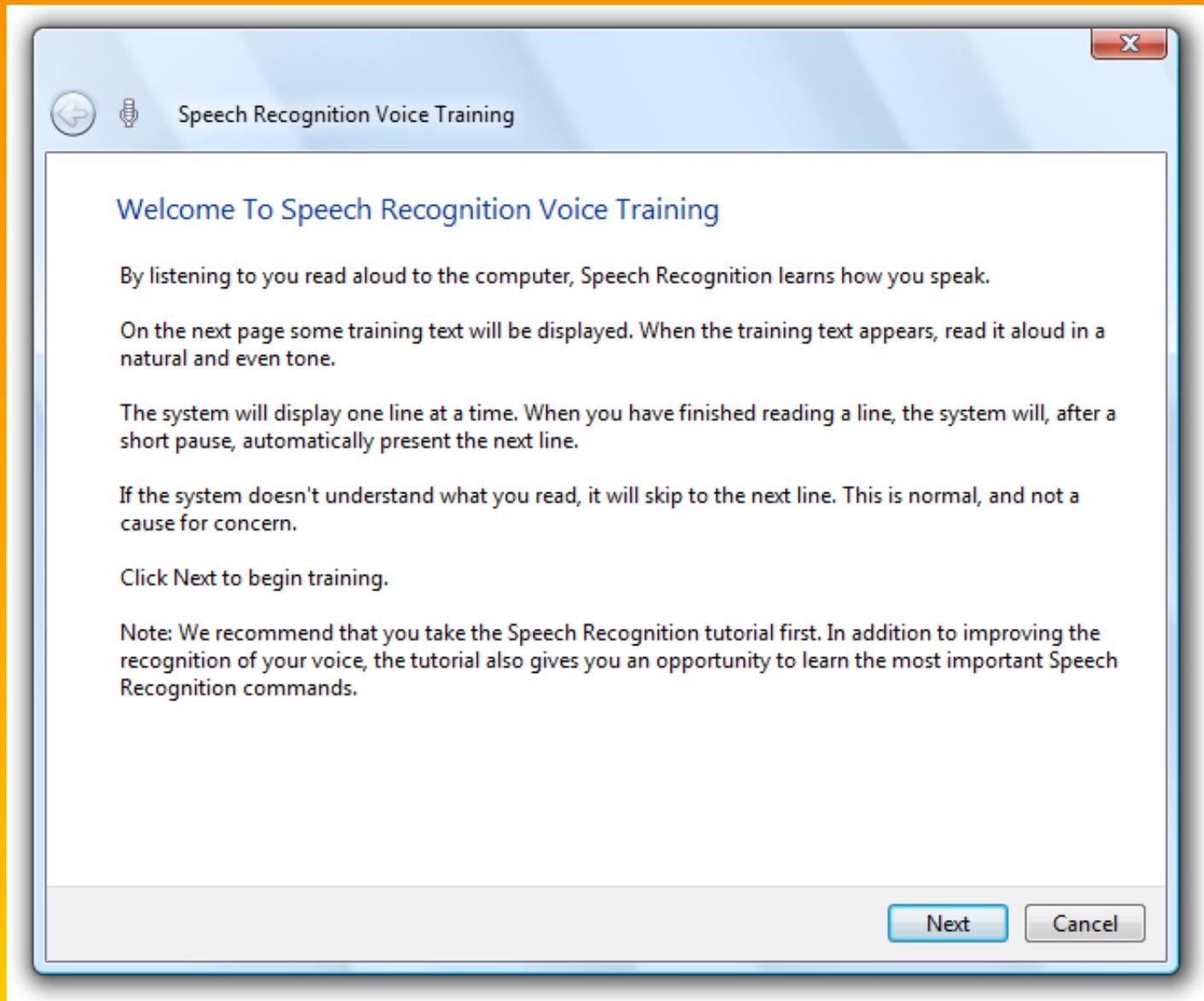


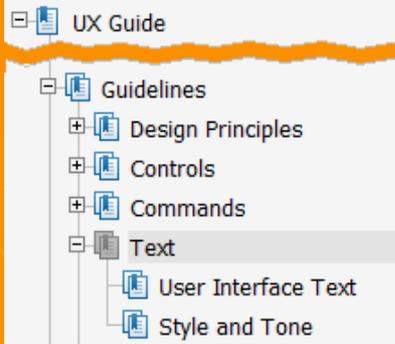
Guidelines > Text

- Redundanzen vermeiden
 - Spart Platz auf dem Bildschirm
 - Kürzere Texte sind besser zu scannen
 - Offensichtliche Dinge einfach weglassen
- Überkommunikation vermeiden
 - Selbst Texte ohne Redundanzen, können schlichtweg zu lang/ausführlich sein
 - Im Zweifelsfall lieber ein Link auf Online-Hilfe

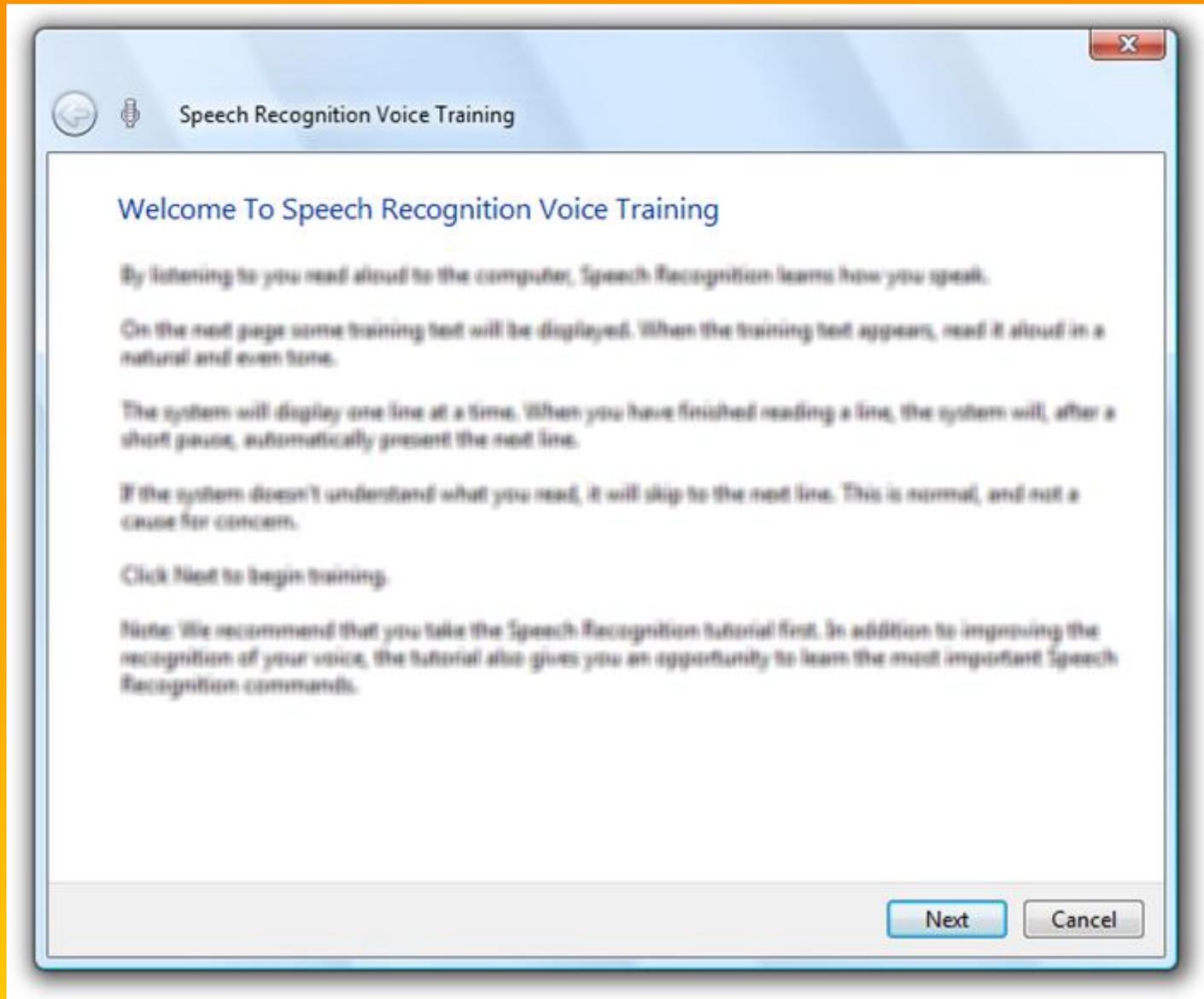


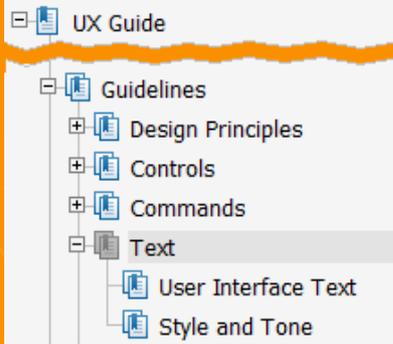
Guidelines > Text





Guidelines > Text

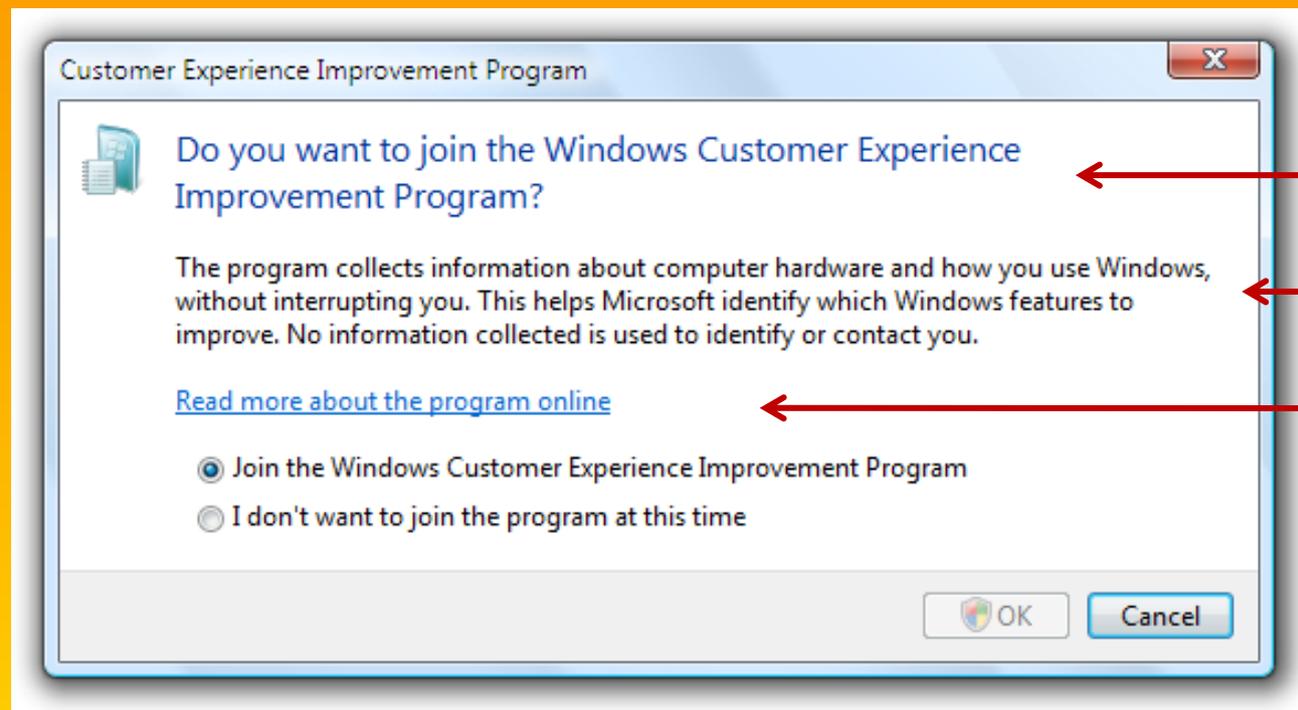


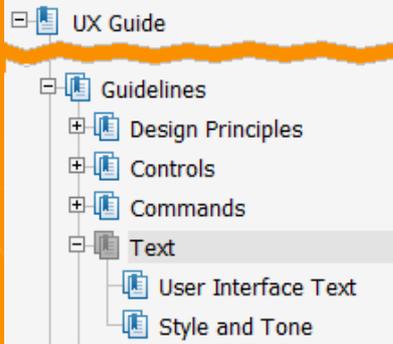


Guidelines > Text

■ Strukturierung von Texten

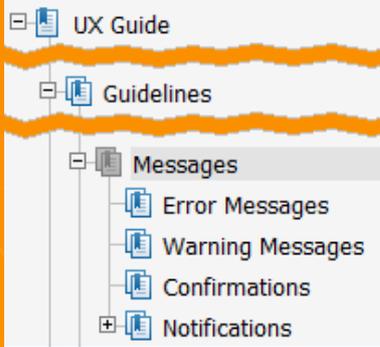
1. Die fundamentale Aussage
2. Schrittweise mehr Details zur Erläuterung
3. Ggf. Link auf Hilfetext für weitere Infos





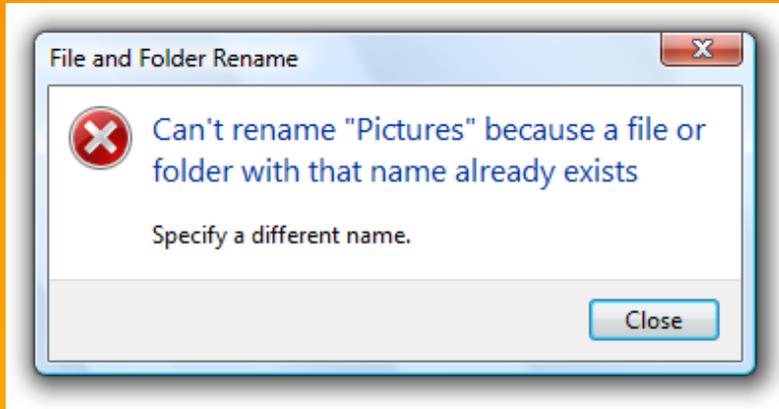
Guidelines > Text > Style & Tone

- Empfehlungen zu Stilfragen
 - z.T. recht spezifisch für die Englische Sprache
 - trotzdem lesenswert
- Beispiele
 - Texte sollten unterstützen und ermutigen
 - "Was kann der User tun?" vs. "Was kann er nicht?"
 - Der Benutzer sollte sich nicht beschuldigt oder eingeschüchtert fühlen
 - "Bitte" nur bei Dingen die unangenehm sind
 - Oder wenn die Anwendung Schuld hat ("Bitte warten...")

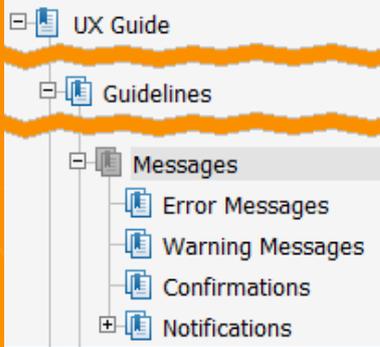


Guidelines > Messages > Errors

- Fehlermeldungen
 - Hinweis auf ein **bereits aufgetretenes** Problem

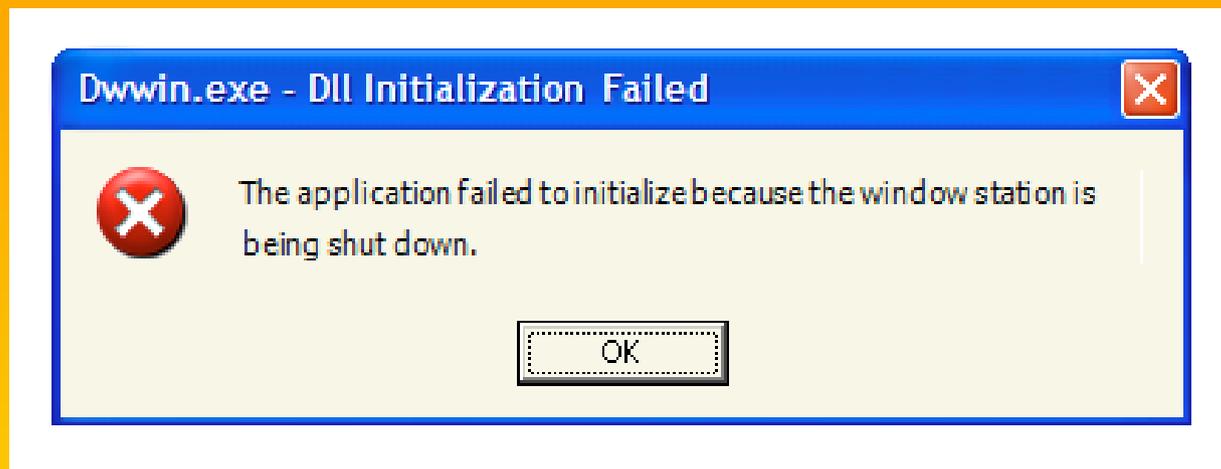


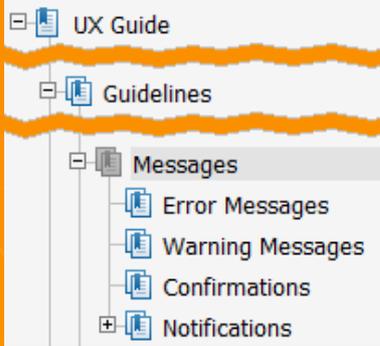
- Zukünftiges Problem → Warnung



Guidelines > Messages > Errors

- Meldung vermeiden wenn das Problem automatisch verhindert werden kann
 - z.B. Validierung von Eingabedaten
- Werden/können User darauf reagieren?
 - wenn nein, weglassen (oder Notification)



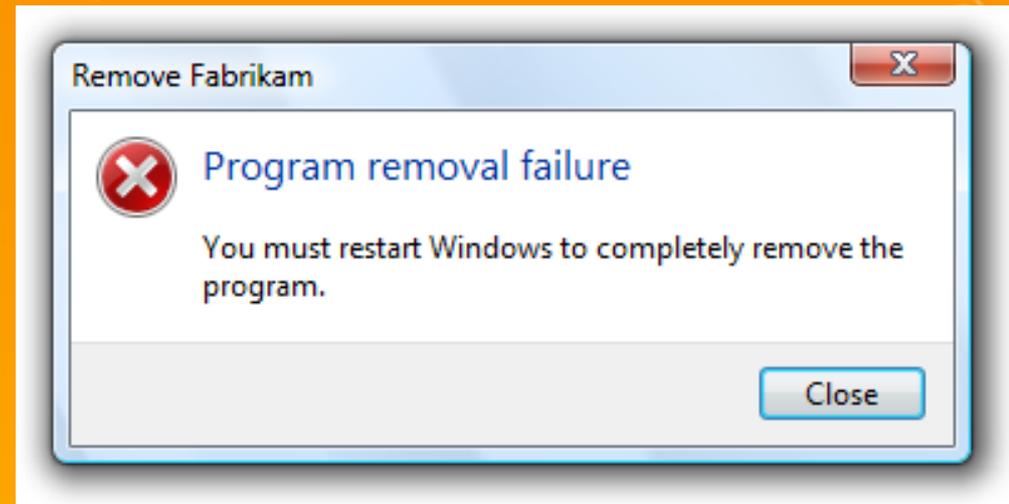


Guidelines > Messages > Errors

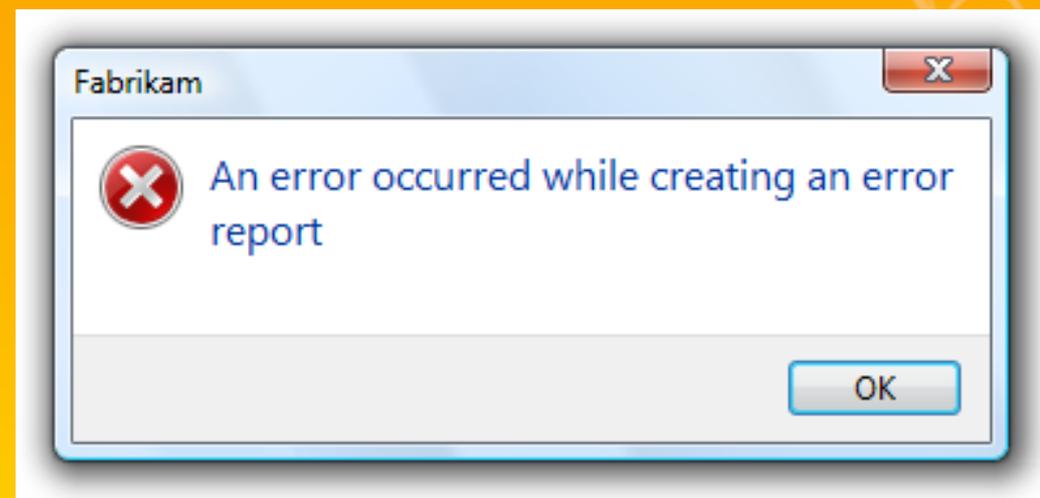
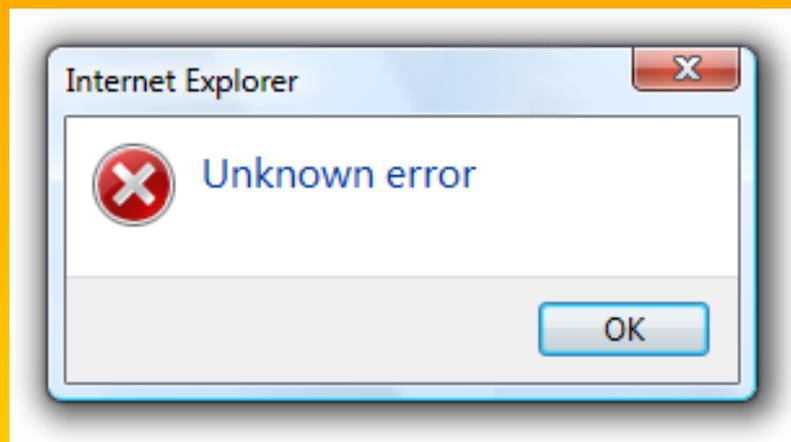
■ Schlechte Fehlermeldungen

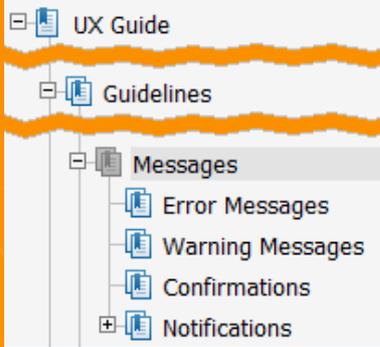
■ "Erfolgsmeldung"

- Bsp: Benutzer hat sich dafür entschieden, Windows nicht neu zu starten



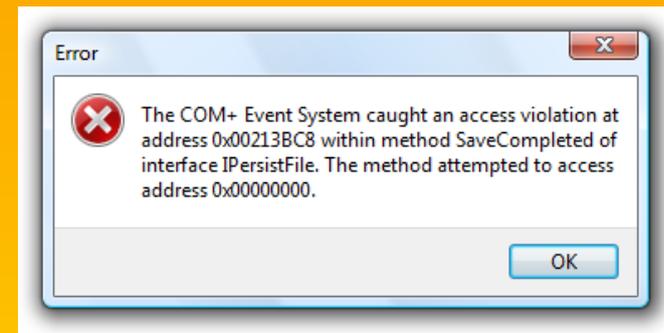
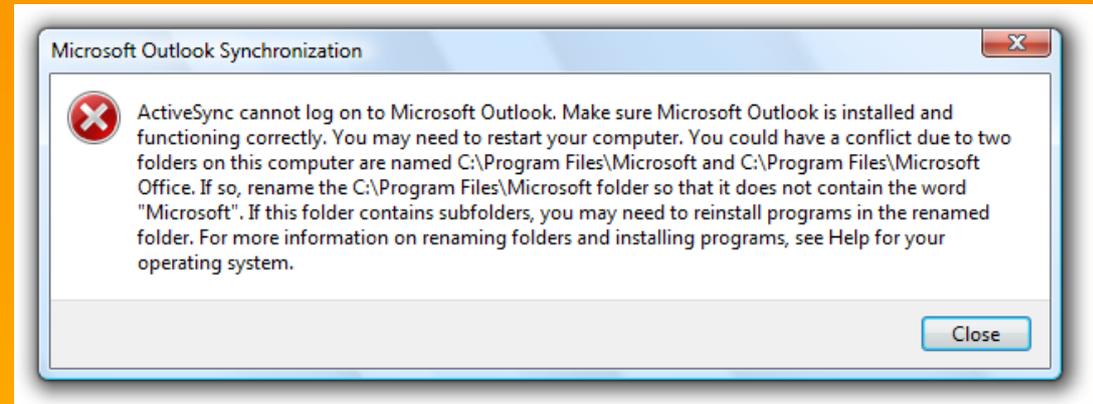
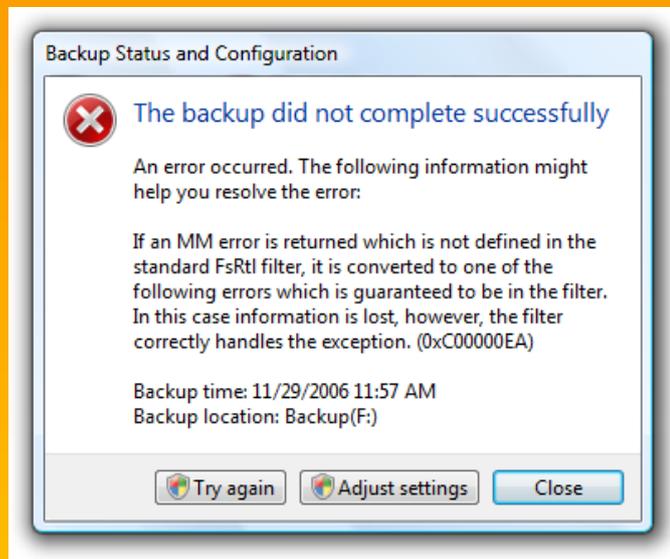
■ Vollkommen wertlos

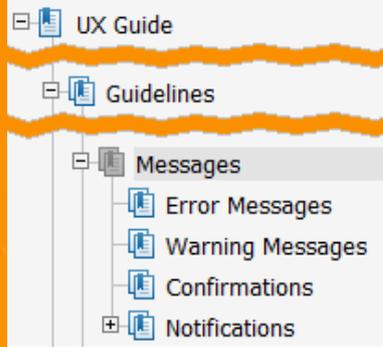




Guidelines > Messages > Errors

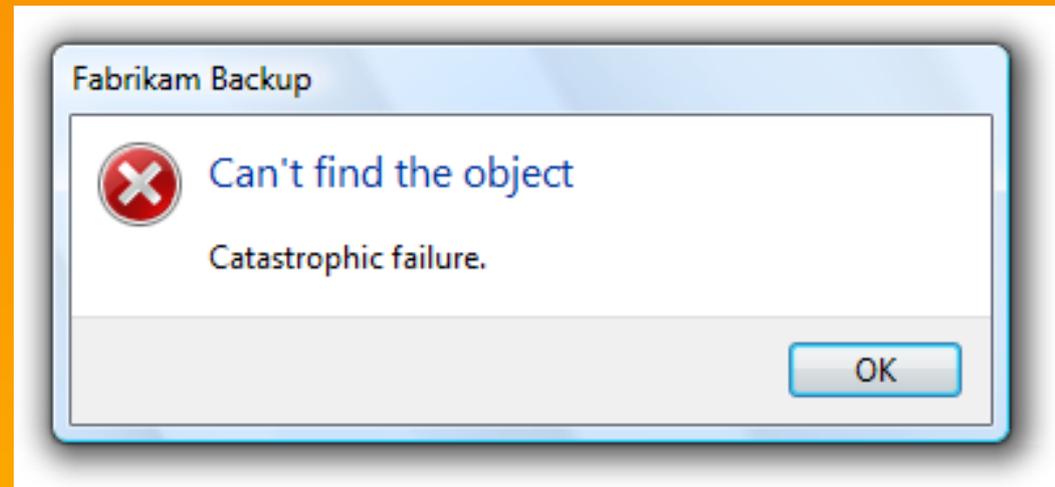
- Schlechte Fehlermeldungen
 - Unverständlich, zu viele Details oder Interna





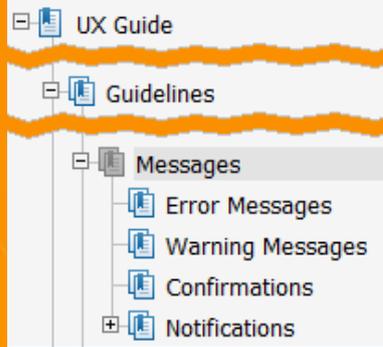
Guidelines > Messages > Errors

- Schlechte Fehlermeldungen
 - Zu hart



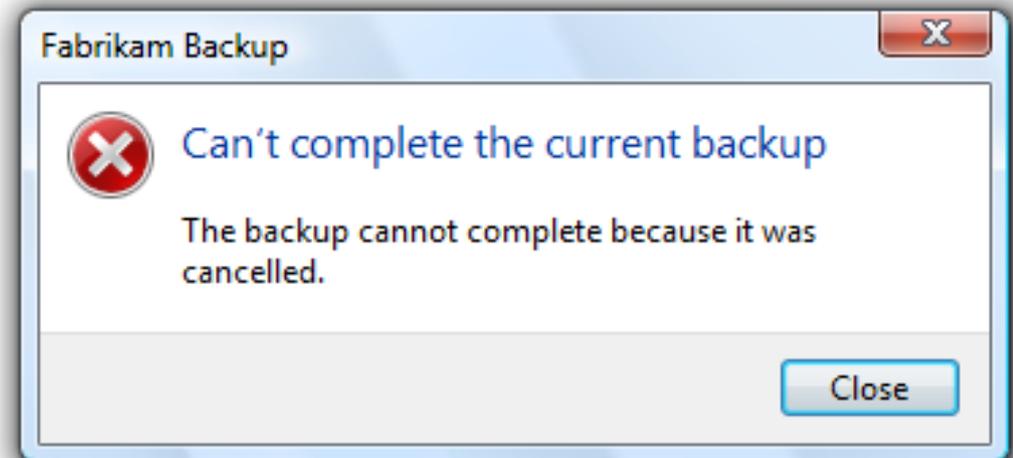
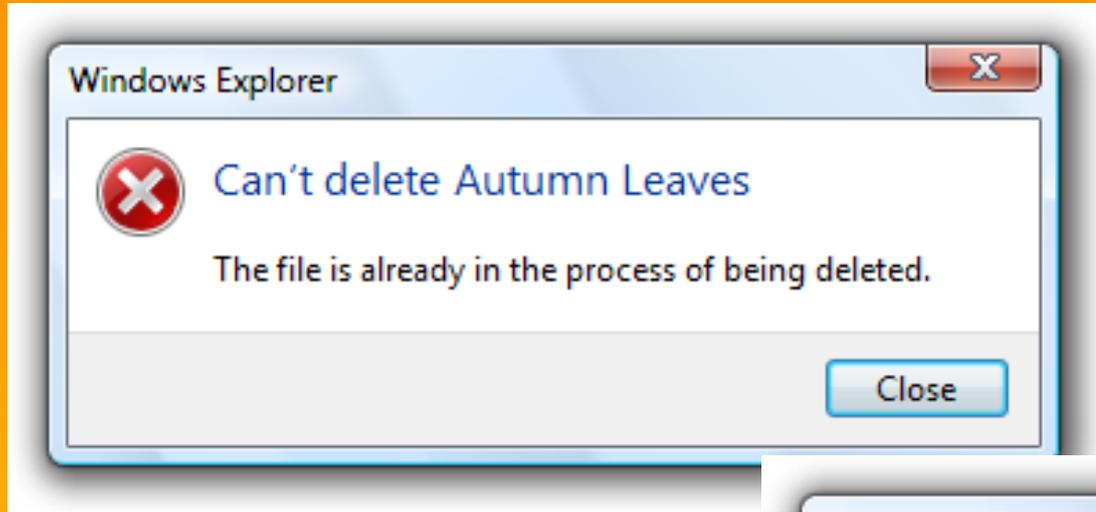
- Benutzer tadeln

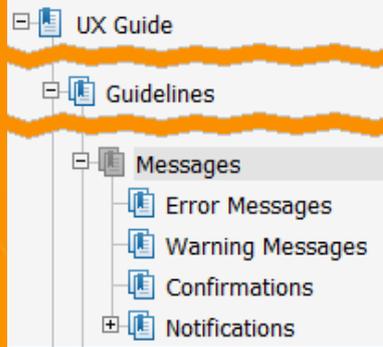




Guidelines > Messages > Errors

- Schlechte Fehlermeldungen
 - Aus Benutzersicht kein Fehler

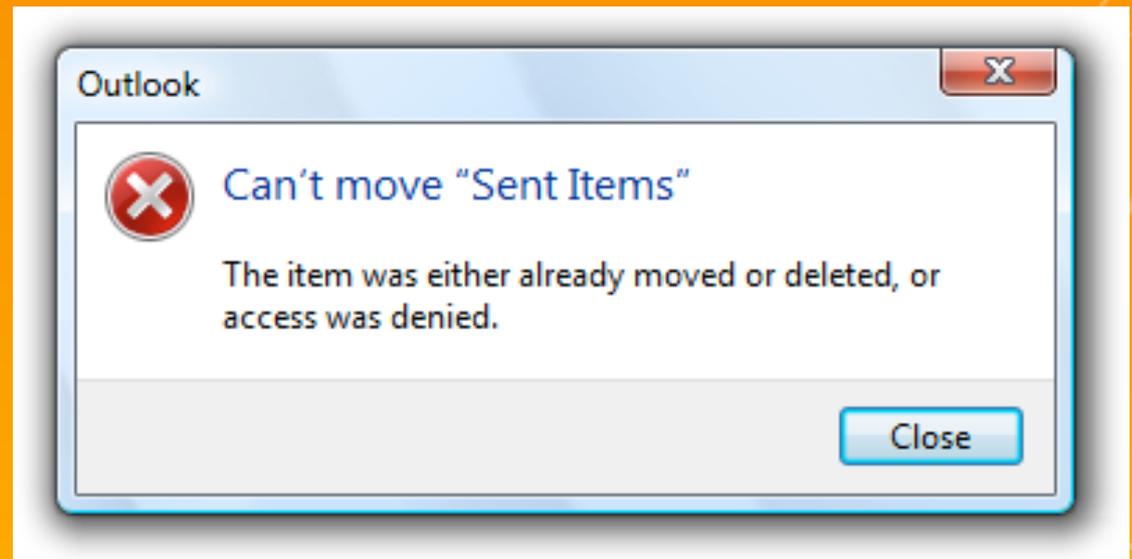




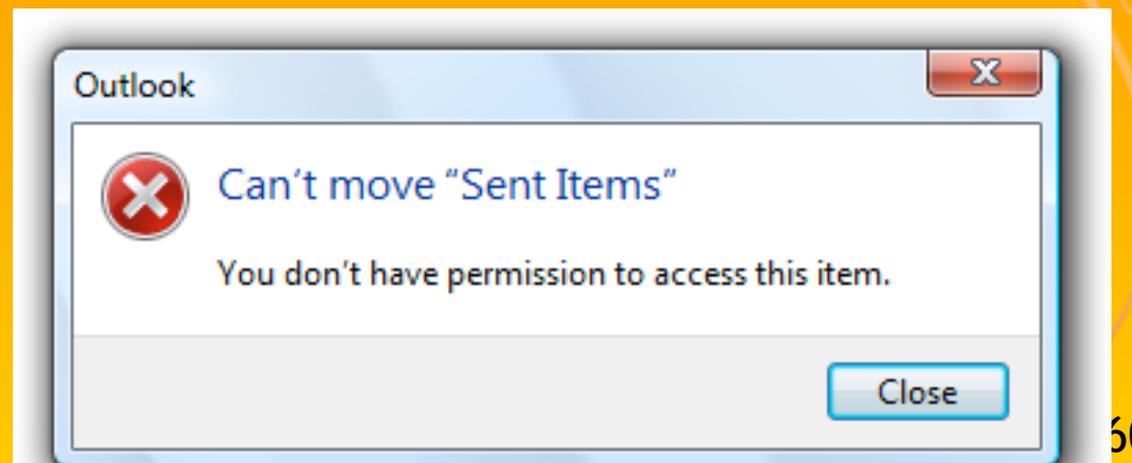
Guidelines > Messages > Errors

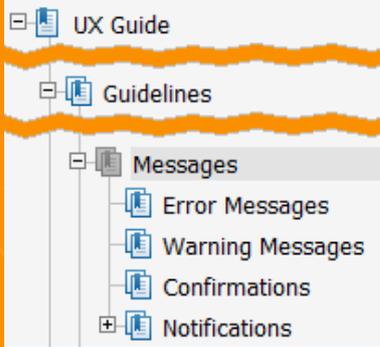
- Ursache möglichst genau bestimmen

Schlecht:



Besser:



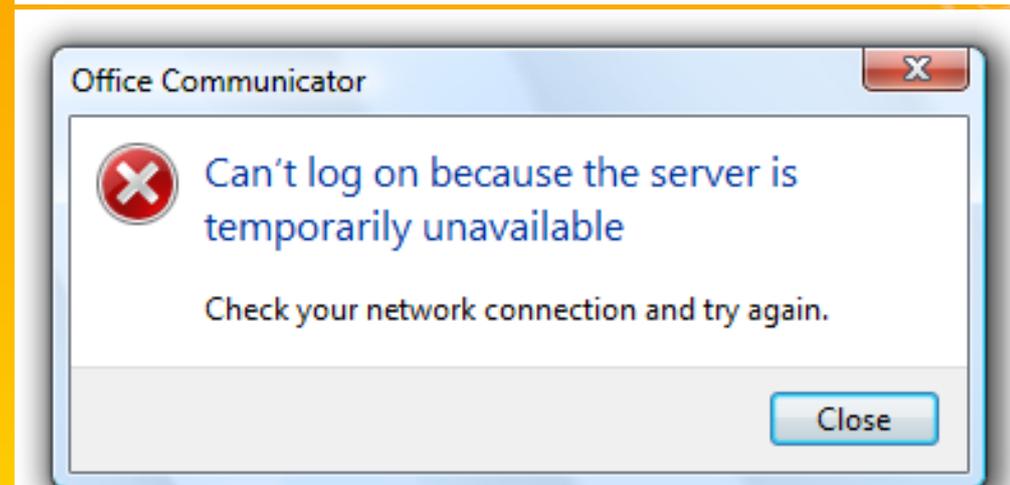
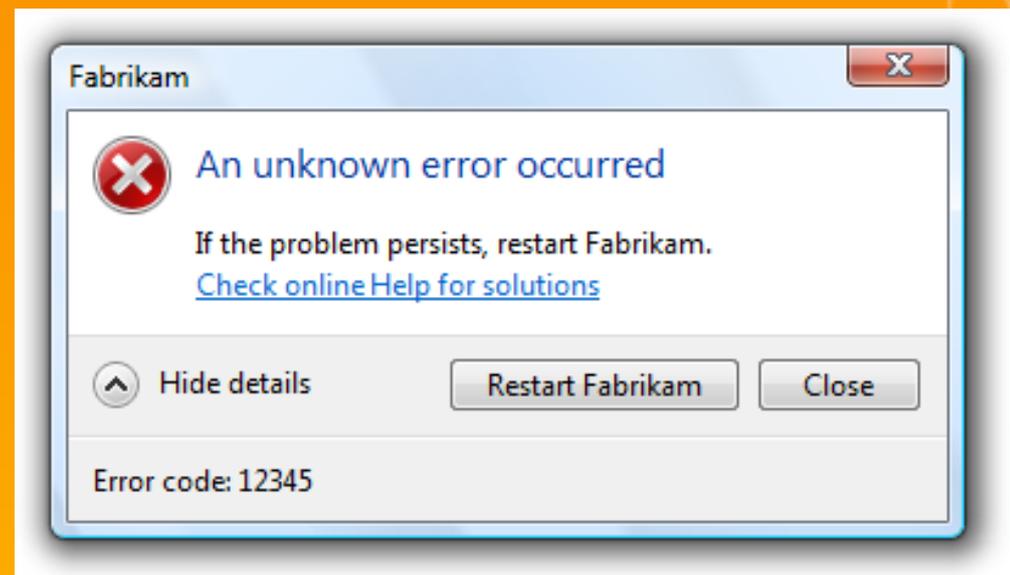


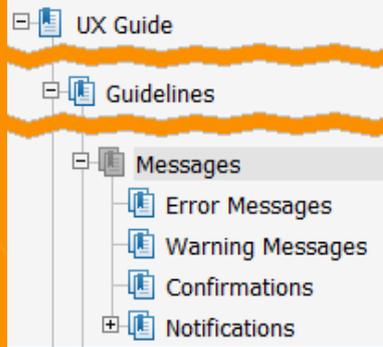
Guidelines > Messages > Errors

■ Umgang mit internen Fehlern

Ehrlich sein, wenn
Ursache unbekannt:

Wenn es etwas gibt,
was meistens hilft,
dies vorschlagen:





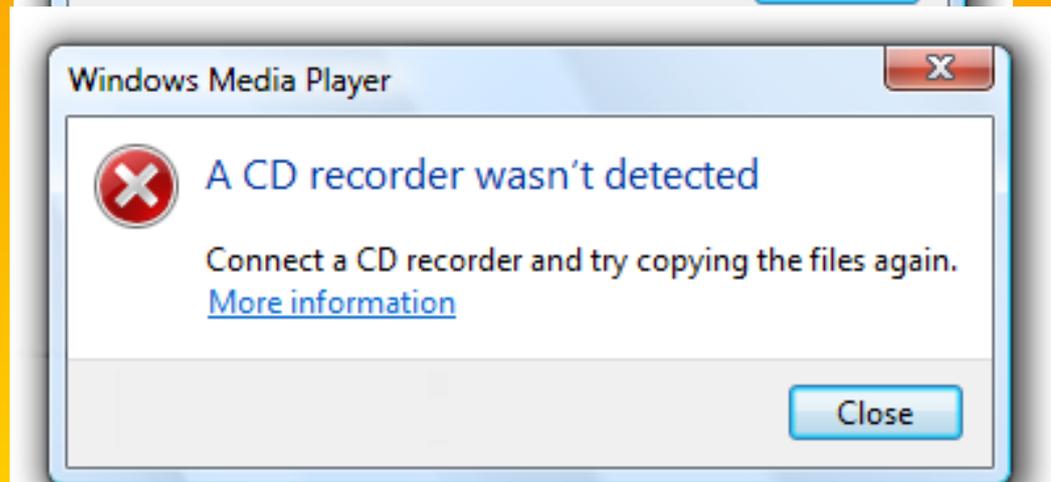
Guidelines > Messages > Errors

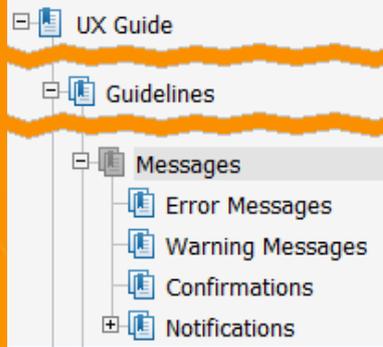
- "Überkommunikation" vermeiden

Schlecht:



Besser:

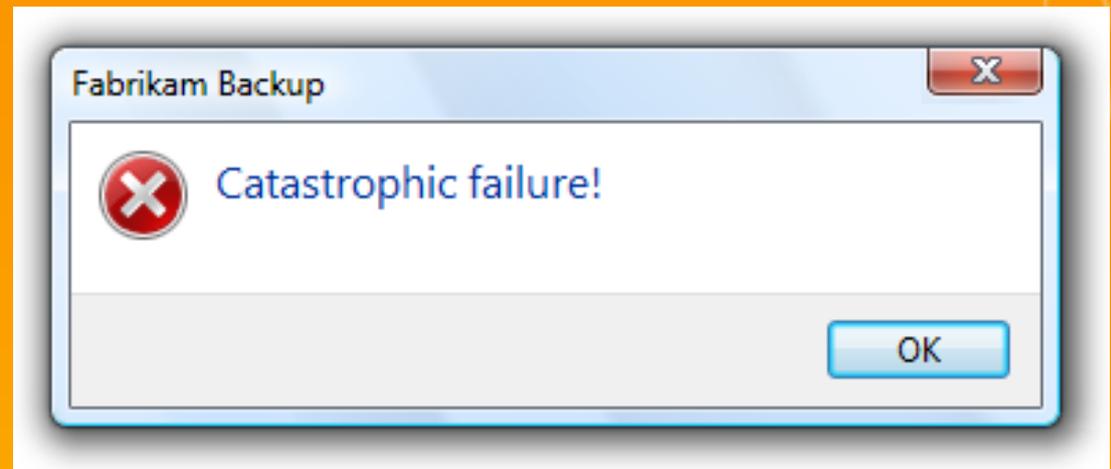




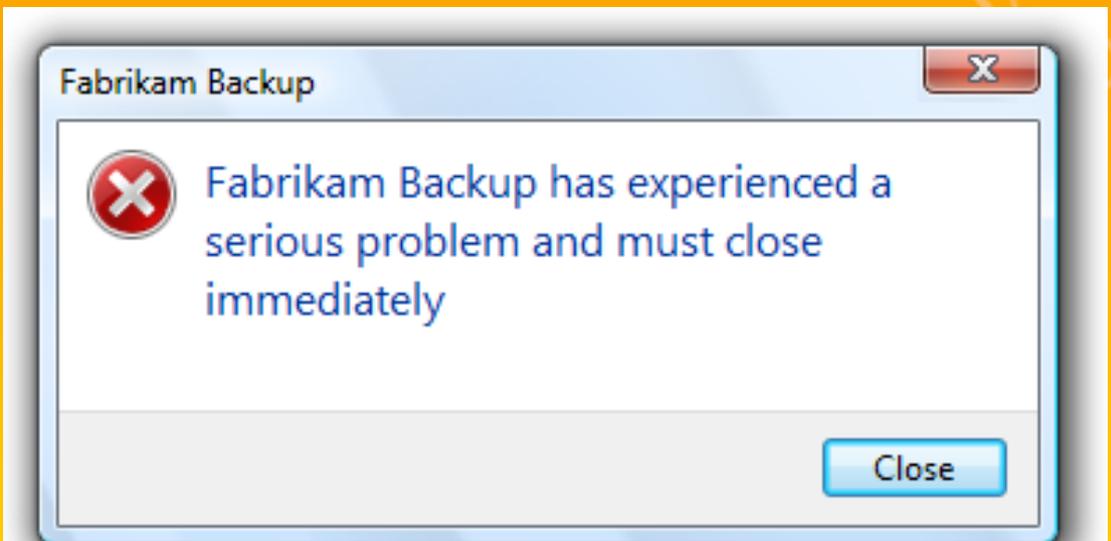
Guidelines > Messages > Errors

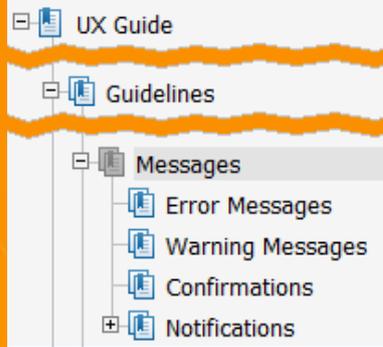
- Den Benutzer nicht schocken

Schlecht:



Besser:

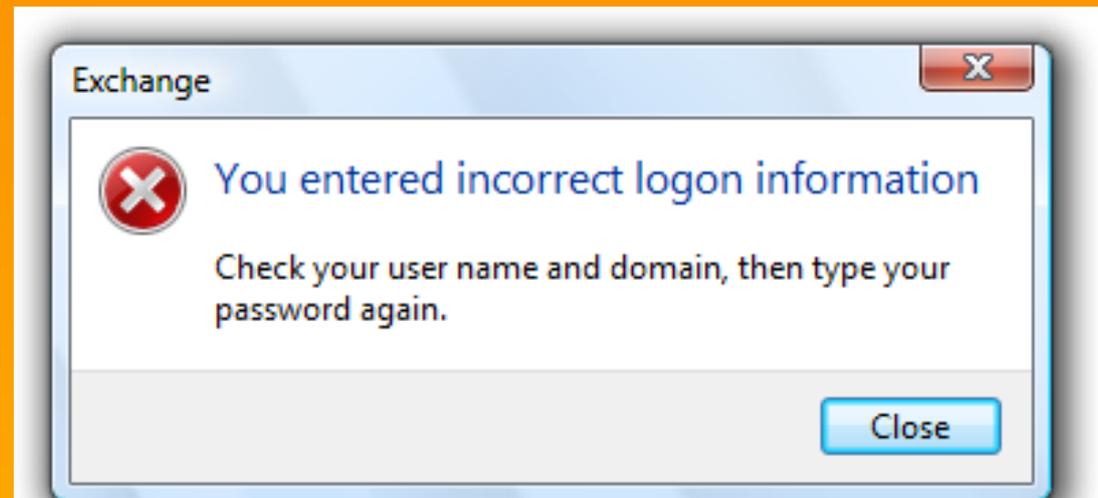




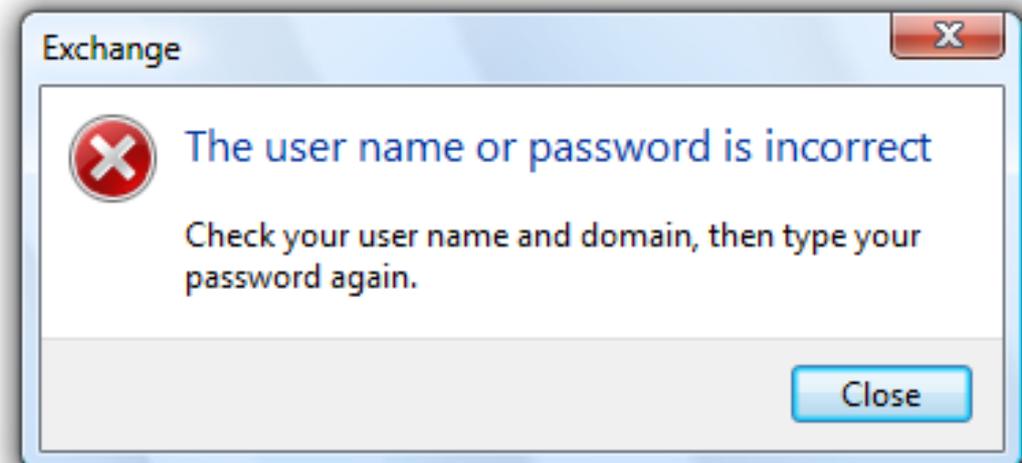
Guidelines > Windows > Errors

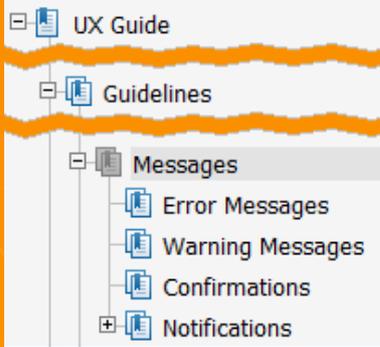
- Den Benutzer nicht tadeln

Schlecht:



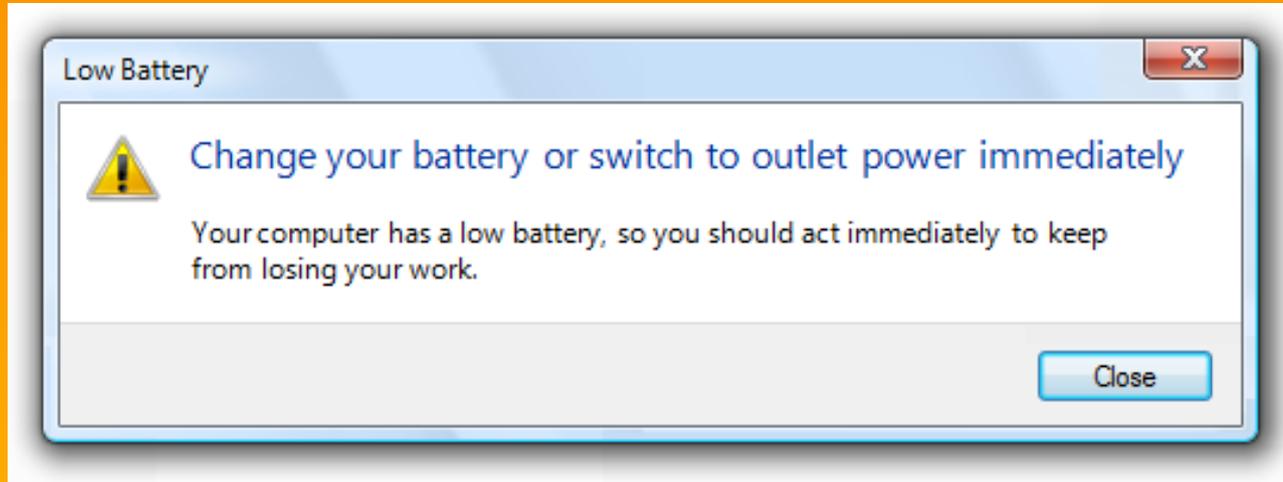
Besser:



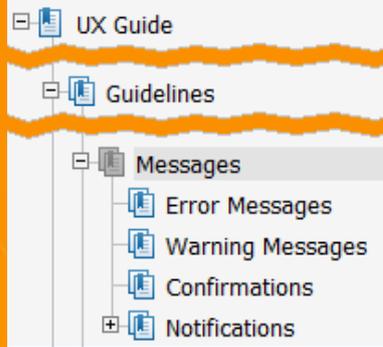


Guidelines > Messages > Warnings

- **Warnungen**
 - Hinweis auf **zukünftiges** Problem

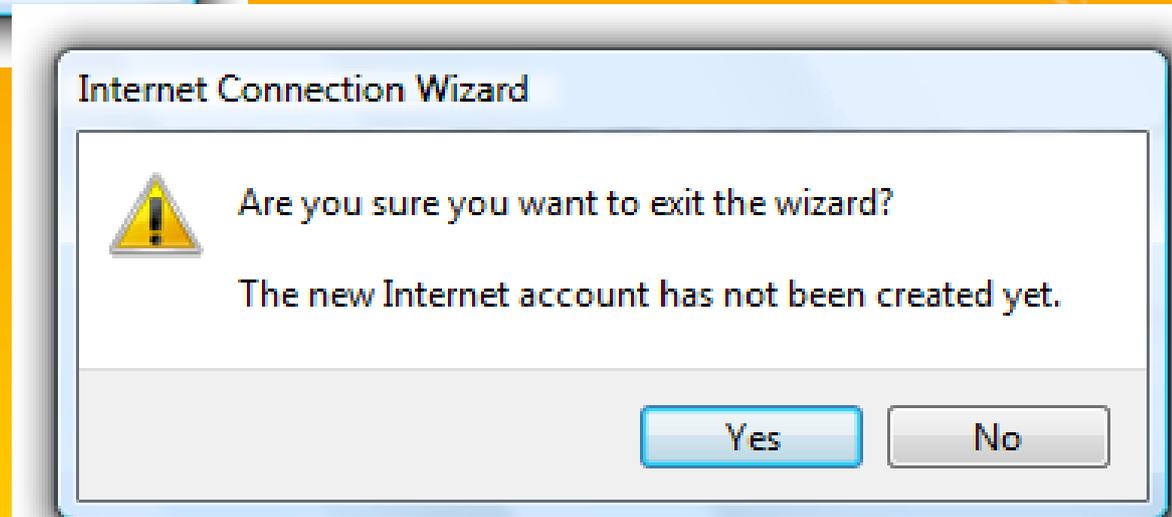


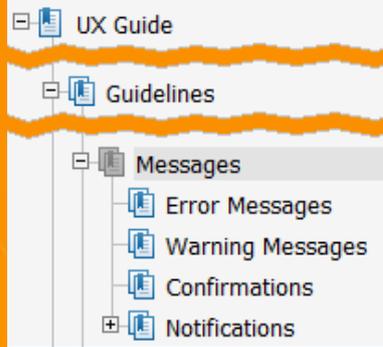
- vergangenes Problem → Fehlermeldung
- Werden/können User darauf reagieren?
 - wenn nein, weglassen (oder Notification)



Guidelines > Messages > Warnings

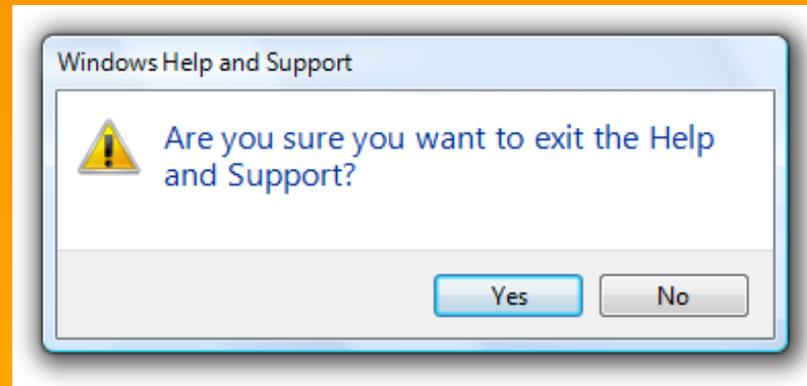
- Überflüssige Warnungen vermeiden
 - Offensichtliches:



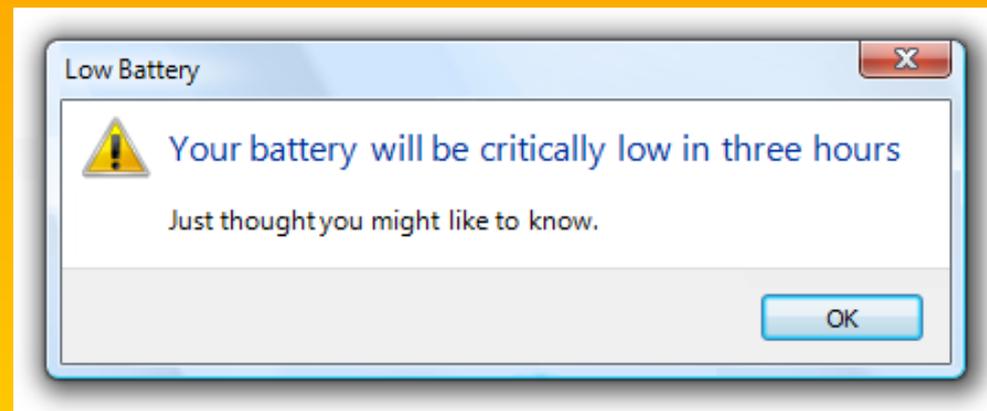


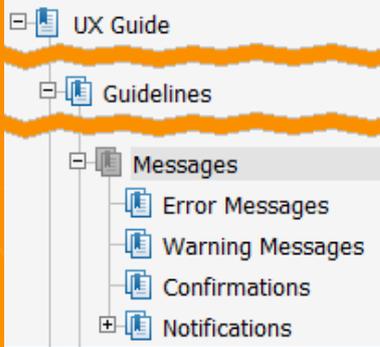
Guidelines > Messages > Warnings

- Überflüssige Warnungen vermeiden
 - Ohne ernsthafte Konsequenzen:



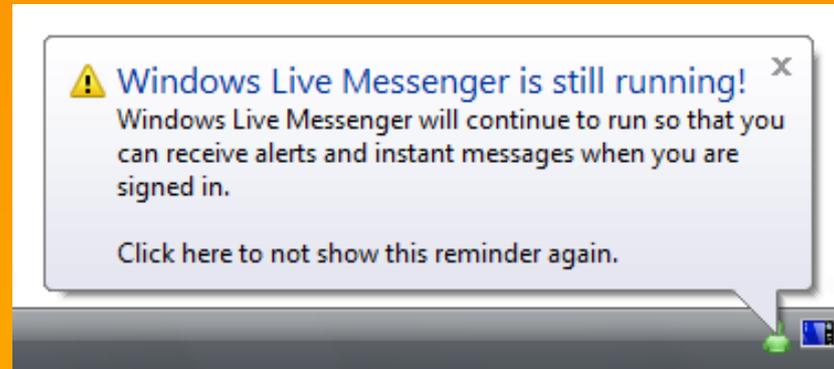
- Im Moment nicht relevant



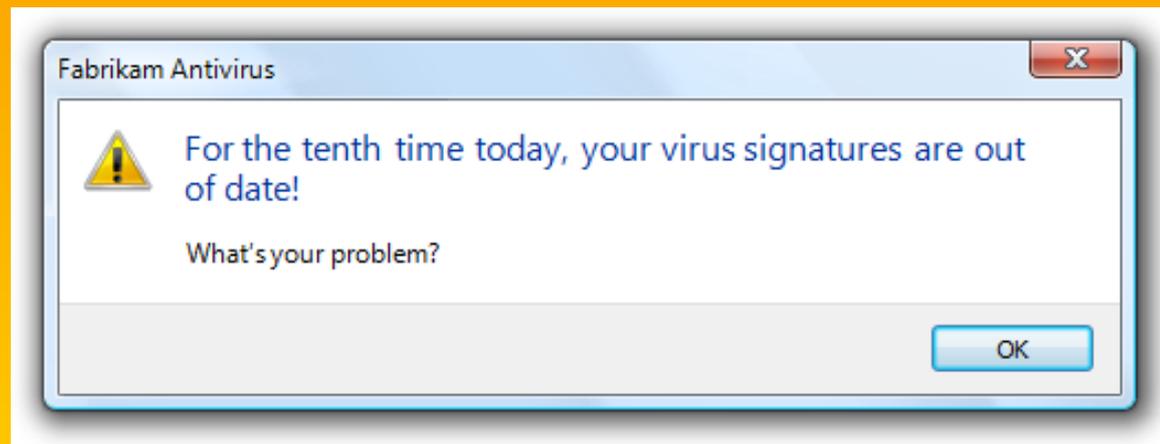


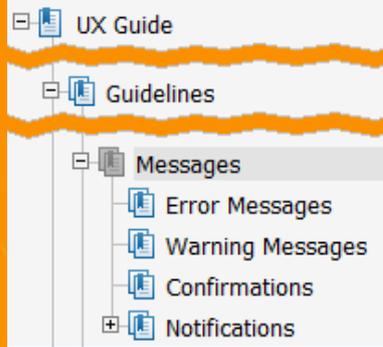
Guidelines > Messages > Warnings

- Überflüssige Warnungen vermeiden
 - Unklar, wie darauf reagiert werden soll



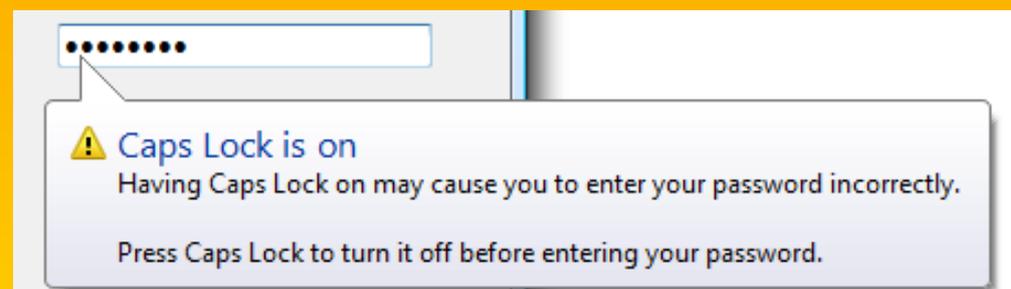
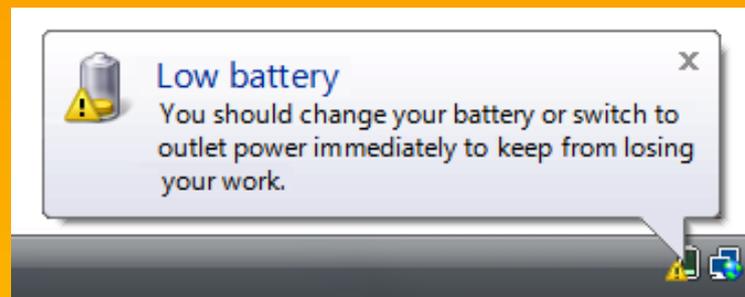
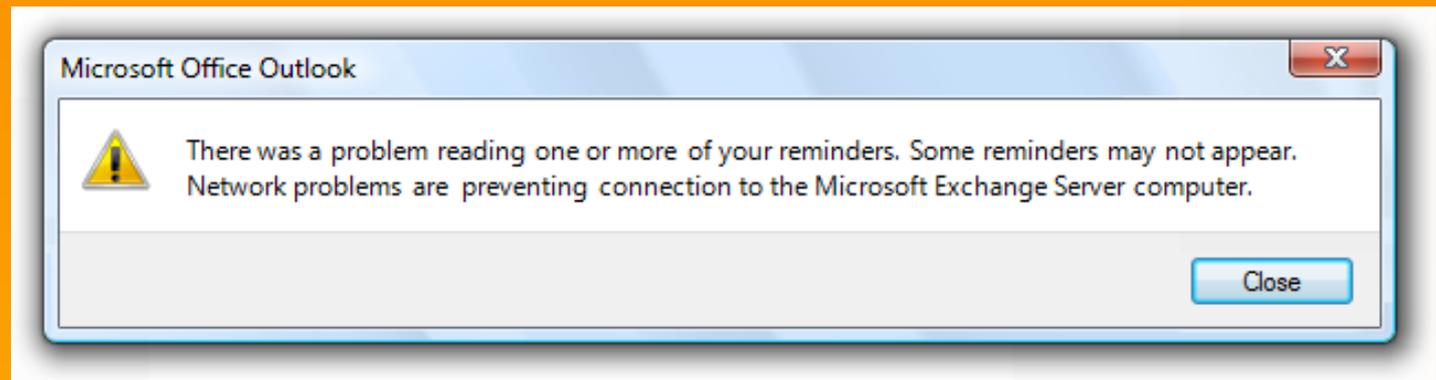
- Zu häufig

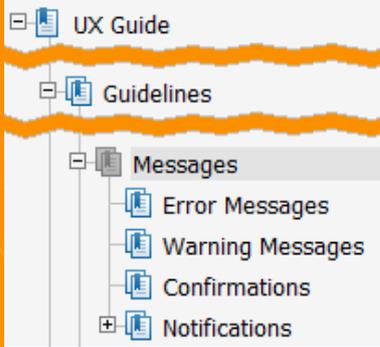




Guidelines > Messages > Warnings

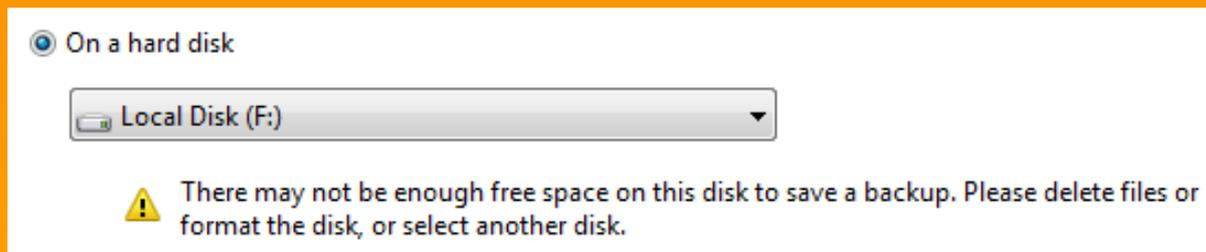
- **Richtig: Benutzer aufmerksam machen**

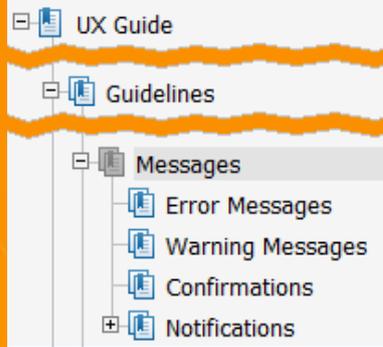




Guidelines > Messages > Warnings

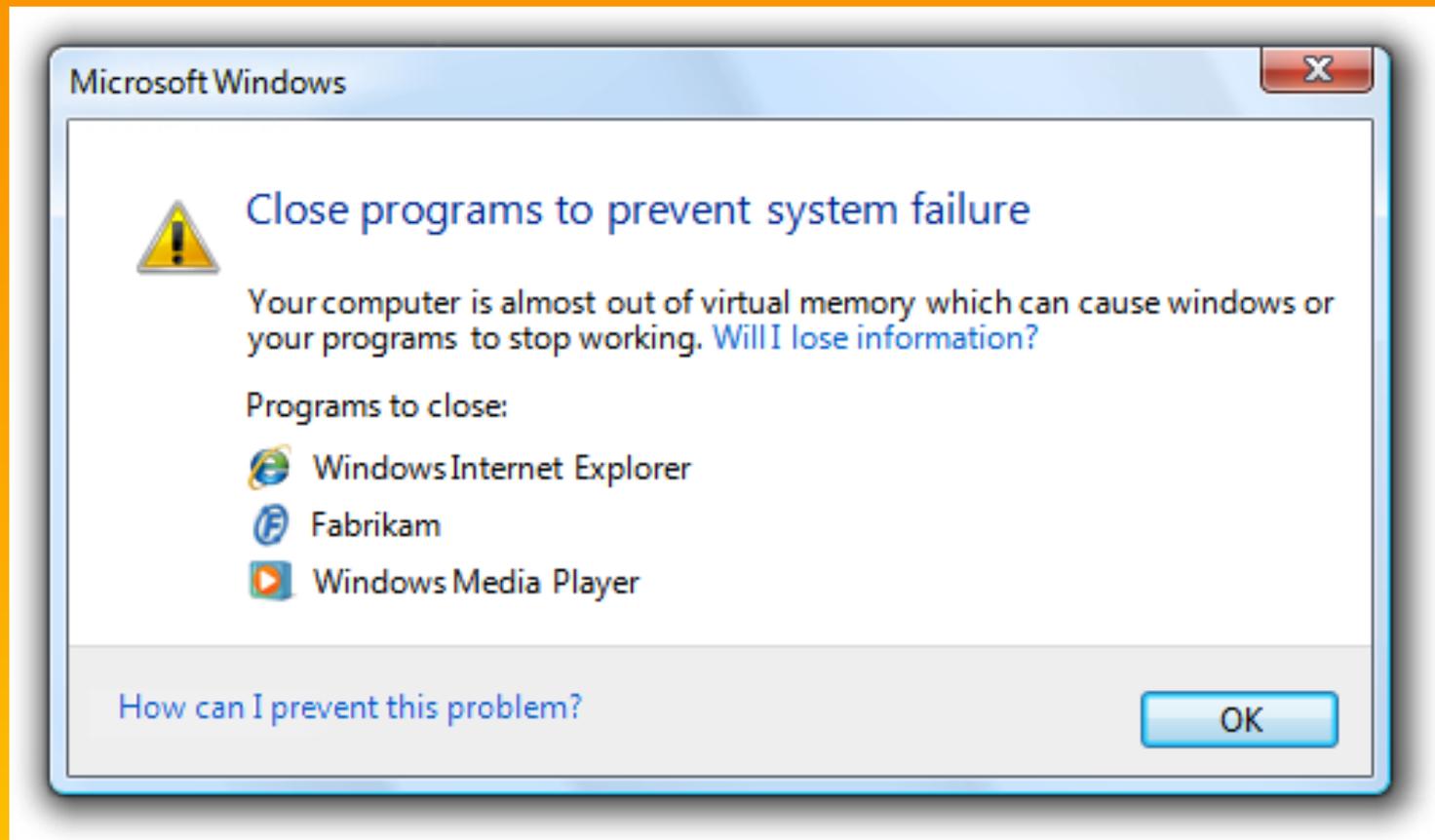
- **Richtig: Vermeiden von möglichen Fehlern**

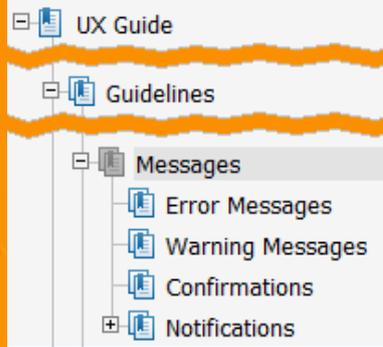




Guidelines > Messages > Warnings

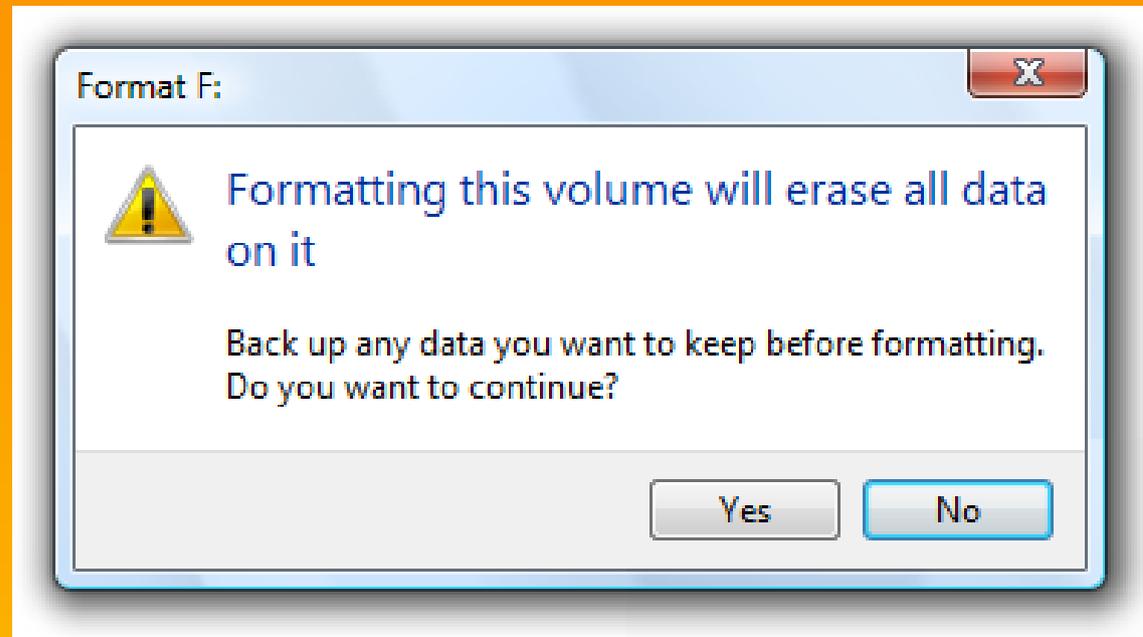
- **Richtig: Beseitigen von akuten Problemen**

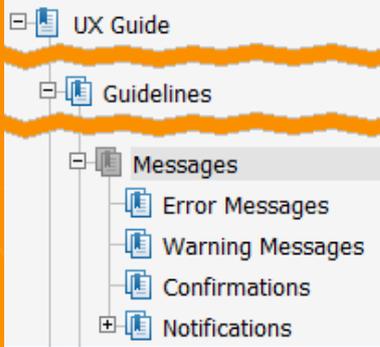




Guidelines > Messages > Warnings

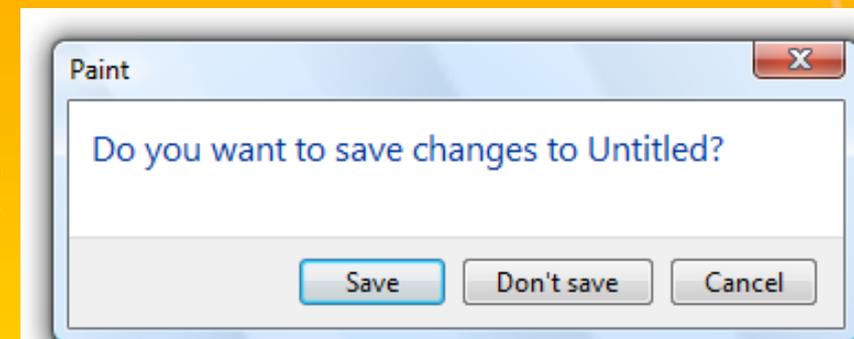
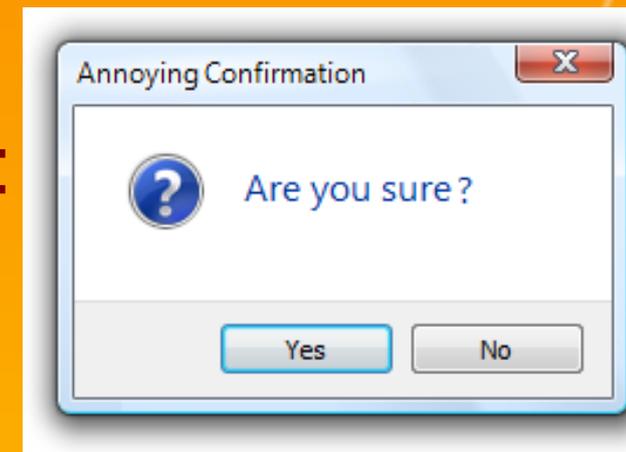
- **Richtig: Bestätigung von risikoreichen Aktionen**

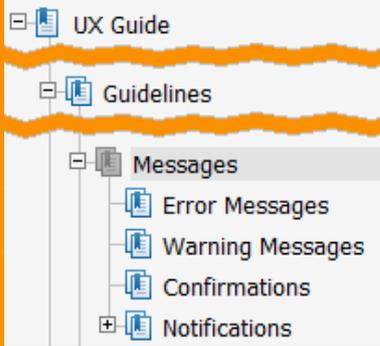




Confirmations

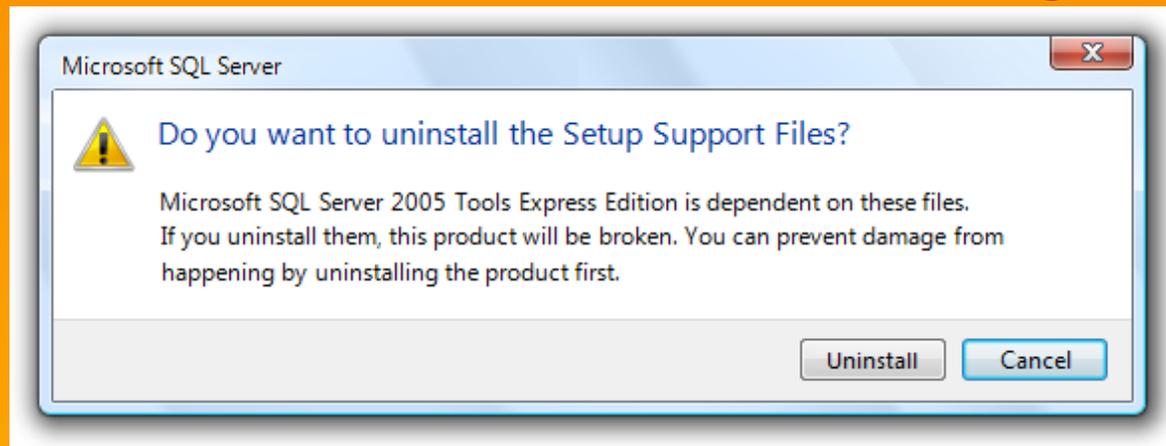
- **Bestätigungsdialoge**
 - Wichtig: Anwender nur dann fragen, wenn eine Aktion ernsthafte Folgen hat
- **Nervig und nicht wirklich effektiv:**
 - Verleitet User dazu, einfach mit Ja zu antworten
- **Andere Button-Texte**
⇒ Bestätigungen erfordert gewisses Nachdenken





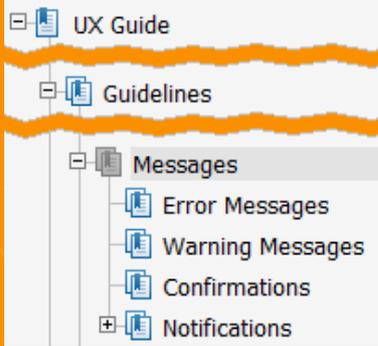
Confirmations

- Beispiel: Benutzer hat "Uninstall" gewählt



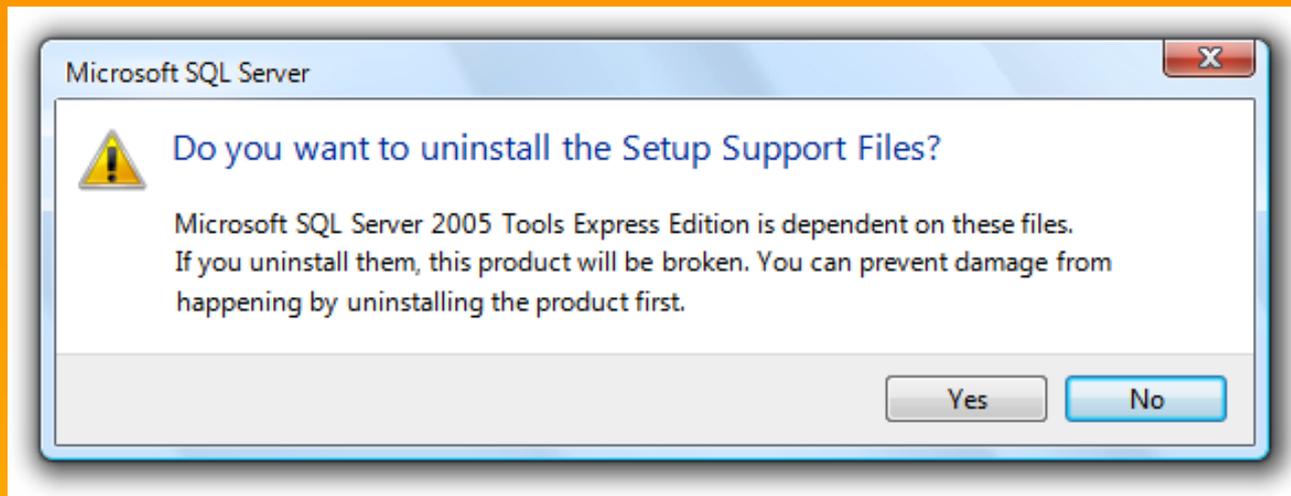
- Problem: User wird ggf. einfach erneut "Uninstall" klicken, ohne den Text zu lesen



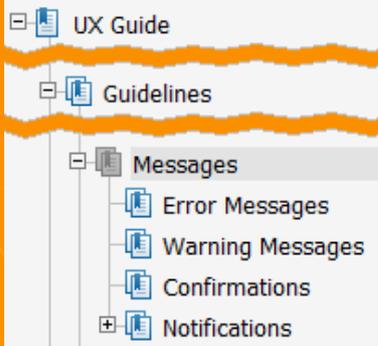


Confirmations

- Möglichkeit 1: Ja/Nein mit Absicht

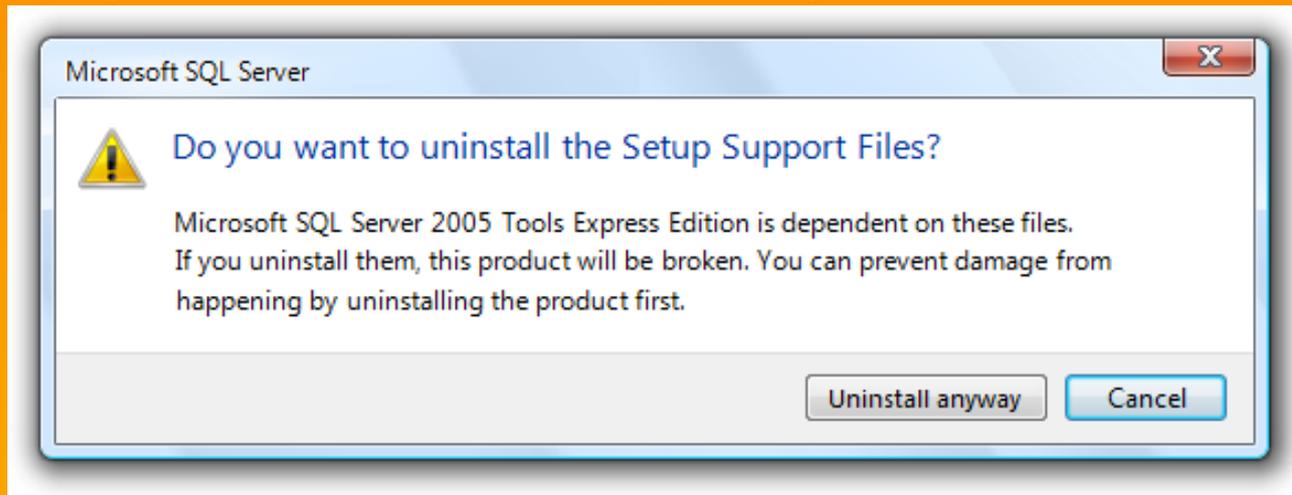


- Evtl. liest der Benutzer jetzt die Überschrift
 - Vielleicht hört er aber zu früh auf zu Lesen
- Evtl. macht ihn der weitere Text stutzig...
...eventuell aber auch nicht

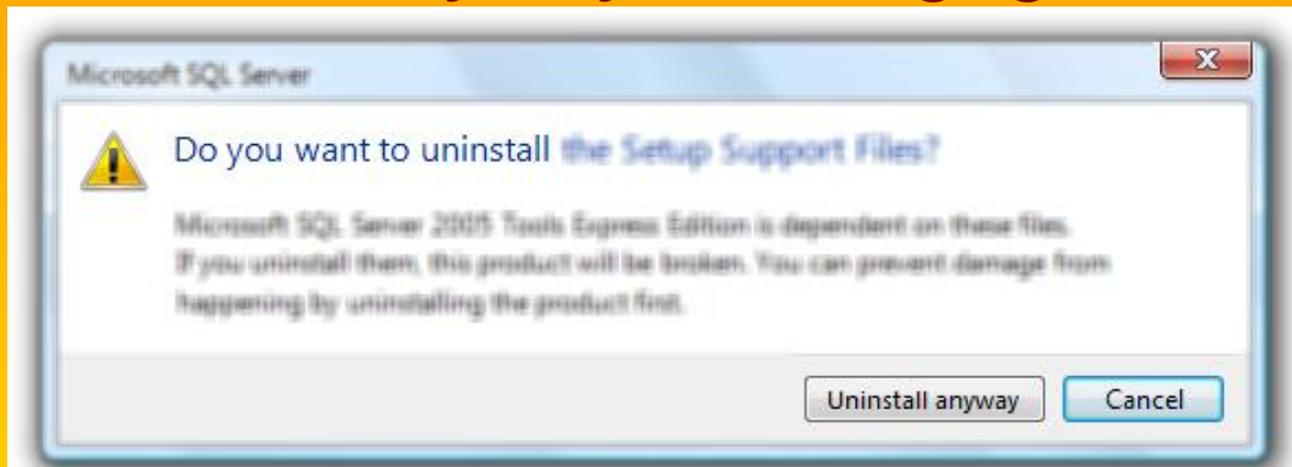


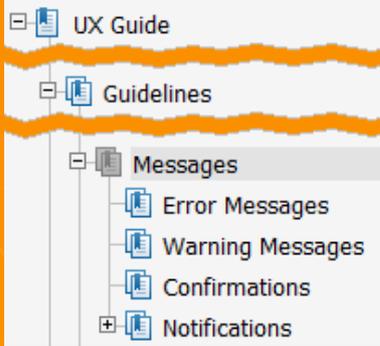
Confirmations

- Möglichkeit 2: "Anyway" / "Trotzdem"



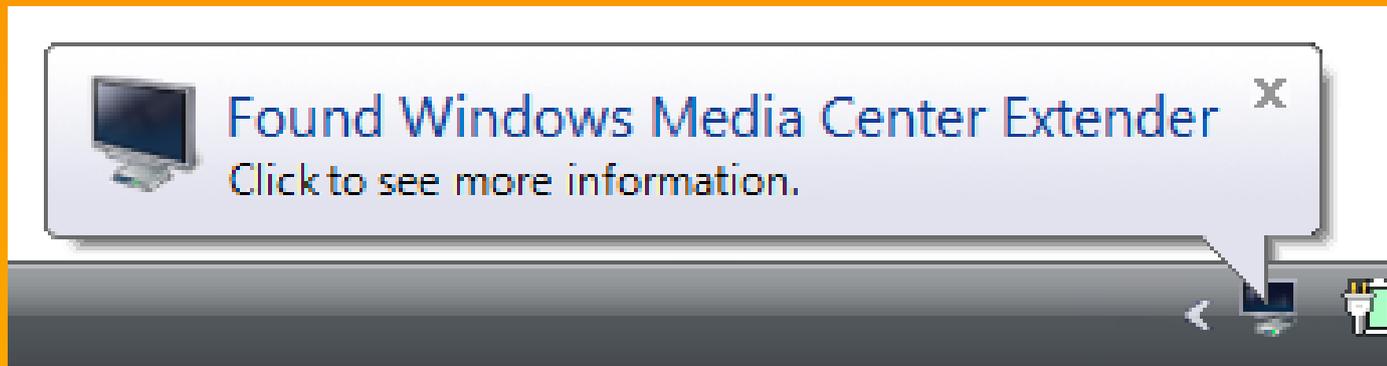
- "Uninstall *anyway*" erzeugt gewisse Zweifel



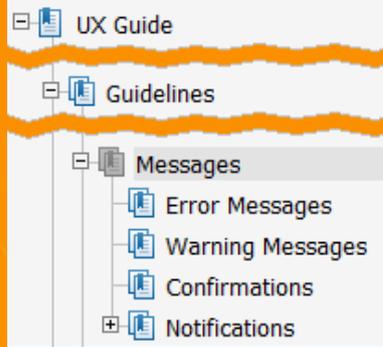


Notifications

- **Benachrichtigungen**
 - Wichtig: Nützlich und relevant, aber nie kritisch

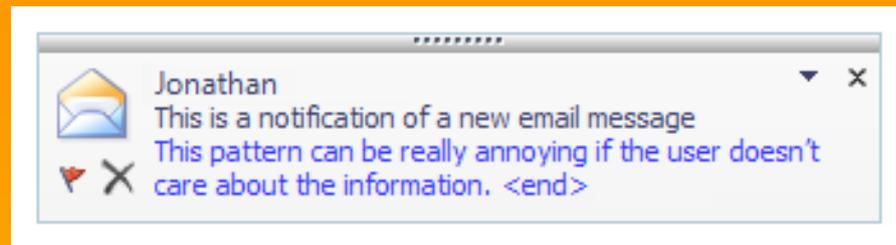
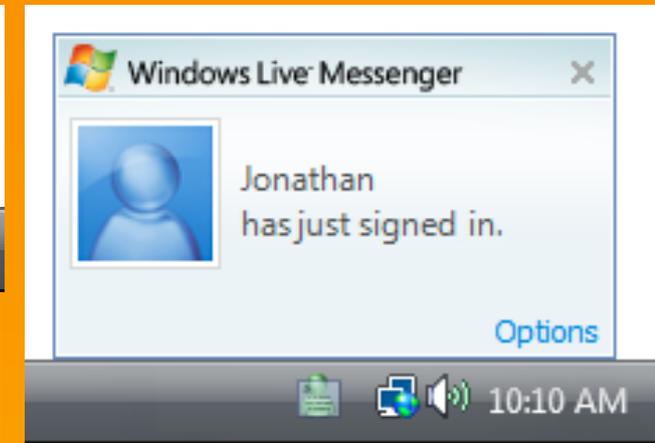
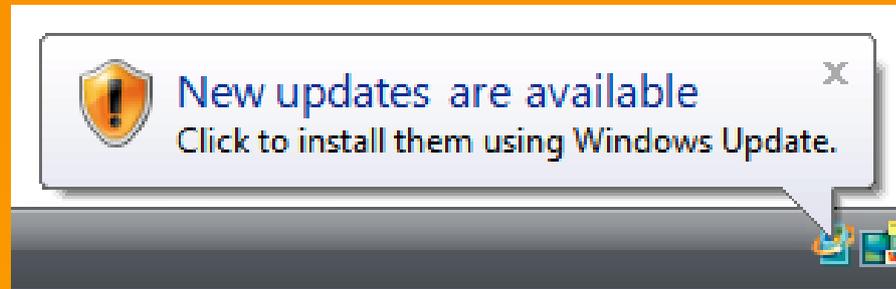


- **In Vista**
 - stets für 9 Sekunden angezeigt
 - Darstellung wird verzögert wenn User inaktiv oder Screensaver an -> Queue

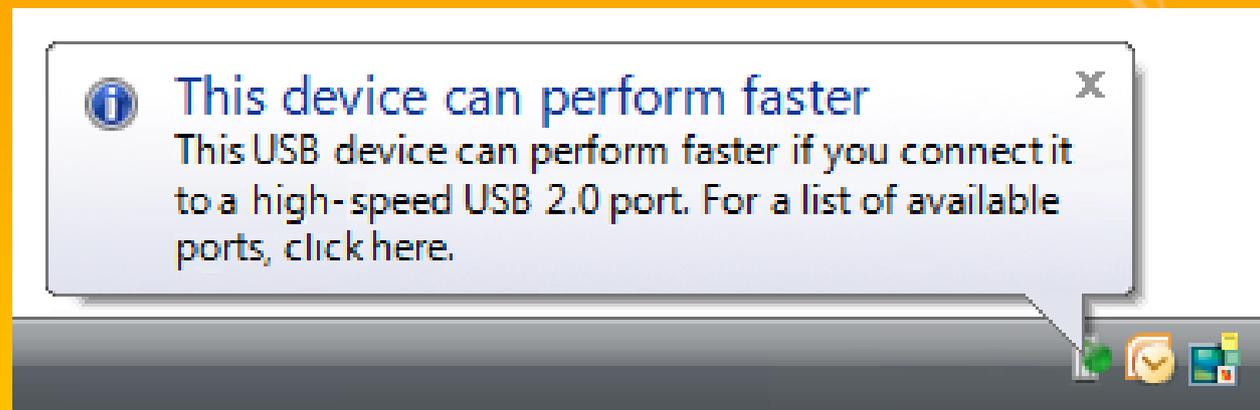


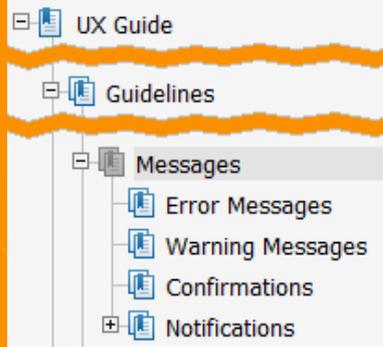
Notifications

- **Richtig:**



- **Problematisch:**

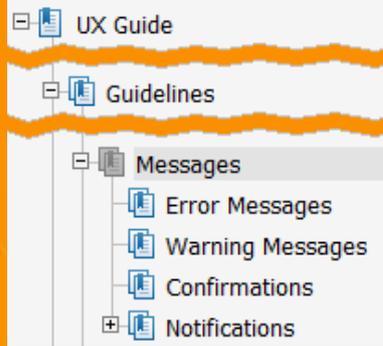




Notifications

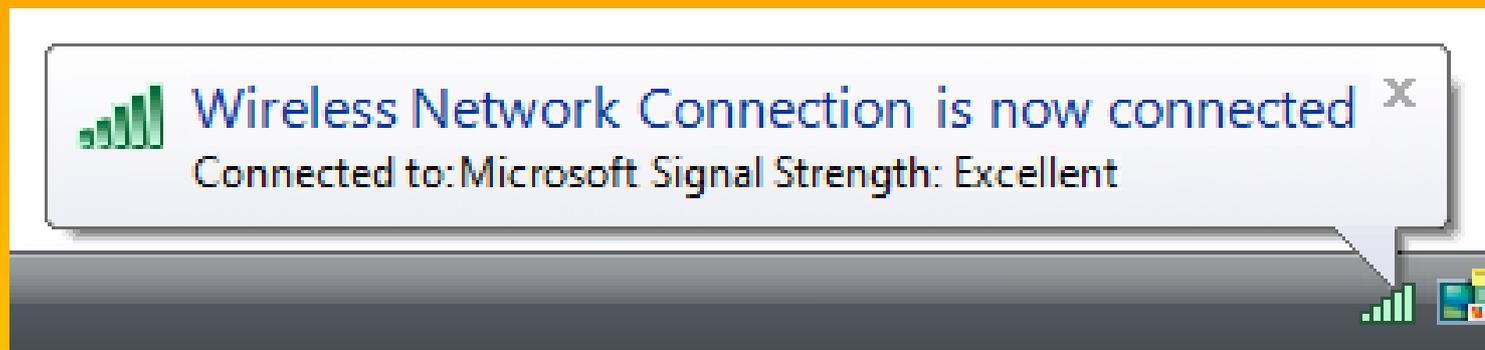
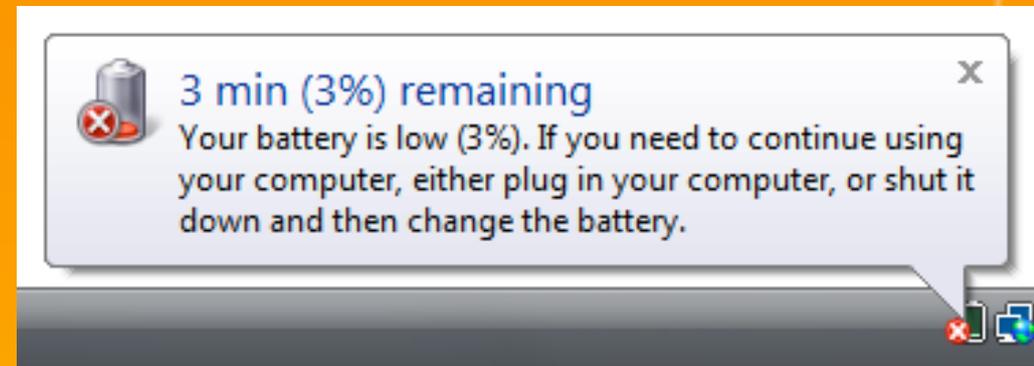
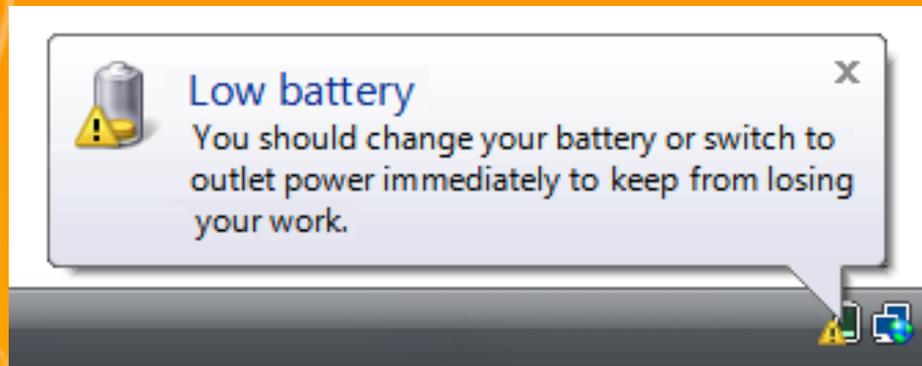
■ Falsch

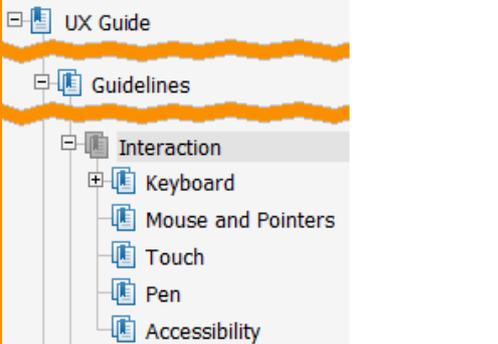




Notifications

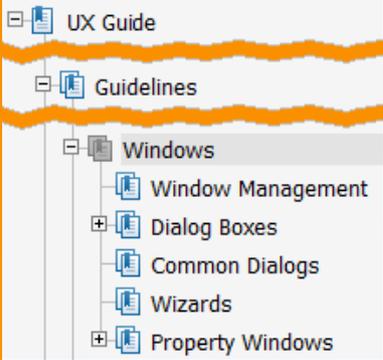
■ Verwendung von Icons





Interaction

- **Keyboard**
 - Checkliste zur Tastaturbedienung
 - Tastatur-Shortcuts
- **Mouse and Pointers**
 - Erinnerung: sehr detailliert im Anhang 1. PDF
- **Touch, Pen**
- **Accessibility**

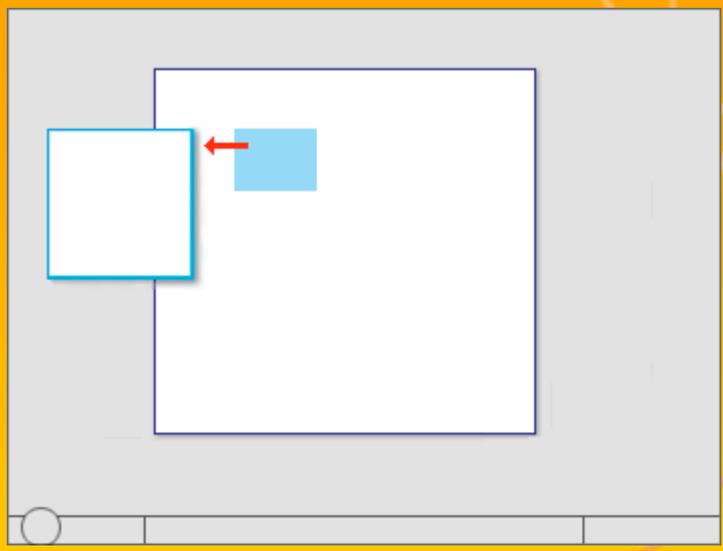
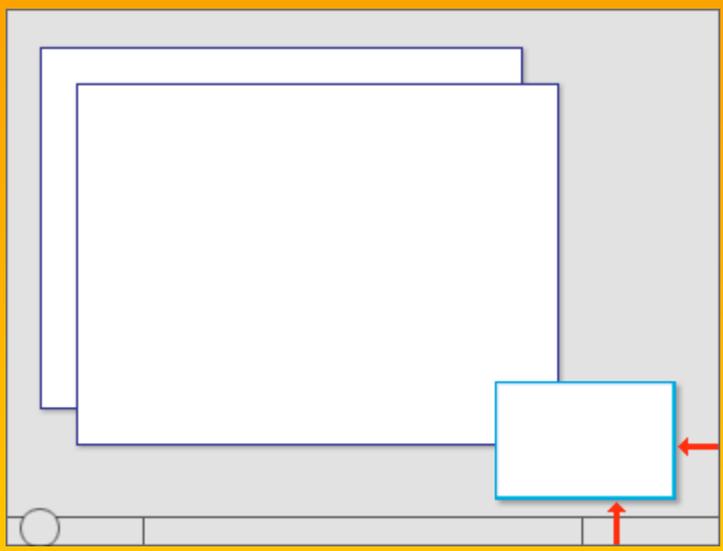
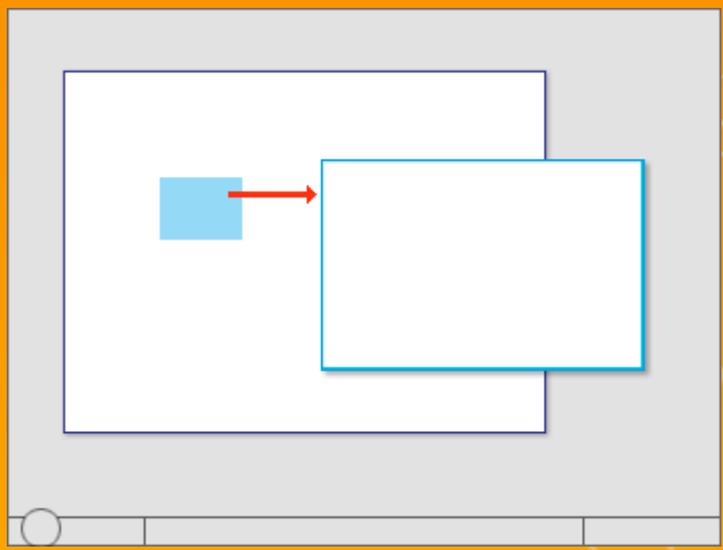
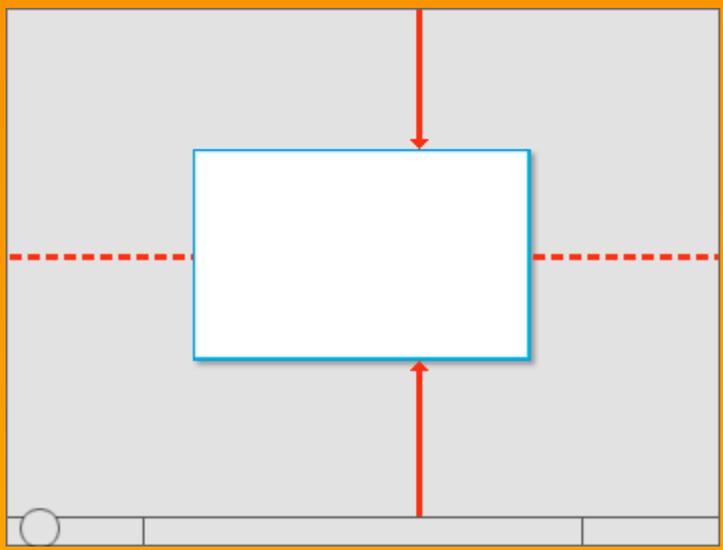


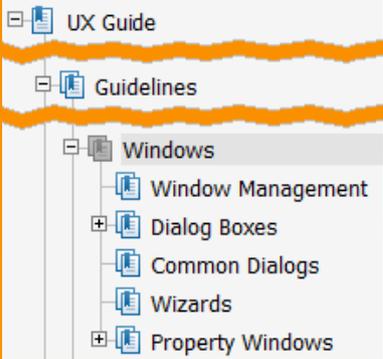
Windows

- Window Management
- Dialog Boxes
- Common Dialogs
- Wizards
 - (Noch nicht fertig)
- Property Windows

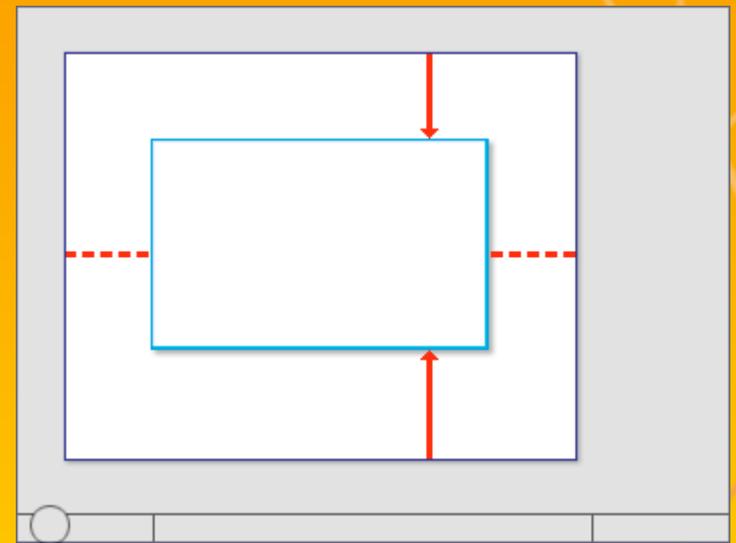
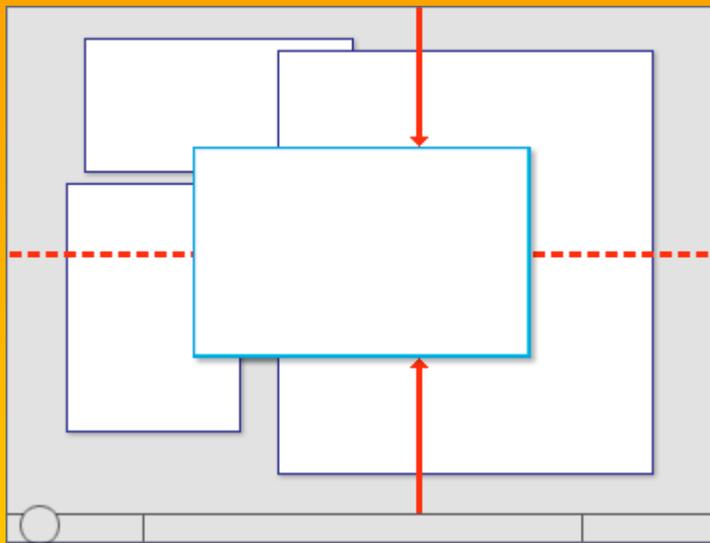
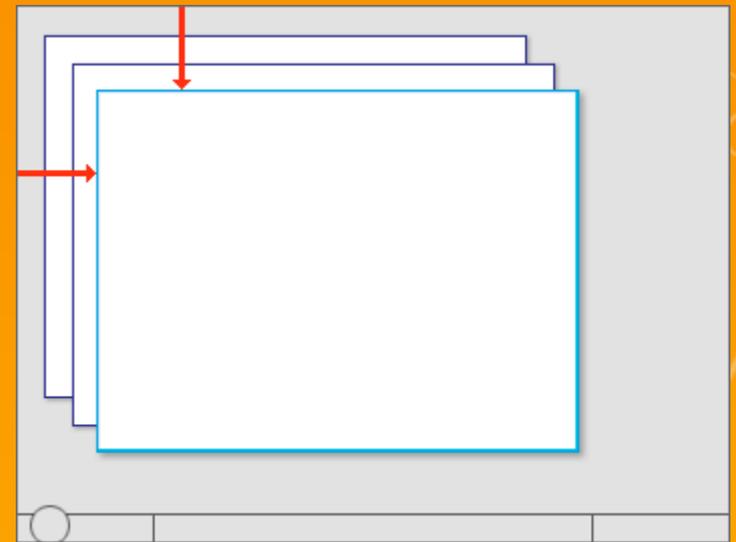
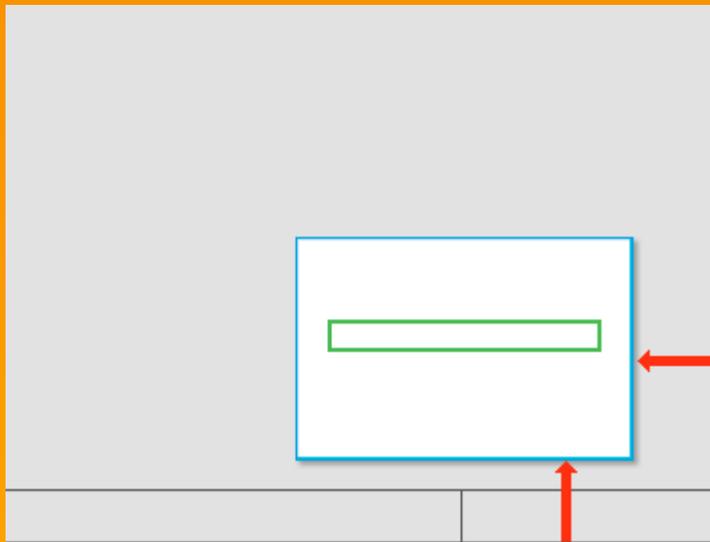
Viele Screenshots
als Inspirationsquelle

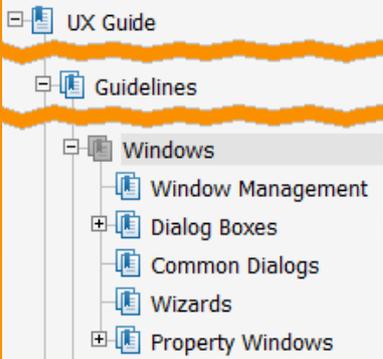
Window Management





Window Management



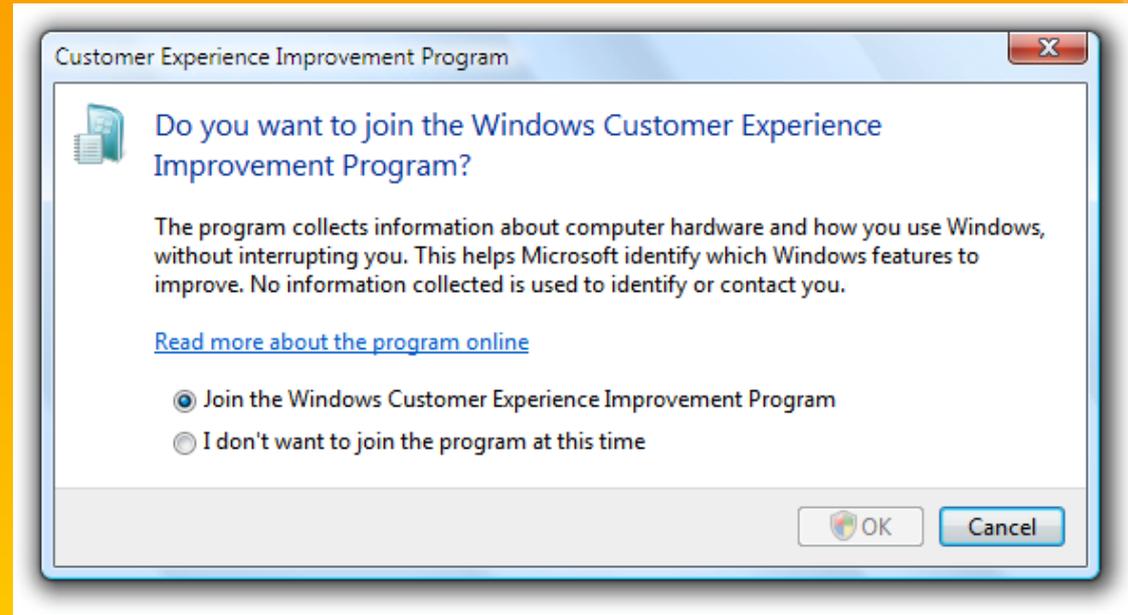


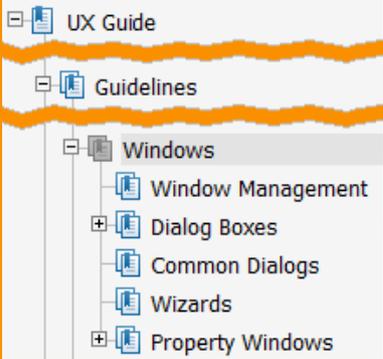
Dialog Boxes

■ Dialog Box



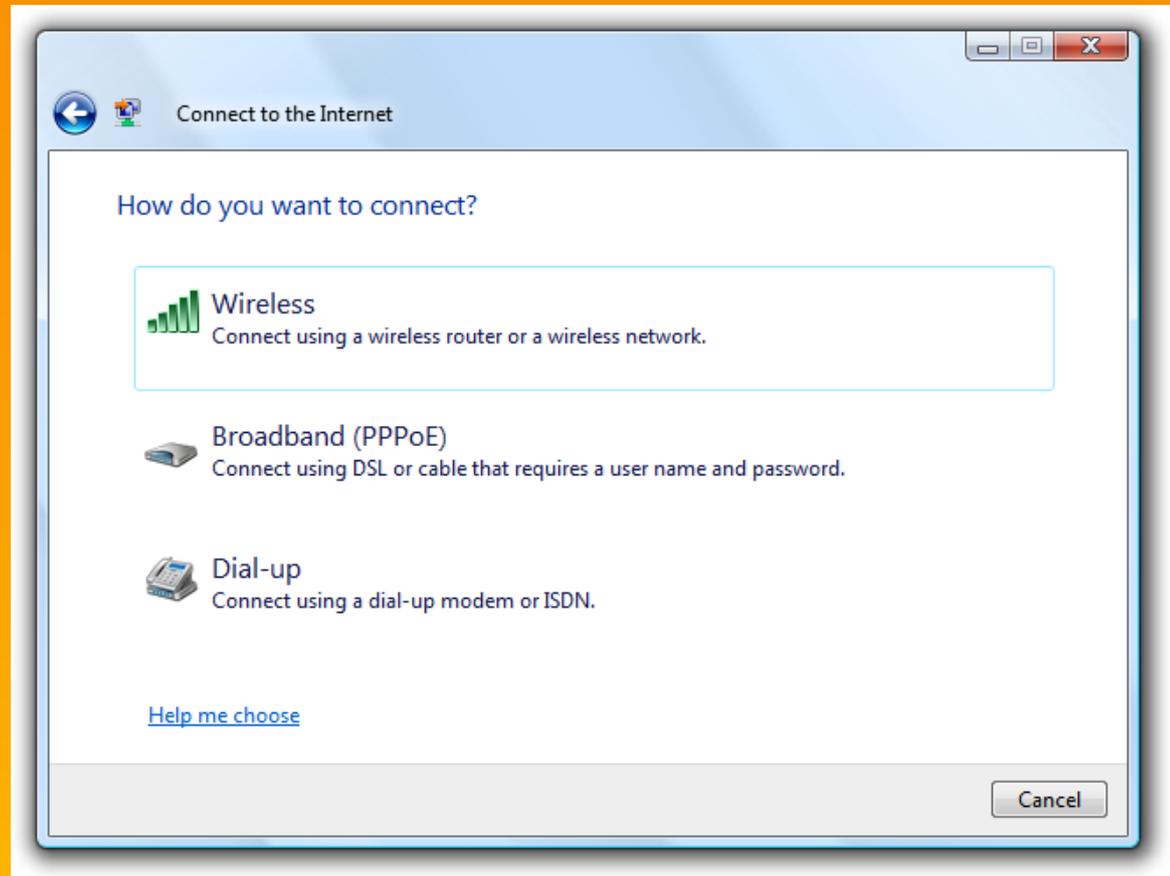
■ Task Dialog

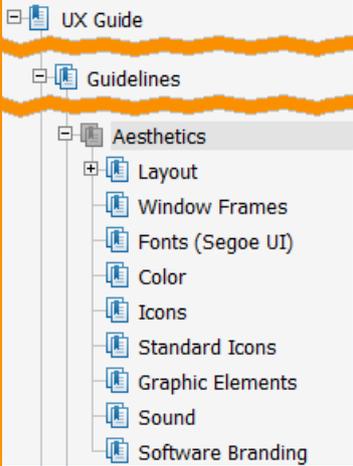




Dialog Boxes

- Question Dialog (mit Command Links)





Aesthetics

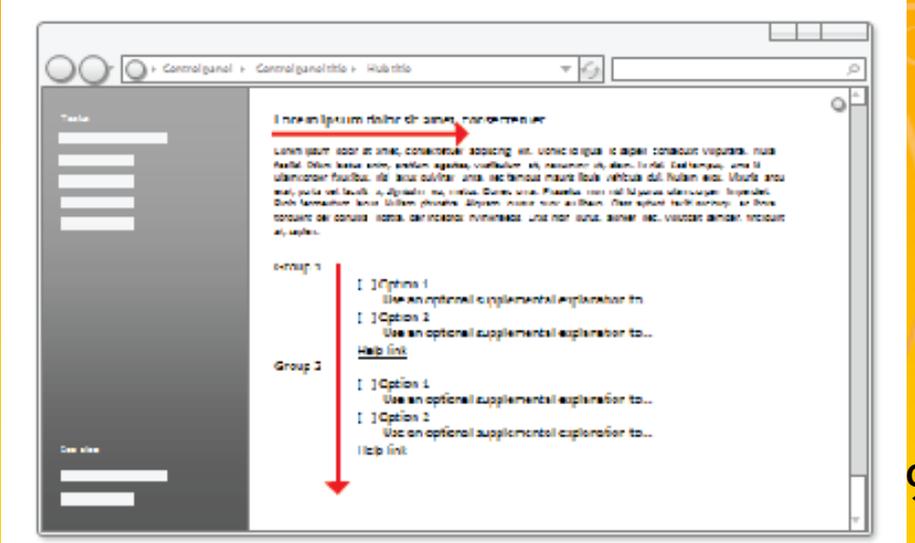
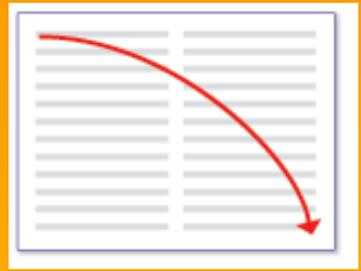
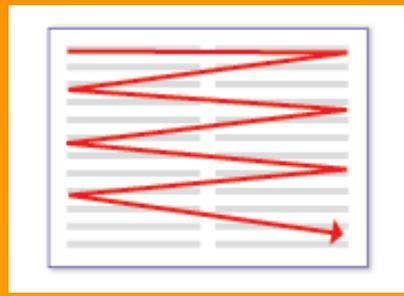
- Layout
- Window Frames
- Fonts
- Colors
- Icons
- Standard Icons
- Graphic Elements
- Sound
- Software Branding

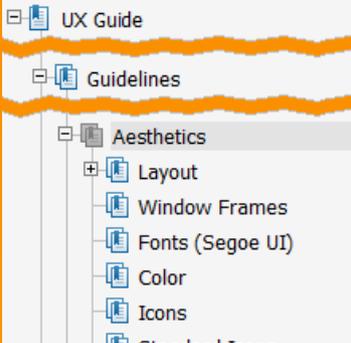


Layout

- Wahrnehmung von Texten
 - Aufmerksames Lesen
 - Scannen von UI-Texten

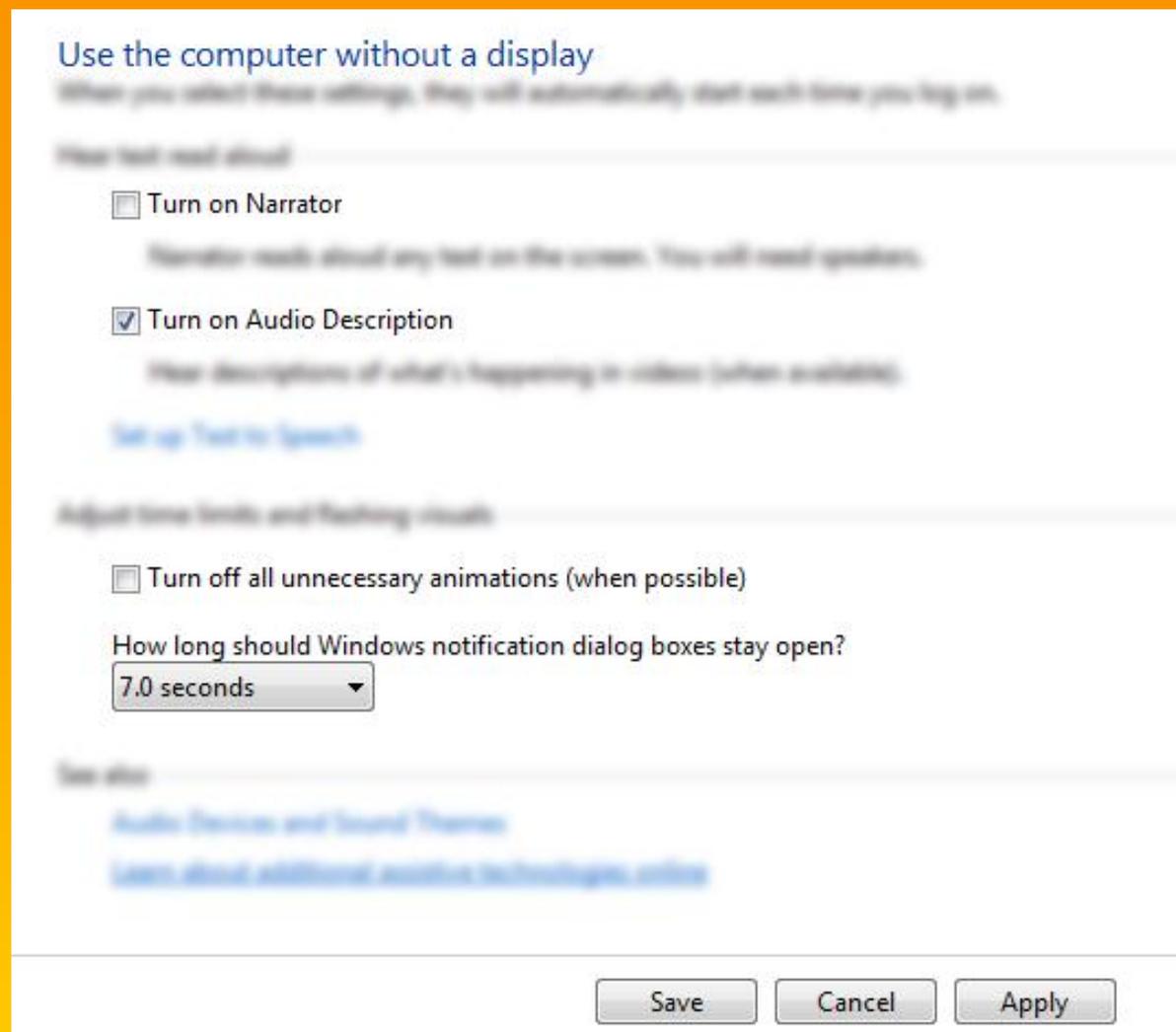
- Navigationsbereiche und längere Texte werden zunächst ignoriert

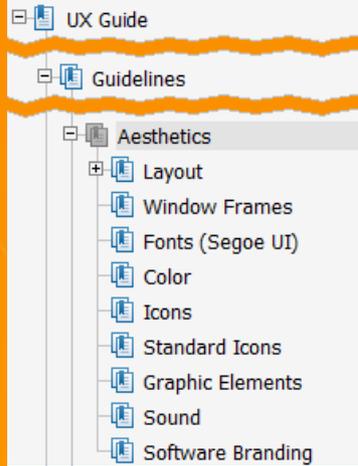




Layout

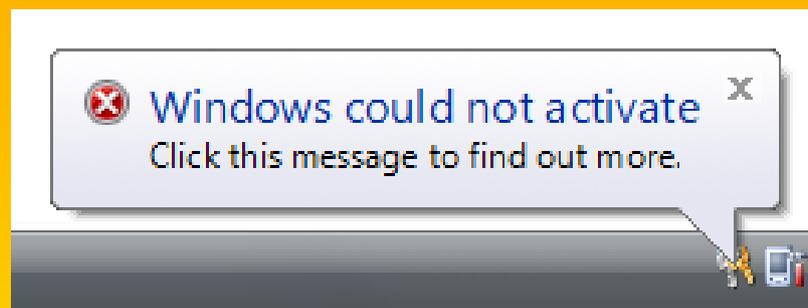
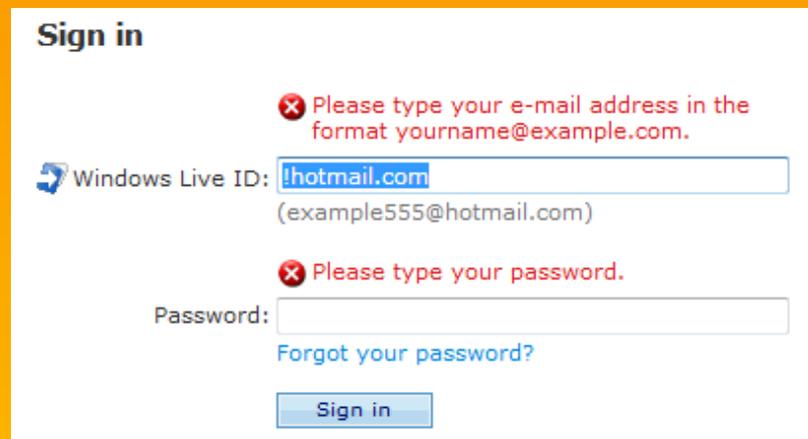
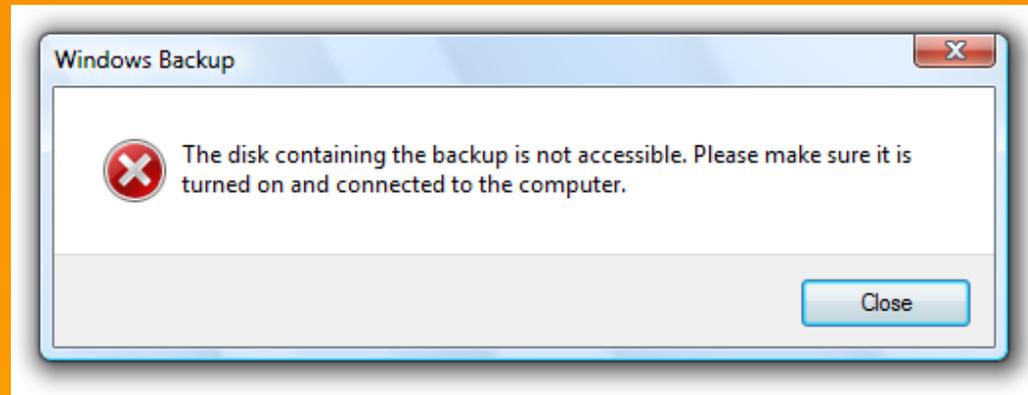
■ Wahrnehmung von GUI-Elementen

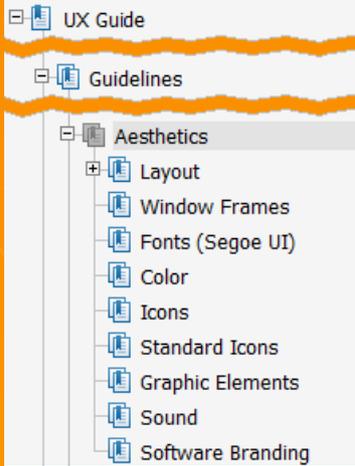




Standard Icons

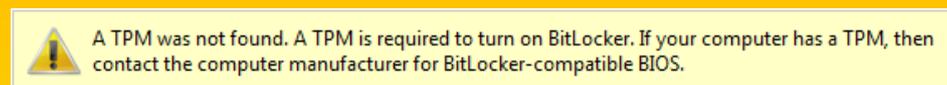
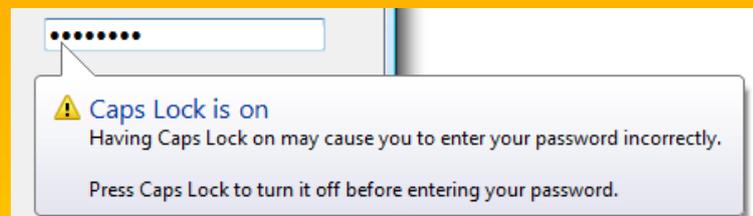
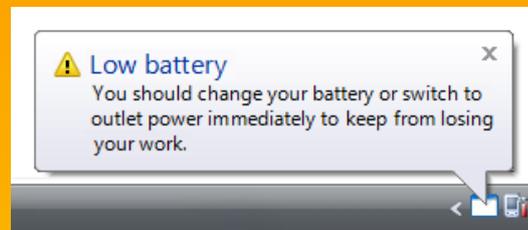
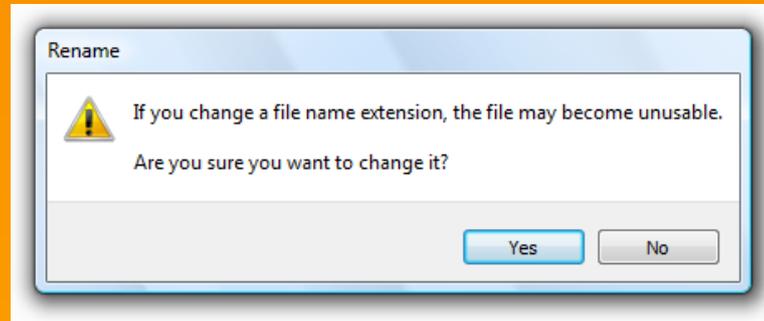
■ Error

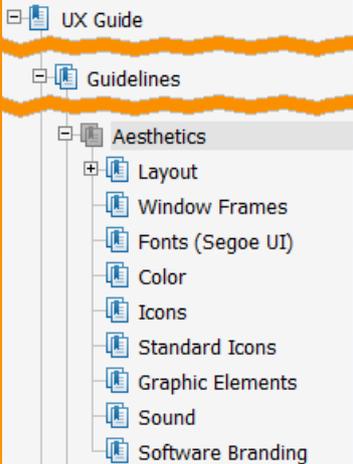




Standard Icons

■ Warning





Standard Icons

- Information

- Verwendung nur noch in Banner



For your security, some settings are controlled by Group Policy

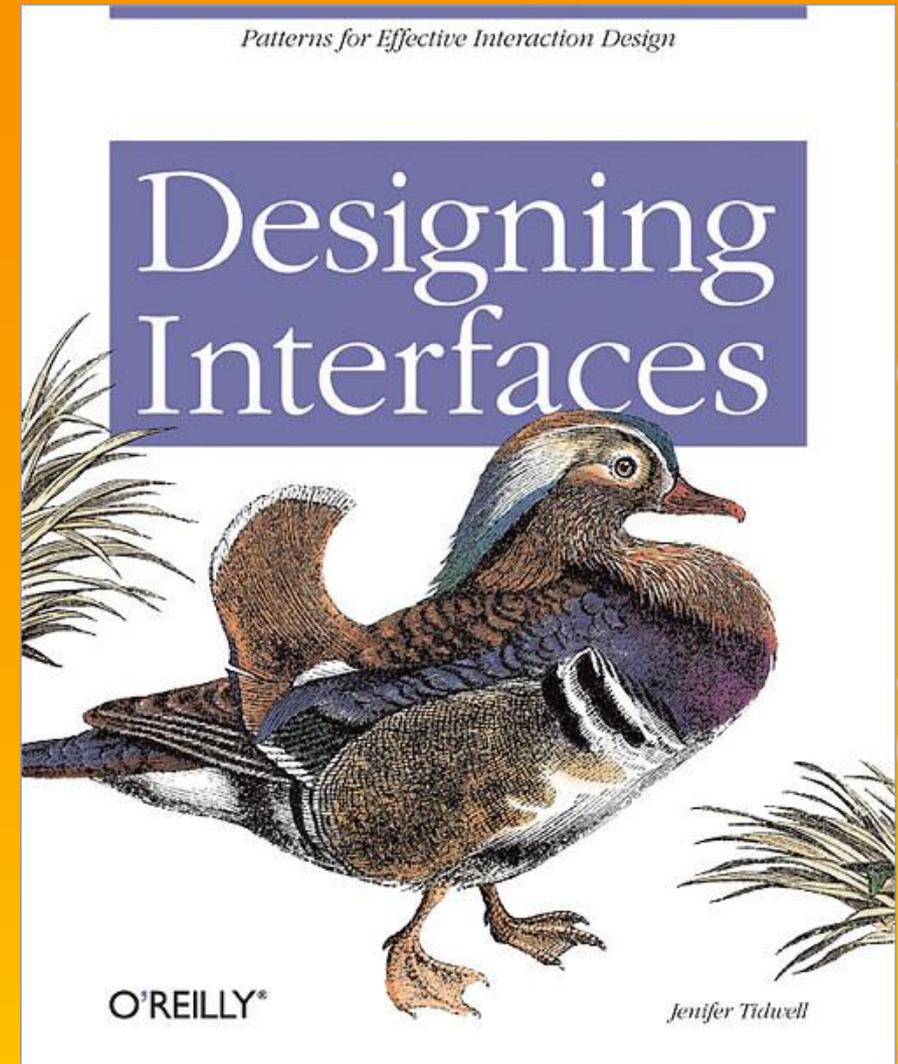
- Sonst entweder weglassen, oder durch aussagekräftigeres Icon ersetzen

Windows Vista UX Guidelines

- Nicht nur für Vista
 - Viele Screenshots
 - Viele Hintergrundinfos
- Ziemlich viel Material
 - Wirklich alles durchzuarbeiten kostet Zeit
 - Aber auch ein erstes Überfliegen bringt schon eine Menge

Buchtipps

- **Interface Patterns**
 - Kurze Definition
 - Wann verwenden
 - Warum
 - Wie
 - Beispiele
- In Farbe, viele Screenshots



Danksagung

- Verwendung der Abbildungen aus den User Experience Guidelines mit freundlicher Genehmigung der Microsoft Corporation.