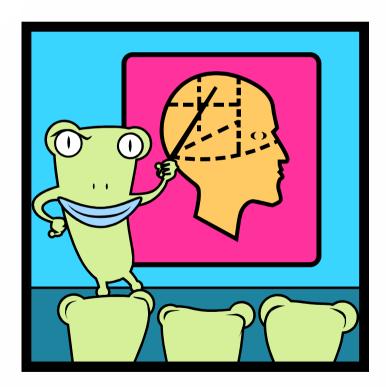
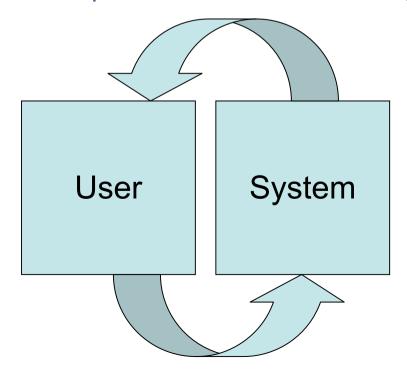
Overview of Human Cognition and its Impact on User Interface Design (Part 2)





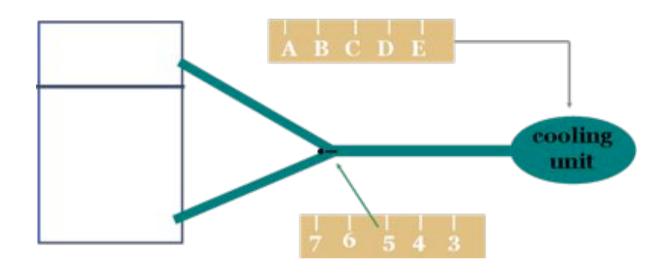
Brief Recap

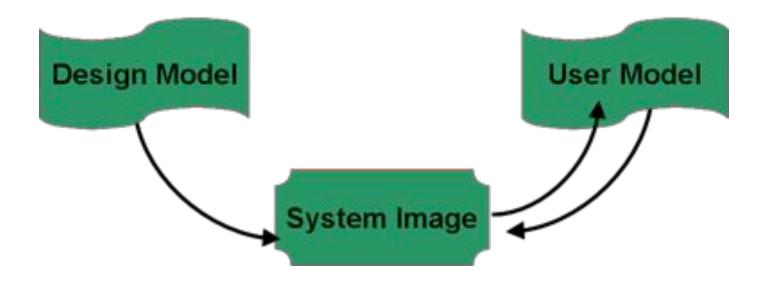
- Gulf of Evaluation
 - What is the state of the system?
- Gulf of Execution
 - What specific inputs needed to achieve goals?



Brief Recap

Mental Models





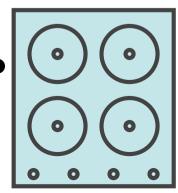
Brief Recap

Affordances



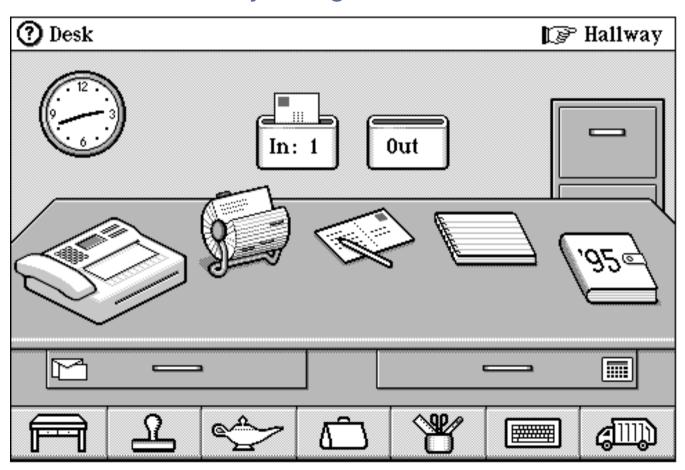


- Feedback times
 - 100 msec, 1 sec, 10 sec
- Mappings -



Metaphors Aren't Always Effective

- Magic Cap
 - Somewhat unwieldy, not good use of screen real estate



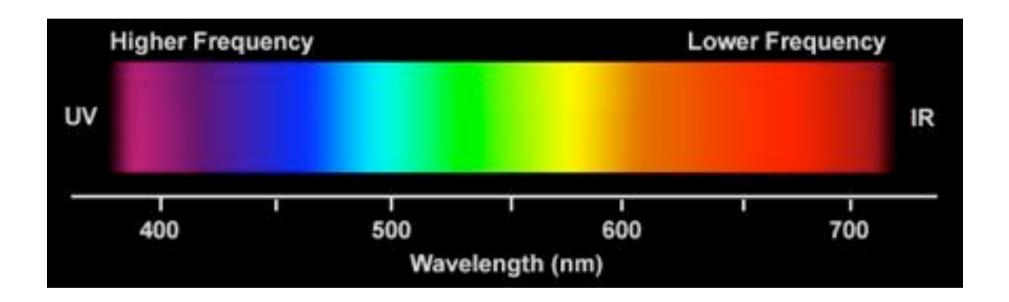
Outline

- Color
 - Color
- Grouping
- Layout

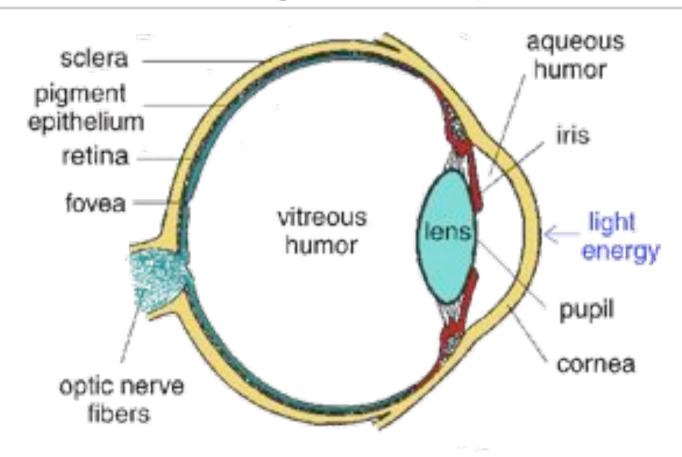
Why Study Color?

- 1) Color can be a powerful tool to *improve* user interfaces by communicating key information
- 2) Inappropriate use of color can severely *reduce* the performance of systems we build

Visible Spectrum



Human Visual System



- Light passes through lens
- Focused on retina

Retina

- Retina covered with light-sensitive receptors?
- Rods
 - primarily for night vision & perceiving movement
 - sense intensity or shades of gray
 - can't discriminate between colors
 - $\sim 75,000,000 150,000,000 \text{ rods}$
- Cones
 - used to sense color
 - ~7,000,000 cones

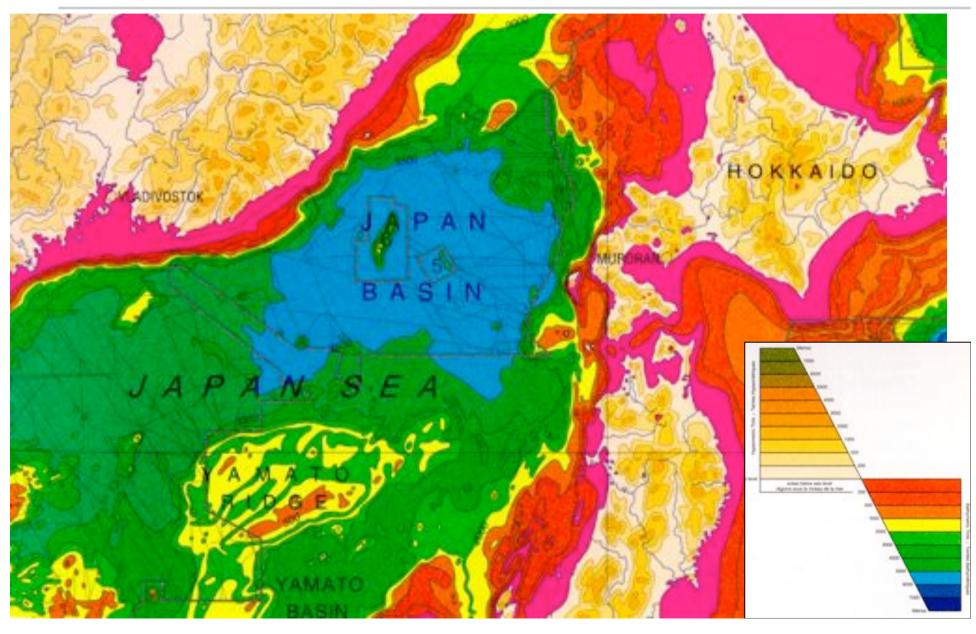
Distribution of Cones and Rods

- Center of retina has most of the cones
 - allows for high acuity of objects focused at center
 - Ex. if looking here, can't read text on bottom easily
- Edge of retina is dominated by rods
 - allows detecting motion of threats in periphery

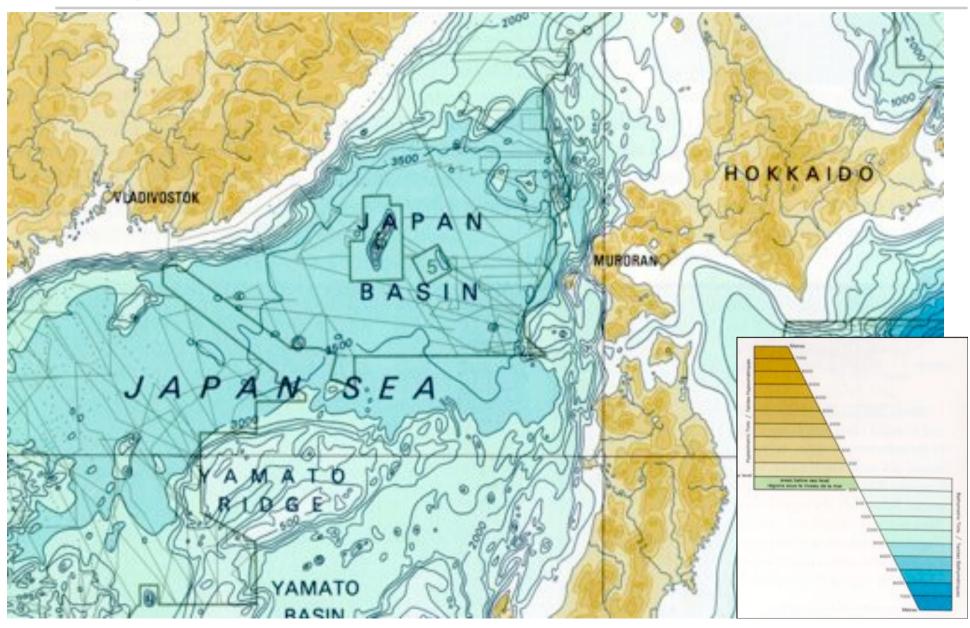
Design Implications

- Design implication #1
 - LOTS more rods than cones
 - Humans roughly 10x more sensitive to intensity than hue
 - Hue is roughly color
 - Saturation is purity of color (grey)
 - Value is intensity (roughly)
 - Easier for people to see fine differences based on intensity differences than hue

Map #1

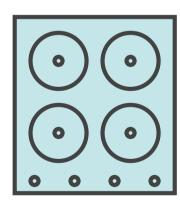


Map #2



Maps Discussion

- Example of intensity being more useful than hue for fine differences
 - If you want to vary color, vary the intensity
 - Ways of measuring intensity include luminance (HSL),
 value (HSV), brightness (HSB) (though not equivalent)
- Example of mapping (good and bad)
 - 1st map ordered by hue (bad)
 - 2nd map ordered by intensity (good)
- Example of minimalist aesthetics
 - 1st map is just plain ugly ☺



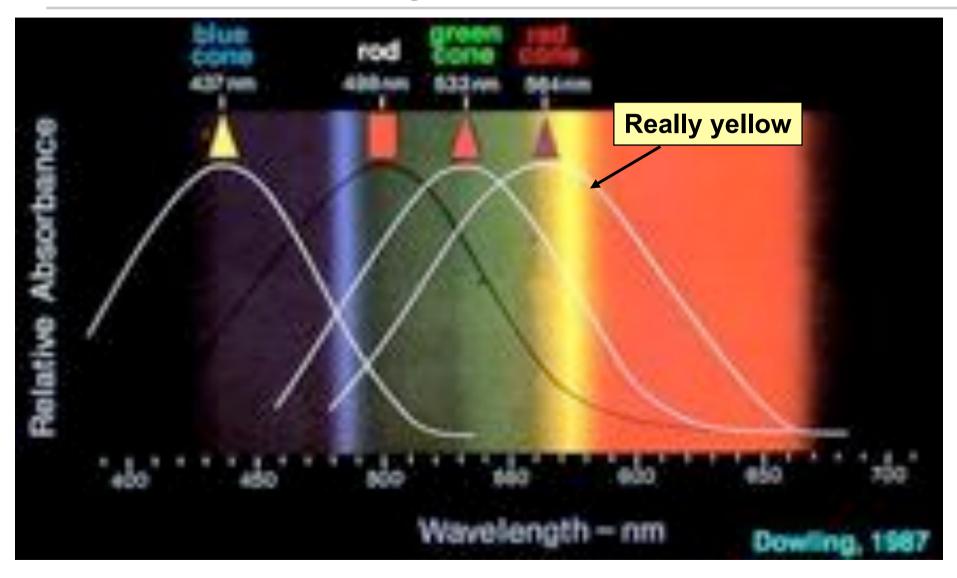
How to Get Color Right

- Design Tip #1
 - Design in grayscale first
 - Forces you to focus on intensity
 - Can use a photocopier to help here
 - Keep luminance (intensity) values from grayscale when moving to color
 - Helps ensure everything remains clear

Color Perception via Cones

- "Photopigments" used to sense color
- 3 types: blue, green, "red" (really yellow)
 - each sensitive to different band of spectrum
 - ratio of neural activity of the 3 → color
 - other colors are perceived by combining stimulation

Color Sensitivity



from http://insight.med.utah.edu/Webvision/index.html

Distribution of Photopigments

- Photopigments not distributed evenly
 - Mainly reds (64%) & few blues (4%)
 - Less sensitive to short wavelengths (blue)
- Few blue cones in retina center (high acuity) (?)

 As we age our lens yellows & absorbs shorter wavelengths (?)

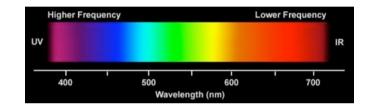
Focus

Different wavelengths of light focused at different

distances behind eye's lens

– If your UI has lots of colors (?)

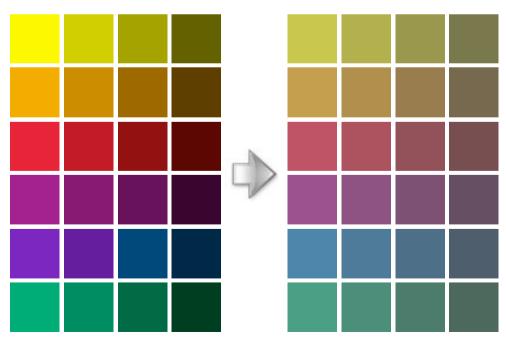
– Need for constant refocusing (?)



- Design Implication #4
 - Pure (saturated) colors require more focusing than less pure (desaturated, pastels)
 - Don't use saturated colors in UIs unless you really need something to stand out (stop sign)

Color Guidelines

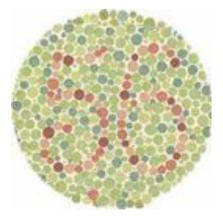
- Avoid simultaneous display of highly saturated, spectrally extreme colors
 - e.g., minimize cyans/blues at the same time as reds, why?
 - refocusing!
 - desaturated combinations are better → pastels

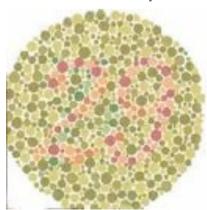


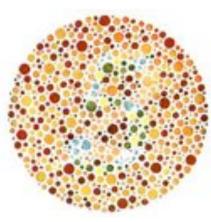


Color Deficiency (AKA "color blindness")

- Trouble discriminating colors
 - besets about 9% of males, 0.5% of females
- Two main types
 - different photopigment response most common
 - reduces capability to discern small color diffs
 - red-green deficiency is best known
 - lack of either green or red photopigment → can't discriminate colors dependent on R & G







Color Deficiency Example

Add/Update Shipping Information

We found an error while verifying your shipping address.

We've marked the problem in red for you.

Update the address book of		
Required information is marked in GREEN CAPS.		
for questions about shipping.		
NICKNAME:	MYSELF	
	Please assign a "nickname" for the person you're shipping to. You may change or delete this information at any time.	
FIRST NAME:	DOUGLAS	MIDDLE INITIAL:
LAST NAME:		
ADDRESS:	245 SAN JOSE RD	

Design Implications

- Design Implication #5
 - Don't rely solely on hue b/c of potential color deficiencies
 - Use mixtures of colors (red / green issues)
 - Also good to have contrast in intensity (+ redundant cues)





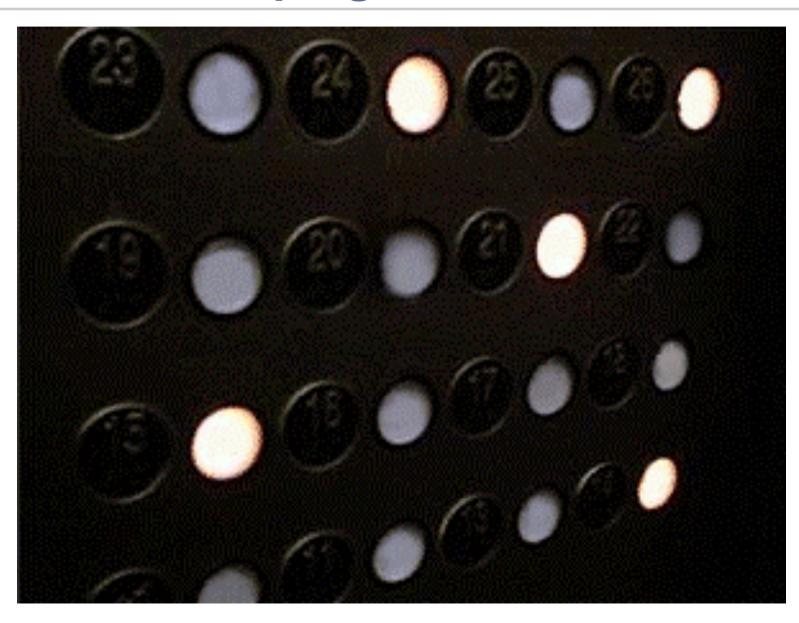
Color Summary

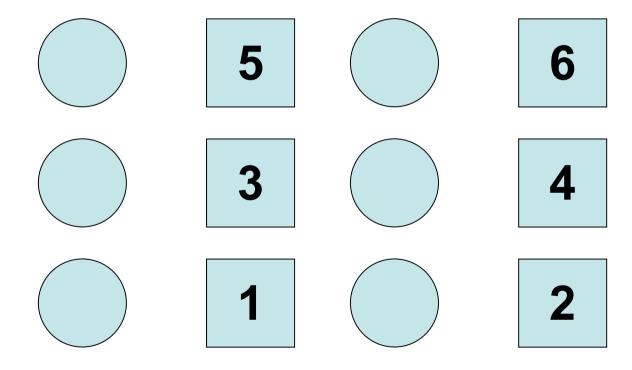
- Design implication #1
 - Humans more sensitive to intensity than hue
- Design Implication #2
 - Don't rely on blue for text or small objects
- Design Implication #3
 - As we age our lens yellows, sensitivity to blue reduced
 - Need more intensity for older users
- Design Implication #4
 - Minimize use of saturated colors, causes refocusing
- Design Implication #5
 - Use mix of colors, contrast in intensity, & redundant cues

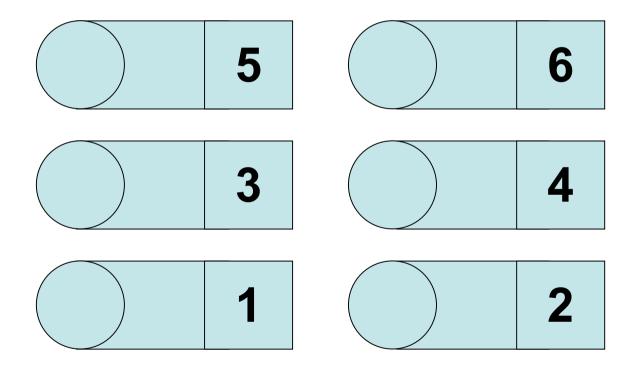
1 minute break

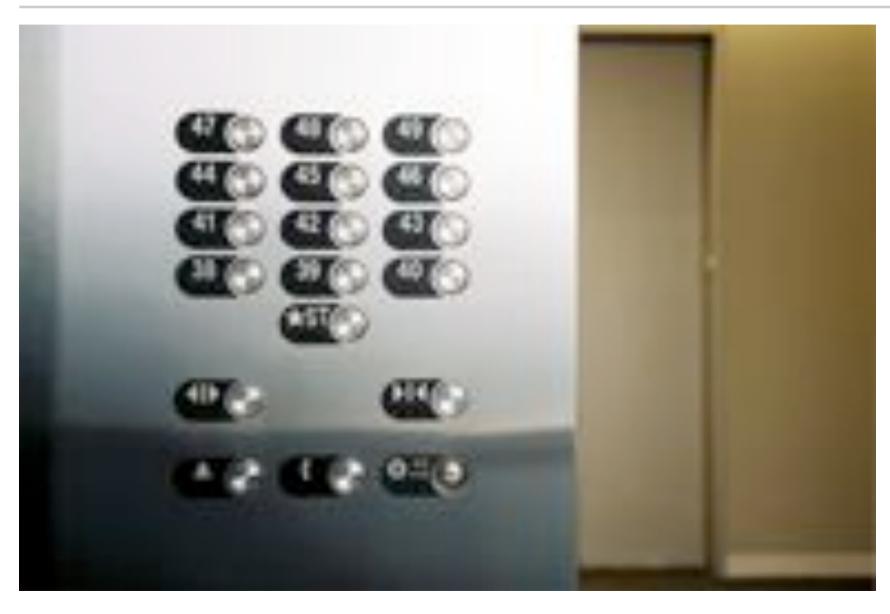
Outline

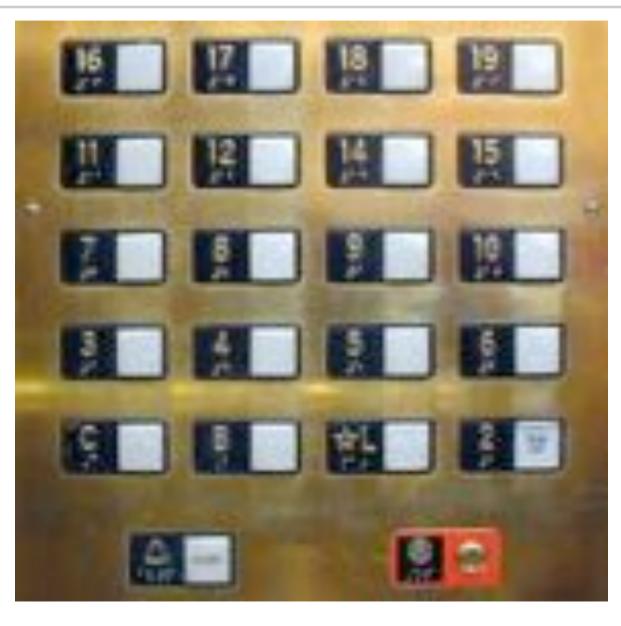
- Color
- Grouping
- Layout













Amazon Has Grouping Problems

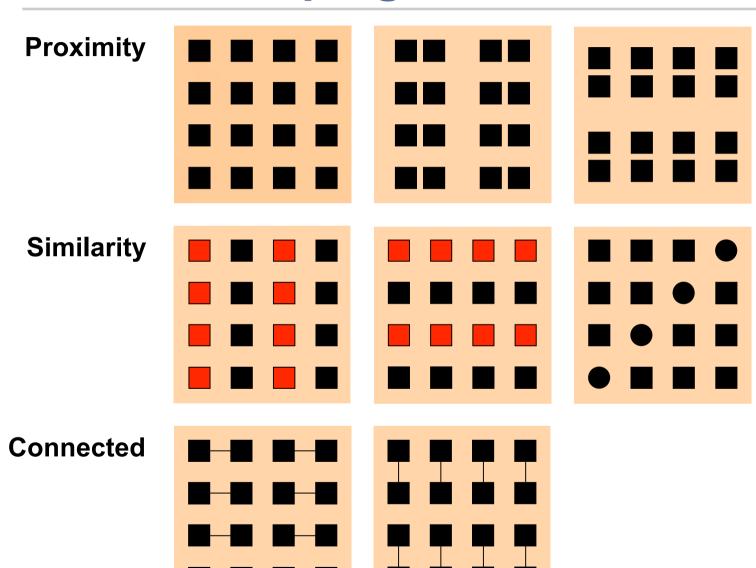
1 of 3 people found the following review helpful:

Has a place in my collection, April 29, 2002

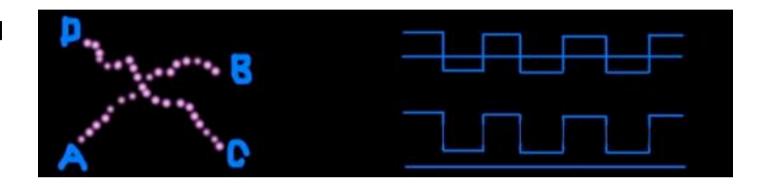
Reviewer: Andrew Graves (Lafayette LA) - See all my reviews

Tigris and Euphrates is a keeper in my game collection. It is easy for new players deviousness of the game. The game is difficult to describe, however the maneuve the game, will turn a seeming early win to a defeat. After you learn the ropes, it's months or so.

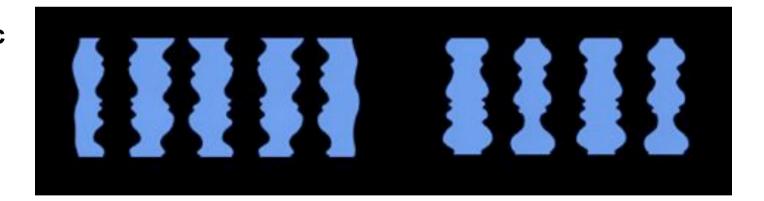
Comment | Was this review helpful to you? (Report this)



Continued



Symmetric



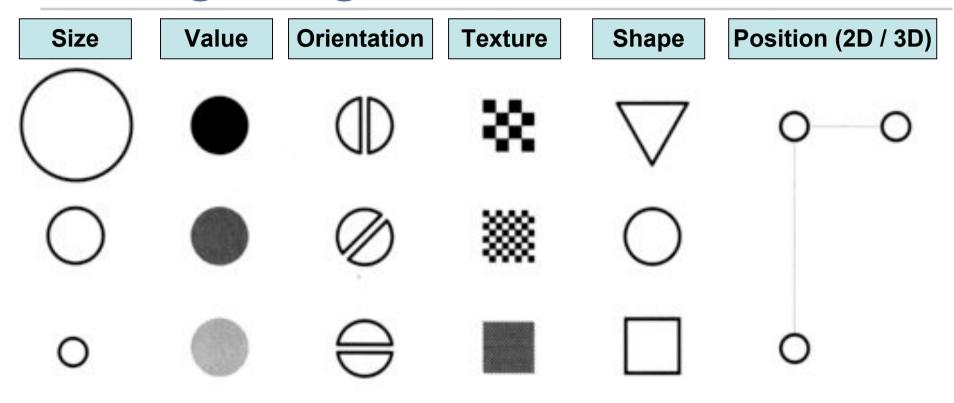
Visual Grouping



Making Things Distinct

- Grouping looks at how to make things look related
- Now, how to make things look different?

Making Things Distinct

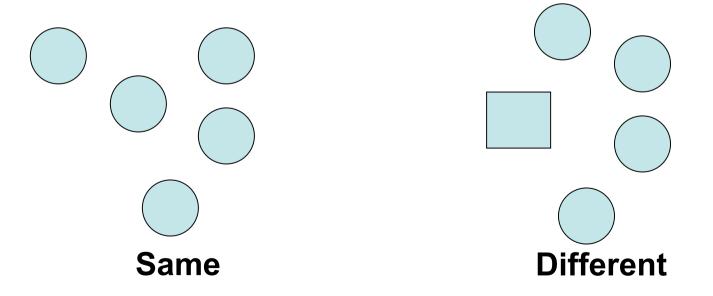


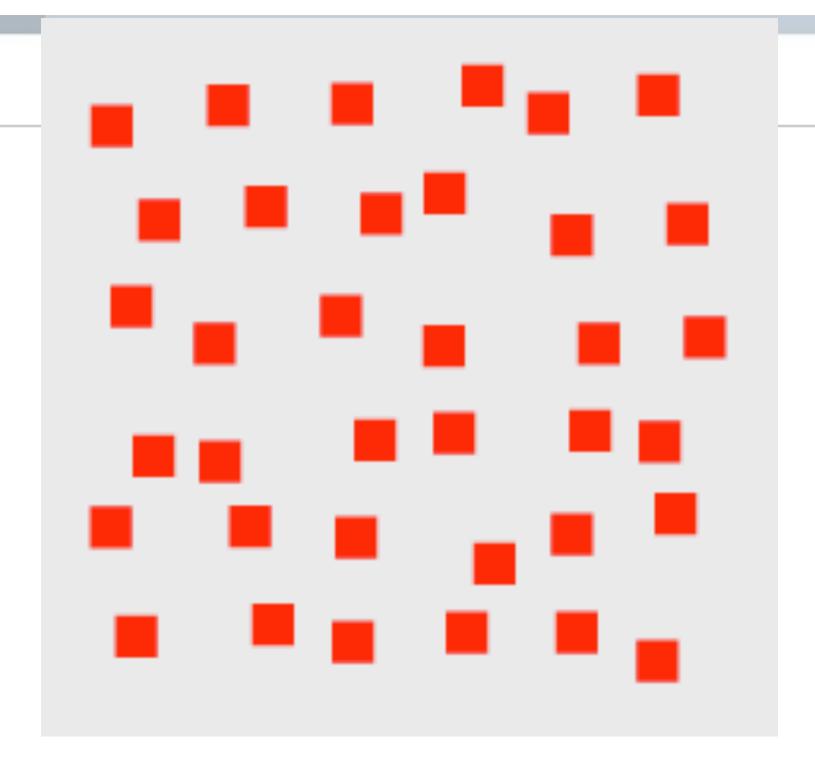
52: Bertin's "retinal variables" form the basis for all forms of visual coding. A visual code can be based on (from left to right) contrasts in size, value, orientation, texture, shape, or position in 2D or 3D space. Hue (chromatic color) provides an additional dimension not pictured here.

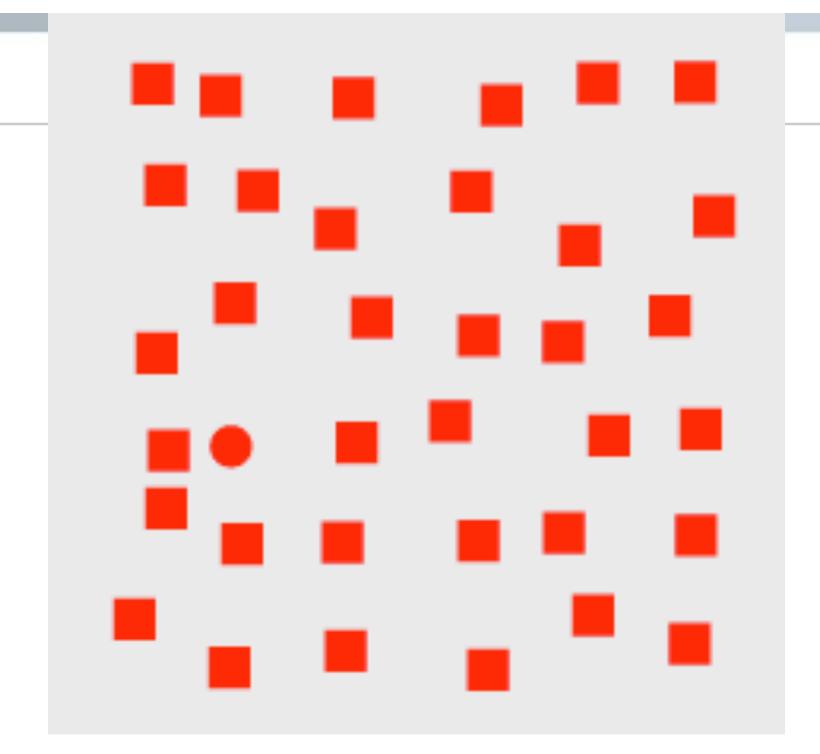
Kevin Mullet and Darrell Sano, Designing Visual Interfaces

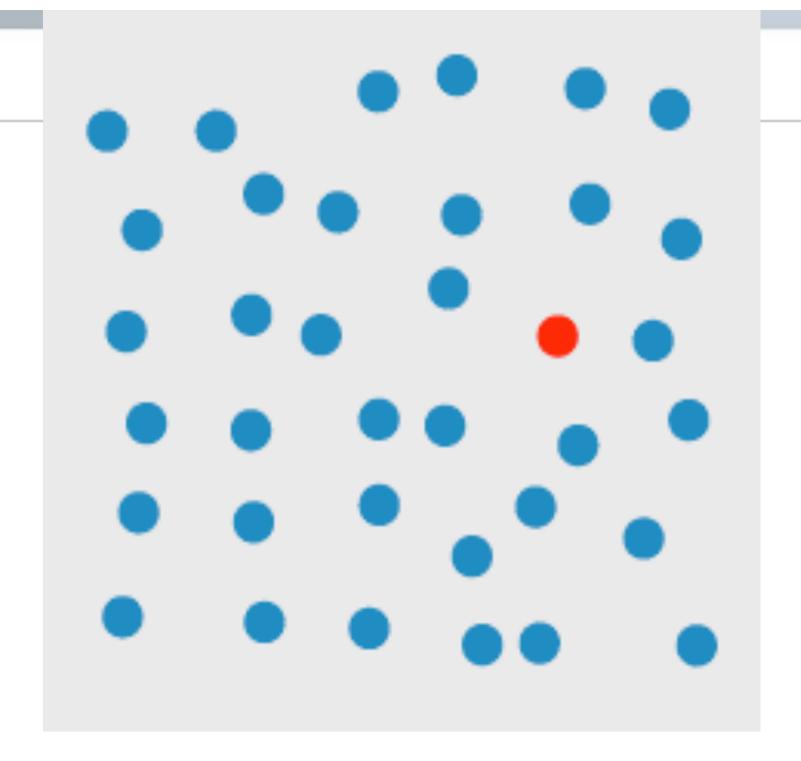
Let's Play a Game

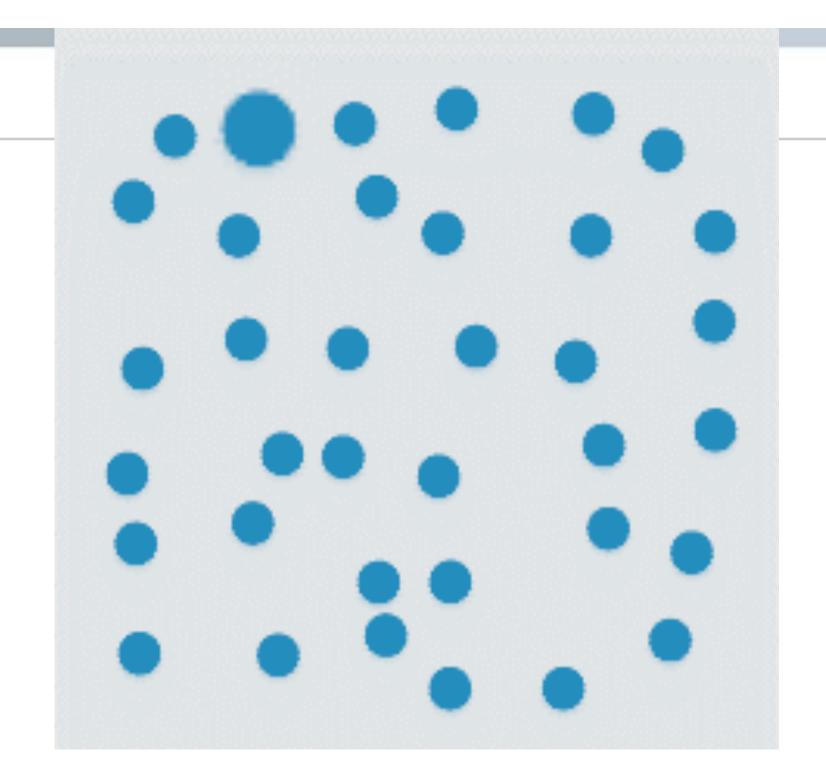
- I'll show you a series of pictures
- Say out loud:
 - Same if every object is the same
 - Different
 if at least one object is different

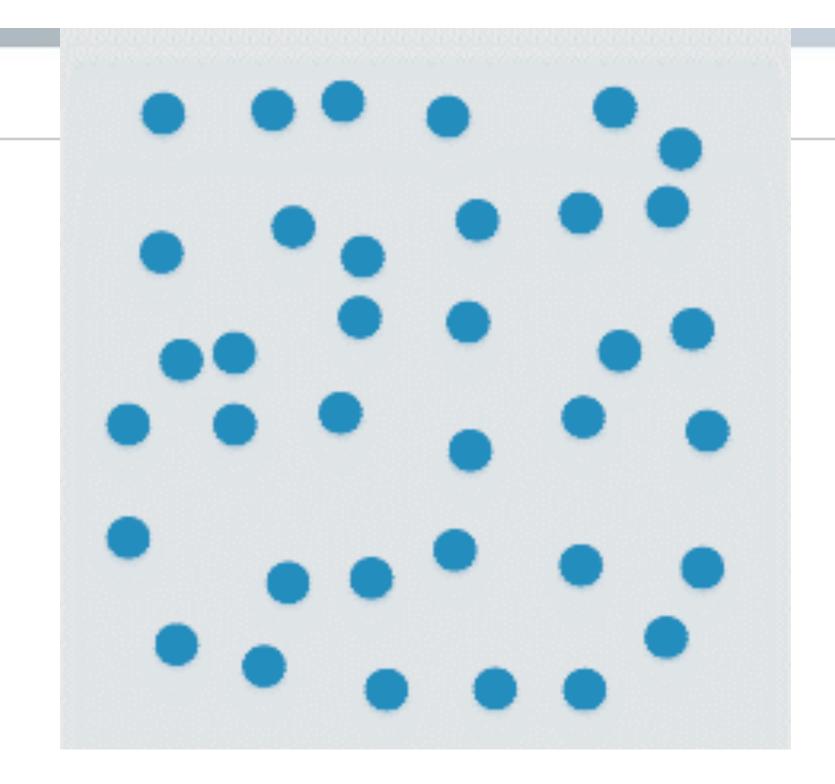




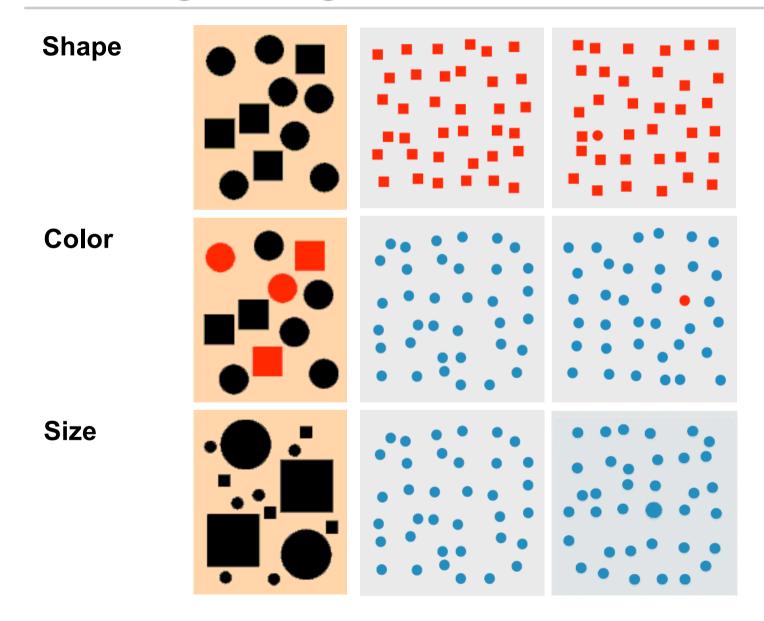






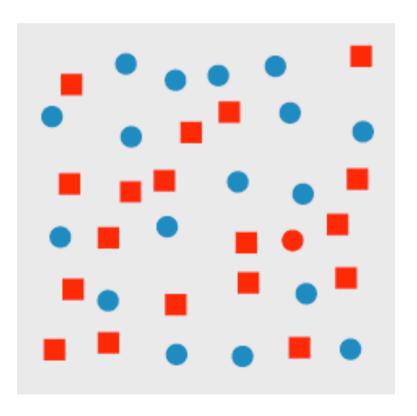


Making Things Distinct



Preattentive Processing

- Some things easy for low-level visual processing to automatically handle
 - It just pops out at you
- Preattentive processing
 - ~200 msec to see differences
 - Based on simple diffs
 - Is there a red circle? →



Animation Useful for Making Things Distinct



- Remember, rods sensitive to motion in periphery
- Can be very useful, but easy to overdo it
 - Motion distracting if in peripheral vision, hard to read
 - Simple is better here



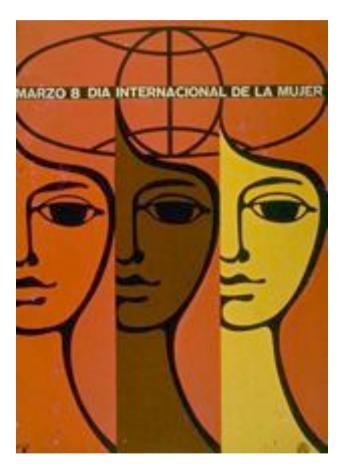


Small Multiples for Making Things Distinct

- "Information consists of differences that make a difference."
 - Edward Tufte, Envisioning Information



SMALL MULTIPLES International Women's Day



Echeverria, Heriberto 1971 March 8 - International Women's Day



Diaz, Estela 1974 March 8 - International Women's Day

Cuban Poster Art Gallery, http:///www.sims.berkeley.edu/~lcush/GenCat.html/

Reid Miles, Blue Note Cover



Small Multiples



entertainment FOOD & DINING WINE MOVIES MUSIC & NIGHTLIFE PERFORMANCE ART **EVENTS** BOOKS TV & RADIO GAY



FILM CLIPS Also opening today

CHRONICLE SECTIONS

Friday, June 13, 2003

San Francisco Chronicle

Mick LaSalle, Edward Guthmann, C.W. Nevius





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▶►G0

KESTL

Drama. Starring Valeria Golino and France co Casisa. Directed by rialese. (PG-13, 90 minutes. In Italian and Sicilian with English subtitles. At Bay Area theaters.)

"Respiro" is partly of interest for what it doesn't do. It's set on an Italian island south of Sicily, but it doesn't try to imbue the setting with romance. It's about a sexy young wife and mother who doesn't fit in with her neighbors, but the movie is not an indictment of village provinciality. She may be the prettiest and liveliest person on her island, but she is also a bit crazy.

· Printer-friendly version

· Email this article to a

NEW FLICKS ROUNDUP

How about a New Flicks newsletter? Sign up here.

"Capturing the Friedmans" Superb.

"Dumb and Dumberer: When Harry Met Lloyd" Yep, dumb.

"The Eye" Plodding.

"Hollywood Homicide" Appealing.

"Manito" Low-budget wonder.

"Respiro" Haunting.

















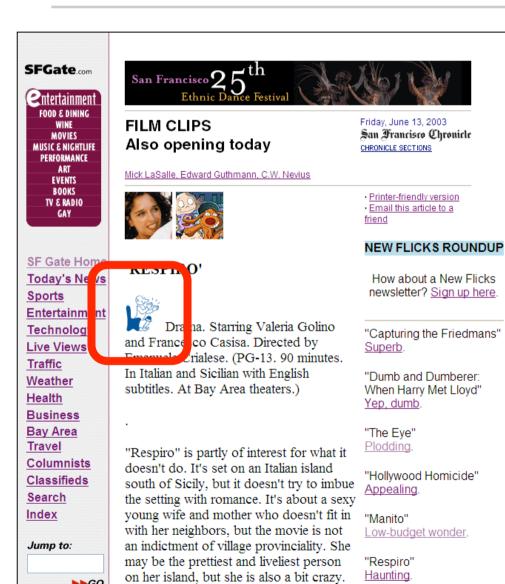








Small Multiples



▶►G0

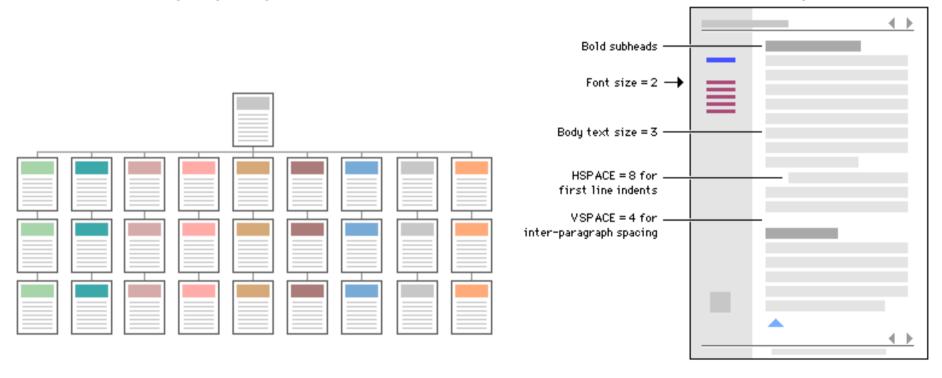
Not having clear differences makes it hard to understand

Versus...



Repetition

- Reinforcing structure through repetition
 - Repeat design elements across the program
 - Helps people understand what is basic, what is unique



Example Repetition – Amazon (1/3)



Example Repetition – Amazon (2/3)



Example Repetition – Amazon (3/3)



Aside: Change Blindness

- People are bad at noticing some kinds of changes
 - Subtle changes over time
 - Distractors
 - Discontinuities (ex, in movies)
 - http://viscog.beckman.uiuc.edu/djs_lab/demos.html
- On web site, errors displayed on same page, new page looks too similar
 - Can't easily tell that a new page loaded
- Unfortunately, design implications currently unclear

Change Blindness

Create an account today! Receive the latest Dell product information, price drops, a checkout with pre-populated forms. Already have an account?

Sign Up	
Note: Dell suppo services.	orts privacy protection for children online. You must be at least 14 o
 Indicates re 	guired fields
* First Name	Mt Last Name
* Email Addres	8
200000000000000000000000000000000000000	e exclusive offers and specials by e-mail.
- Postera (Car	
• City	★ Situte

Change Blindness

Create an account today! Receive the latest Dell product information, price drops, a checkout with pre-populated forms. Already have an account?



Outline

- Metaphor
- Color
- Grouping
- Layout

Grid Systems

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14





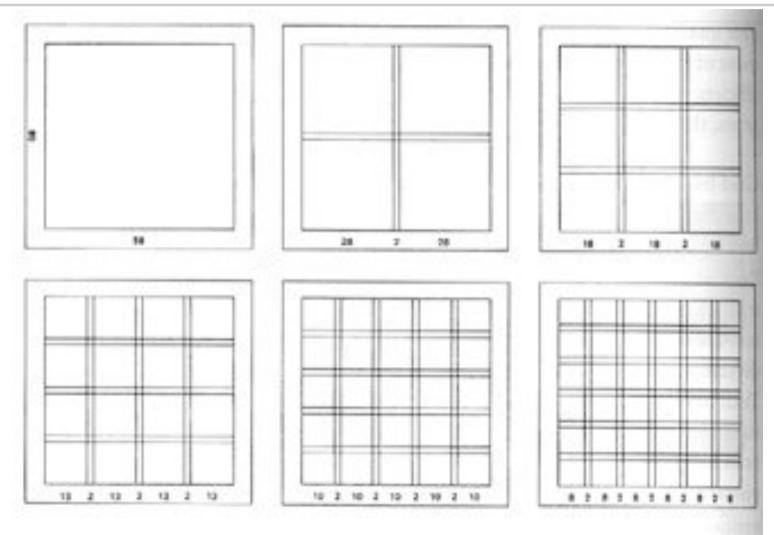






143: Each of the grids in Figure 142 leaves a distinct imprint on the resulting layout. When the same grid is used throughout a book – or Gui application – this imprint becomes a unifying element for the onbic work. From Basic Typography: Design with Letters, by Ruedi Rüegg, ABC-Verlag, Zurich, 1987.

Grid Systems



142: These typographic grids for book design subdivide the page uniformly into one to six columns. Grids for GUI design have important differences, but the goal of providing systematic structure is the same. From Basic Typography: Design with Letters, by Ruedi Rüegg, ABC-Verlag, Zurich, 1987.

Example Grid – Amazon (1/3)



Example Grid – Amazon (2/3)



Alternative Rock
Blowout Music
Blues
Box Sets
Broadway & Vocalists
Children's Music
Christian & Gospel
Classic Rock
Classical
Country
Dance & DJ
Folk
Hard Rock & Metal
Imports
Indie Music
International
Jazz

Latin Music

Miscellaneous

Hello. Sign in to get personalized recommendations. New customer? Start here or find out how to order.

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Summer means enjoying your favorite music in the great outdoors. We've selected hundreds of CDs and DVDs from artists playing the season's best festivals and traveling shows. Feast your ears and eyes:

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- Bonnaroo
- Chicago Blues Festival
- · CMA Music Festival
- . IVC Jazz Festival

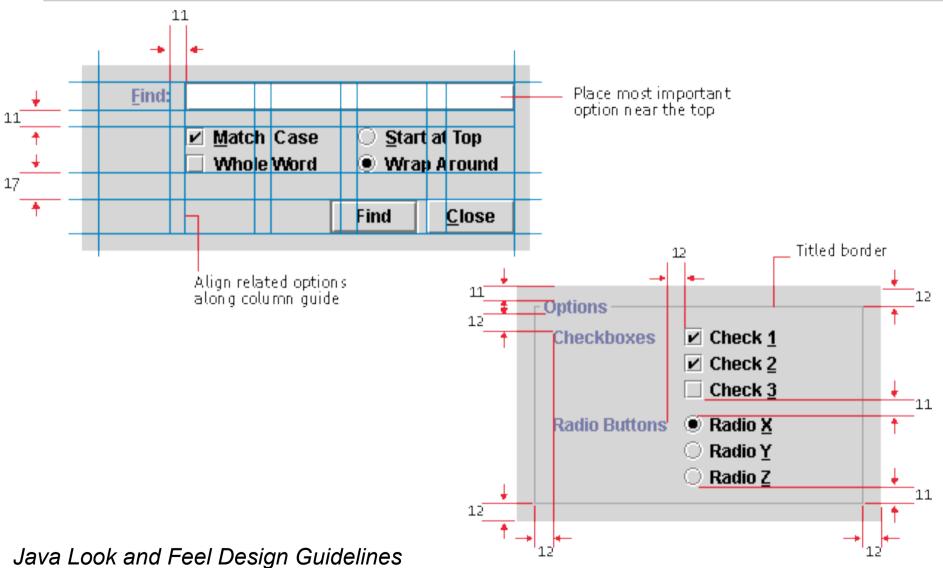




Example Grid – Amazon (3/3)

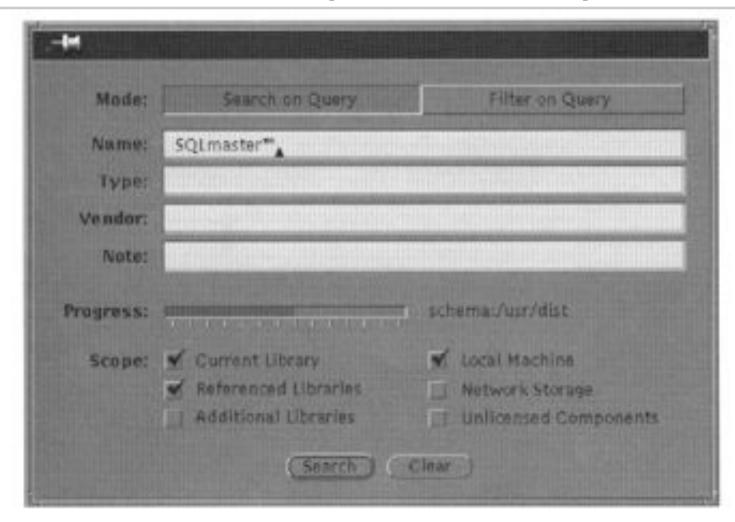


Grid Systems



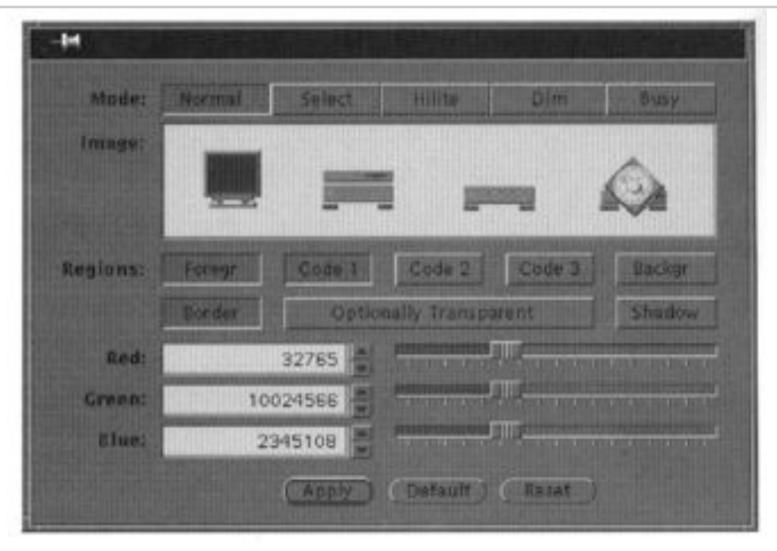
http://java.sun.com/products/jlf/ed2/book/HIG.Visual2.html

Canonical Grid (2 Columns)



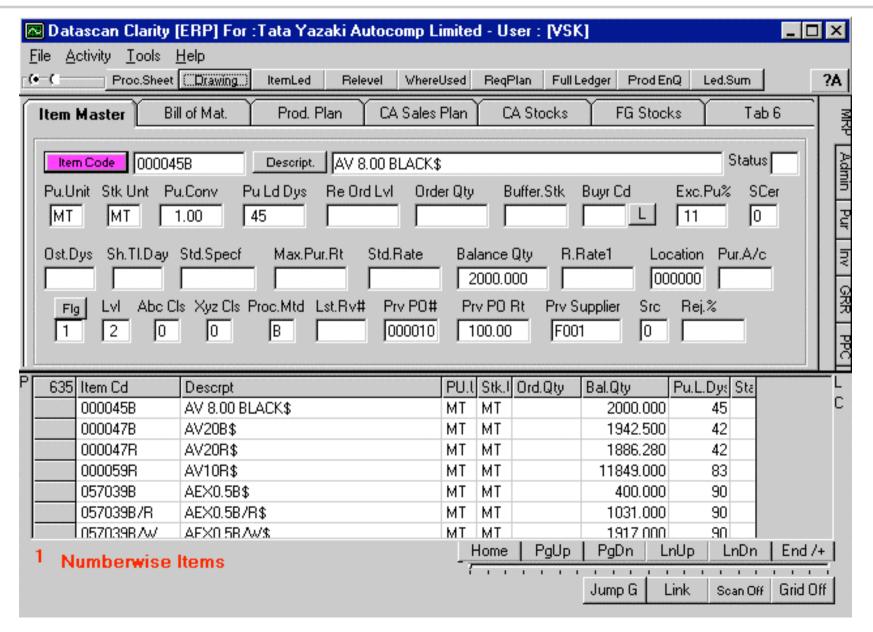
177: This two-column layout is based on the canonical grid (in our first three examples, the grid is not used for the labels in the left-hand column). To visualize this grid, ignore all but the middle three lines of Figure 176. The Name, Type, Vendor, and Note fields span both of the columns that remain, while the items in the Mode setting, Progress indicator, and Scope options span one column each.

Canonical Grid (6 Columns)



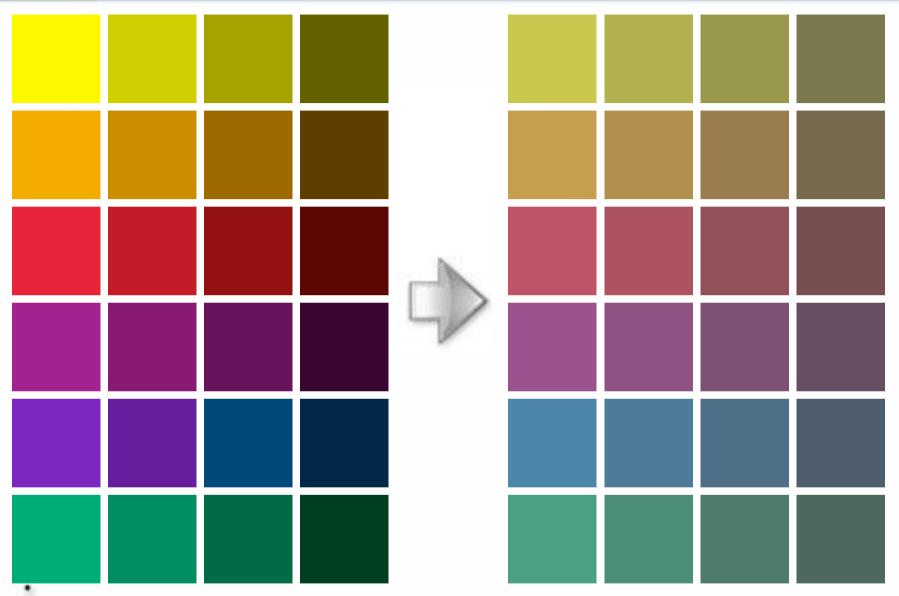
180: In this example, the full six-column grid is used to lay out the left-most label column as well as five columns of controls. Note the presence of controls spanning one, two, three, and five columns. Note too that elements of different widths can be placed in the same row without problems.

No Grid (ie, Don't Do This!)



Summary

- Metaphors
 - Appropriate ones can make UI easier
- Color
 - Rods, cones, distribution
 - Design guidelines
- Grouping
 - How to make things look related
 - How to make things distinct
 - Repetition useful
- Layout
 - Grids useful





Administrativia

- Reading assignment due next time
 - In current syllabus
 - What is the Document Object Model?
 http://www.w3.org/TR/WD-DOM/introduction.html
 - Wikipedia entry on Cascading Style Sheets
 - ~4 sentence summaries (x2)
 - 1 highlight (point of discussion, noteworthy, they did it wrong, etc)

P3

Progress?