

Class 11

1. Assignment Review
2. Structured layout
 - a. Gestalt psychology
 - a. Law of proximity
 - b. Law of similarity
 - c. Law of closure
 - d. Law of continuity
 - e. Law of symmetry
 - b. Figure - ground segregation
 - a. Banner blindness
3. Recognize rather than recall
 - a. Knowledge in the head
 - b. Knowledge in the world
 - c. Principle of recognition
4. Principles from experience
 - a. Visibility - it should be obvious what a control is used for
 - b. Affordance - it should be obvious how a control is used
 - c. Feedback - it should be obvious when a control has been used
5. Connection between design principles and rules

Chapter 6

1. Requirements
 - a. Usability
 - a. Qualitative - desired usability goals
 - b. Quantitative - specific measures
 - c. Concepts
 - i. Learnability
 - ii. Throughput
 - iii. Flexibility
 - iv. Attitude
 - v. 22 Criteria