



UNIVERSITÀ DEGLI STUDI DI PALERMO

DIPARTIMENTO DI INGEGNERIA CHIMICA, GESTIONALE, INFORMATICA, MECCANICA

Informatica per la Storia dell'Arte

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Organizzazione applicazioni multimediali.

Parte 2.1: Organizzazione e linee guida User-eXperience

Materiale didattico originale adattato da iOS Human

Interface Guidelines da Giuseppe Russo, Ph.D.

InformAmuse s.r.l., spin-off accademico dell'Università di Palermo



Facoltà di Lettere e Filosofia

Sull'uso dell'e-mail...

- **SUBJECT:**<testo significativo>
- Testo chiaro e conciso
- Usare l'italiano **esteso** e grammaticalmente corretto
- Inserire i dati utili per ottenere l'informazione desiderata
- **Firmare** sempre il messaggio
 - In mancanza di subject e di firma, il messaggio rimarrà senza risposta!!
- Altri dettagli nella **sezione F.A.Q.** del mio sito

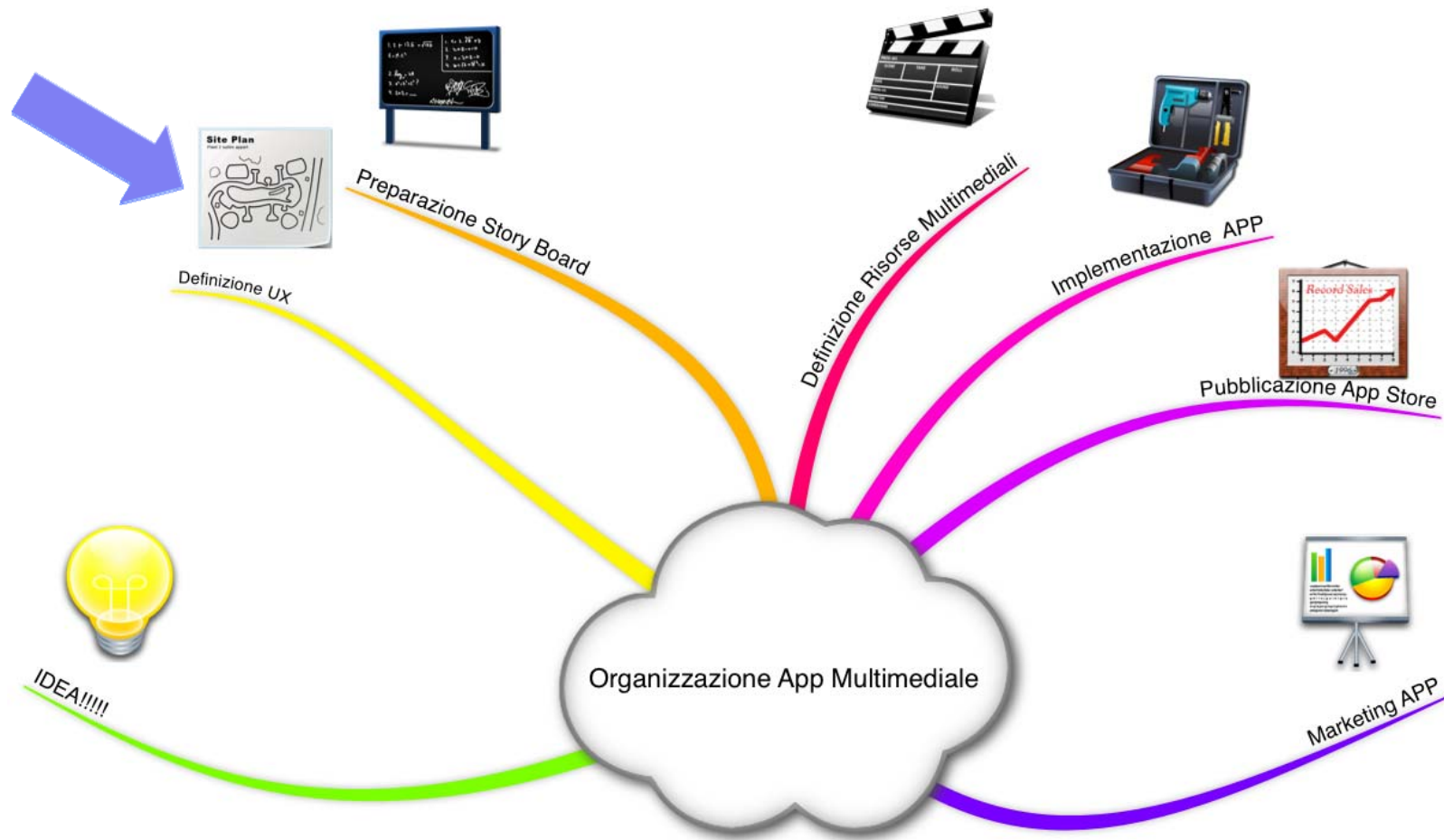
Notizie

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- Lezioni:
- Mar e Mer, 15-17, aula Multimediale A del Polo Didattico

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- Martedì, 11-12, @ ex-Dip. Ing. Nucleare, edificio 6, Il piano
- *Dopo il corso: per appuntamento*

- Sito web:
- <http://www.unipa.it/sorce> (LEGGERE LA SEZIONE F.A.Q.)



Principi di definizione dell'UX

- Aesthetic Integrity
 - *It's a measure of how well the appearance of the app integrates with its function.*
- Consistency
 - *Consistency in the interface allows people to transfer their knowledge and skills from one app to another. It is a measure of how an app takes advantage of the standards and paradigms people are comfortable with.*
- Direct Manipulation
 - *When people directly manipulate onscreen objects instead of using separate controls to manipulate them, they're more engaged with the task and they more readily understand the results of their actions.*

Principi di definizione dell'UX

➤ Feedback

- *Feedback acknowledges people's actions and assures them that processing is occurring. People expect immediate feedback when they operate a control, and they appreciate status updates during lengthy operations.*

➤ Metaphors

- *When virtual objects and actions in an app are metaphors for objects and actions in the real world, users quickly grasp how to use the app. E.g.: the folder: People put things in folders in the real world, so they immediately understand the idea of putting files into folders on a computer.*

➤ User Control

- *People, not apps, should initiate and control actions. Although an app can suggest a course of action or warn about dangerous consequences, it's usually a mistake for the app to take decision-making away from the user.*

Linee guida della user experience

- Focus on the Primary Task
- Elevate the Content that People Care About
- Think Top Down
- Give People a Logical Path to Follow
- Make Usage Easy and Obvious
- Use User-Centric Terminology
- Minimize the Effort Required for User Input
- Downplay File-Handling Operations
- Enable Collaboration and Connectedness
- Use UI Elements Consistently
- Consider Adding Physicality and Realism
- Handle Orientation Changes
- Make Targets Fingertip-Size
- Support Gestures Appropriately
- Start Instantly

Focus on primary task

- Analyze what's needed in each screen



Think Top Down

- The top of the screen is most visible to people, because they tend to interact with the device by holding the device in the following ways:
 - *In their nondominant hand (or laying it on a surface), and gesturing with a finger of the dominant hand*
 - *In one hand, and gesturing with the thumb of the same hand*
 - *Between their hands, and gesturing with both thumbs*

Give People a Logical Path to Follow

- **Make the path through the information you present logical and easy for users to predict**
- **In most cases, give users only one path to a screen**

Make Usage Easy and Obvious

- **Make the main function of your application immediately apparent.**
 - *Minimizing the number of controls from which people have to choose*
 - *Using standard controls and gestures appropriately and consistently so that they behave the way people expect*
 - *Labeling controls clearly so that people understand exactly what they do*


















Minimize the Effort Required for User Input

- **Balance any request for input by users with what you offer users in return.** In other words, strive to provide as much information or functionality as possible for each piece of information people give you. That way, people feel they are making progress and are not being delayed as they move through your application
- **Make it easy for users to input their choices**
- **Get information from iOS, when appropriate**

Enable Collaboration

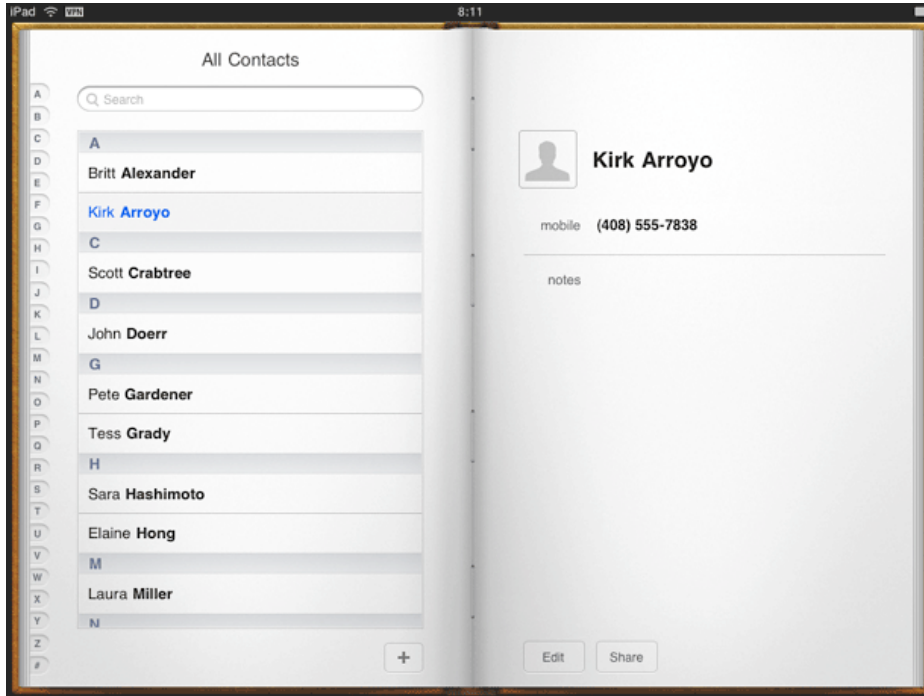
- When appropriate, make it easy for people to interact with others and share things like their location, opinions, and high scores.
- For iPad, think of ways to allow more than one person to use your app on the same device.

Use UI Elements Consistently

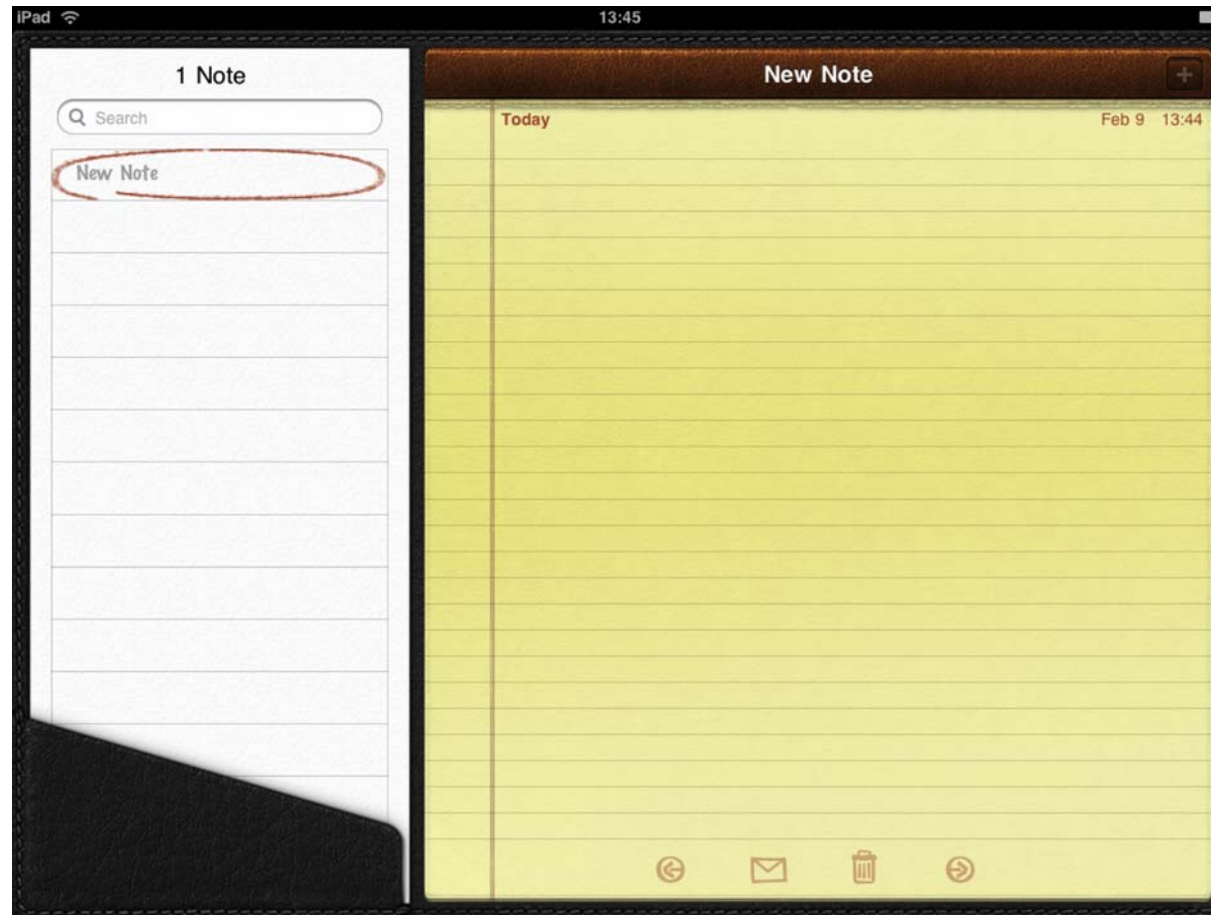
Button	Name	Meaning
	Action	Open an action sheet that allows users to take an application-specific action
	Camera	Open an action sheet that displays a photo picker in camera mode
	Compose	Open a new message view in edit mode
	Bookmarks	Show application-specific bookmarks
	Search	Display a search field
	Add	Create a new item
	Trash	Delete current item
	Organize	Move or route an item to a destination within the application, such as a folder
	Reply	Send or route an item to another location
	Stop	Stop current process or task
	Refresh	Refresh contents (use only when necessary; otherwise, refresh automatically)
	Play	Begin media playback or slides
	FastForward	Fast forward through media playback or slides
	Pause	Pause media playback or slides (note that this implies context preservation)
	Rewind	Move backwards through media playback or slides



Consider Adding Physicality and Realism



Delight People with Stunning Graphics



Handle Orientation Changes

- **In all orientations, maintain focus on the primary content.** This is your highest priority.
- **Think twice before preventing your application from running in all orientations.** People expect to use your app in different orientations
- **Launch your app in your supported orientation, regardless of the current device orientation.**
- **Avoid displaying a UI element that tells people to rotate the device.**

Brand Appropriately

- Incorporate a brand's colors or images in a refined, unobtrusive way.
- Avoid taking space away from the content people care about

Make Search Quick and Rewarding

- **Build indexes of your data so that you are always prepared for search.**
- **Live-filter local data so that you can display results more quickly.**
- **When possible, also filter remote data while users type**
- **Display a search bar above a list or the index in a list**
- **Consider providing a scope bar if the data sorts naturally into different categories.**

Make Targets Fingertip-Size

- Give tappable elements in your application a target area of about 44 x 44 points.



Support Gestures Appropriately

- **Avoid associating different actions with the standard gestures users know.**
- **In general, avoid defining new gestures.**
- **For iPad, consider using multifinger gestures**

Start Instantly

- **Display a launch image**
- **Launch in the appropriate default orientation**
- **Avoid asking people to supply setup information**

Always Be Prepared to Stop

- **Save user data as soon as possible and as often as reasonable**
- **Save the current state when stoppin**