



SMALL INTERFACES

This project centers upon creating a set of **GUIDELINES** that would aid the development of **SMALL SCREEN INTERFACES** particularly focusing on those of **TABLETS** operating on Android systems.

OBJECTIVES

Research existing interfaces and to locate and identify disadvantages, drawbacks and other issues that plagued the existing systems.

Create a universal guideline that can be used throughout all systems with the goal of eliminating existing flaws that are still present in present systems.

GUIDELINE FOR SMALL INTERFACES

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HEURISTIC

- 1.1 There is a list of applications [5, 0]
- 1.2 There is a limited number of levels [5, 3, 0]
- 1.3 The nested-pull-down menus are avoided [5, 0]

2 NAVIGATION

- 2.1 The double row of horizontal tabs are avoided [5, 0]
- 2.2 There are buttons that allow users move from one page to another [5, 0]
- 2.3 There are interaction elements in the bottom area [5, 0]
- 2.4 The dynamic organization of the space is a characteristic, considering the lack of space on smaller screens [5, 0]

3 DISTRIBUTION

- 3.1 The interface uses a template. [5, 3, 0]
- 3.2 The actions are divided into steps inside dialog boxes and appear the steps number to finish [5, 0]

4 COLOR

- 4.1 Absence of non appropriate combinations [5, 3, 0]
- 4.2 There is a minimum quality of contrast [5, 3, 0]
- 4.3 Its clear the relationship among colors and text, aiming good vizualization [5, 3, 0]

5 TEXT

- 5.1 The font number was chosen to enable the reading [5, 0]
- 5.2 It allows continuous zooming and free selection of the focus point [5, 3, 0]

6 ICONS

- 6.1 The interface has homogeneous icons and symbols [5, 3, 0]
- 6.2 The icons enable the clear visualization [5, 3, 0]
- 6.3 The icons are representative [5, 3, 0]
- 6.4 The are confirming and acknowledge messages about the user action [5, 0]

7 VISUAL PERCEPTION

- 7.1 The elements which are arranged closely together are perceived as a group or unit. [5, 0]
- 7.2 The elements with similar properties are perceived as belonging to a group or unit. [5, 0]
- 7.3 The users perception skills could supplement incomplete elements. [5, 0]
- 7.4 There is a good form with great degree of simplicity, clarity and regularity [5, 0]
- 7.5 The interface presents symmetry [5, 3, 0]
- 7.6 It is possible to distinguish the principal content from the background [5, 0]
- 7.7 It is possible to draw conclusions based on what were already seen or experienced instead of analyze each new component afresh [5, 3, 0]

8 INTERACTION

- 8.1 In two hand devices: The device has a trackball [5, 0]
- 8.2 In two hand devices: The device has a mini joystick with two degrees of freedom [5, 0]
- 8.3 The touch screen can distinguish the user actions between a click and a roll-over [5, 0]
- 8.4 The system gives instant feedback to the user [5, 0]
- 8.5 The system has an appropriate horizontal natural mapping [5, 3, 0]
- 8.6 The system an appropriate vertical natural mapping [5, 3, 0]
- 8.7 It is possible to manipulate the screen objects [5, 3, 0]

IMPROVEMENTS

Faster adaptation to the system especially for those who are using a tablet for the first time.

A simple design and layout that's easy to follow and navigate such as clearly marked

Easy to recognise symbols and icons that every user can relate to and recognise regardless of the language or orientation of the screen.

Consideration of the use of colour, focusing on users that have difficulty recognising colours such as those with colour blindness.

Hide features that should only be used if necessary as to avoid user error especially among novice users.

Consideration of the target size in order to minimize the error probability to the user

PROTOTYPE



TIMELINE

How far we have come technologically Pinpoint and predict what's next for these devices develop an interface that's adaptable not only to the current products but the future ones included.

TENDENCY

The size of the standard tablet is getting smaller the size of smartphones appear to be increasing.

FUTURE

Standardization, the two devices will become one of the same.



Create an interface that is socially sustainable, by that we mean one that holds up over time and is inclusive to the wider population regardless of age, gender, or physical ability.

2003 - 2005 - 2006 - 2007 - 2008 - 2010 - 2011 - 2012 - 2013

