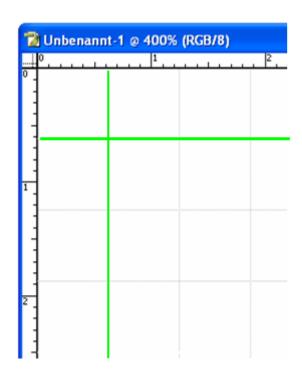
Principles of Visual Design

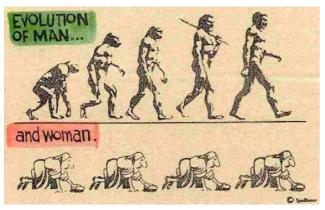
Lucia Terrenghi

Talk about rules in design



- No fixed rules
- Just guidelines, principles
- Where do they come from?

Scientific basis for design guidelines



- Perception
- Evolution of perception system
- What is perception good for?

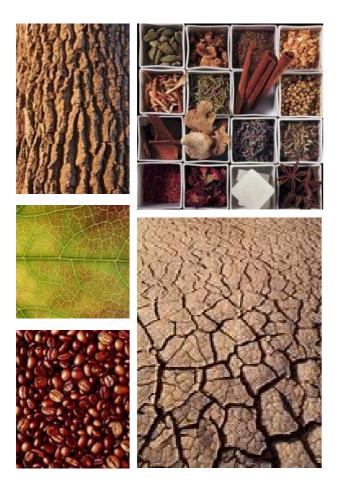
Ecological approach to visual perception





- Gibson, 1979
- Visual system has survival value
- Is a skill for navigation, food seeking and use of tools
- Surfaces and textures

Textures



- Shape
- Orientation
- Location
- Size
- Mechanical behavior and properties of materials

Affordances



- Aspects of an object which suggest how the object should be used; a visual clue to its function and use
- Essentials for understanding the potential for interaction and manipulation in the environment

World as information display









An affordance is something of both actual and perceived properties (perception and action based on human attributes)

Design as a language



- Communication of a message
- Implies understanding the audience
- Implies confidence with grammar, logic, vocabulary, expressions
- Varies depending on the medium

Playing with the "World Display"







"dall' orto all'arte", advertising campaign by Armando Testa 1995

Visual Communication



- Support users to find your information
- Support users to find their information
- Strive for efficiency of perception

Foraging theory of perception





- Information seekers as food seekers informavores: organisms that hunger for information about the world and themselves (George Miller, 1983)
 - humans seek, gather, share, and consume information in order to adapt
- Information scent
 - Proximal cues perceived by the user that indicate the value, cost of access, and location of distal information content

How to use visual design effectively? Refer to human survival strategies



Organize



Economize



Communicate

Graphic Design in the "World Display"



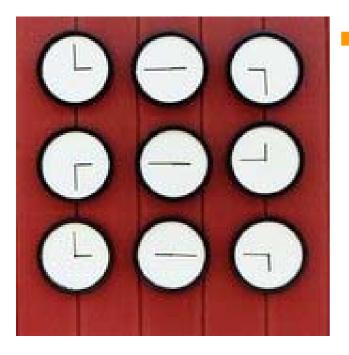
- Organize
- Economize
- Communicate

Organize



Provide the user with a clear and consistent conceptual structure

Economize



 Maximize the effectiveness of a minimum set of cues

Communicate

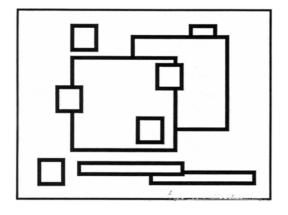


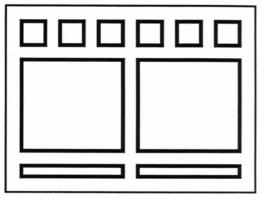
Match the presentation to the capabilities of the user

Entities of a visual language

- Layout
- Typography
- Color and texture
- Imagery
- Animation
- Sequencing
- Sound
- Visual identity

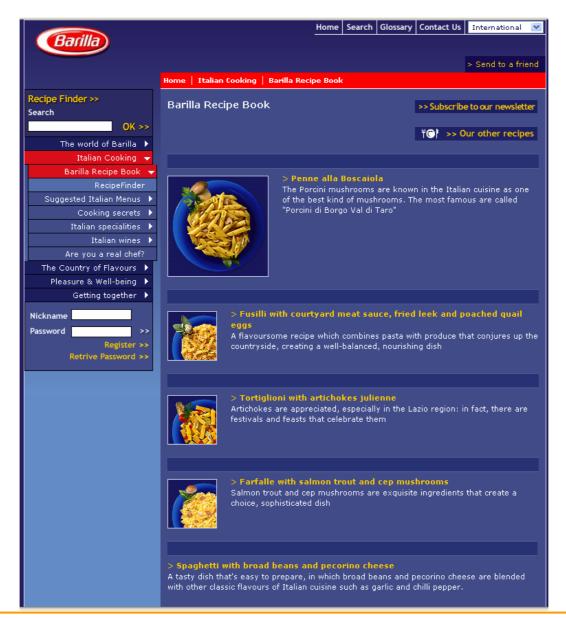
Organization



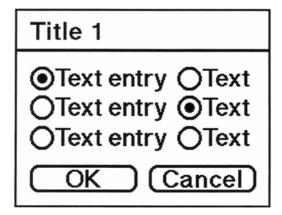


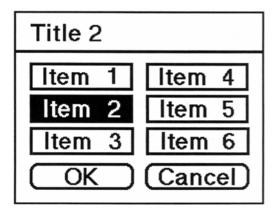
- "To Design is to plan and organize, to order, to relate, and to control" Joseph Albers, 1975
- Sub-principles
 - Consistency
 - Screen layout
 - Relationships
 - Navigability





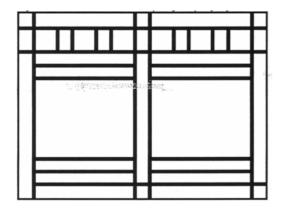
Consistency

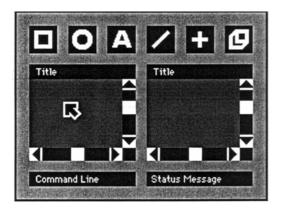




- Establish and observe conventions and rules for all the elements of the GUI
- Consider already existing conventions
- Consider consistency with the real world
- Break rules to direct attention (surprise, alert, novelty)

Screen layout



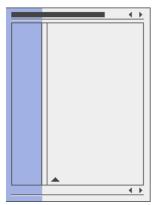


- Structure the display by clarifying the relation of windows, menus, dialogue boxes, control panels
- Isolate control, data, status or feedback regions with the display
- Ensure that frequent but transient objects appear in a predictable location

Grids: purpose





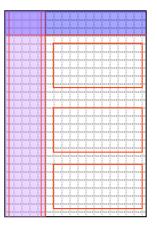




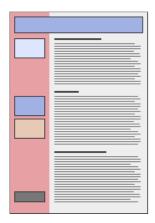
- Unify design by imposing a structure
- Provide a basis for controlled variation in layout components
- Simplify development by reducing uncertainty about object location, extent, and orientation

Grid development

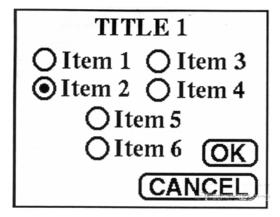


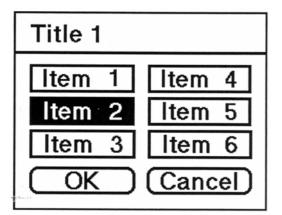


- Identify objects to be arranged
- Identify display constraints
- Determine measuring units (e.g., text size)
- Explore relation of objects
- Define semantic areas
- Draw guidelines
- Develop single basic layout scheme
- Align major object groups with major grid subdivisions



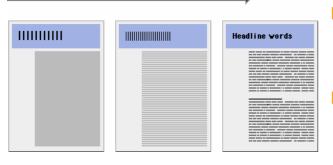
Grids





- Incorporate complex rhythms and indicate spaces between objects
- Define how objects are related
- Ensure that comparable objects are placed consistently across displays

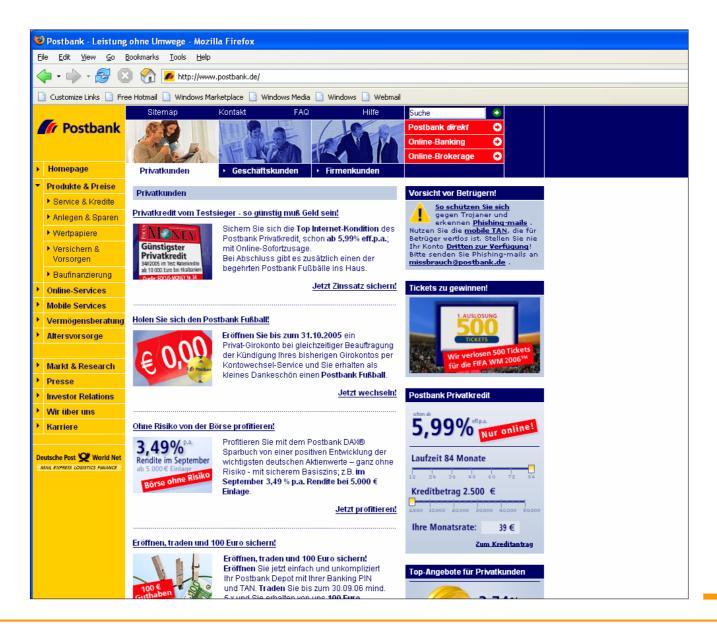
Navigability



- Provide initial focus for viewer's attention
- Direct attention to important or changing periphery item
- Animation attracts attention
- Highlight keywords
- Use bullet lists

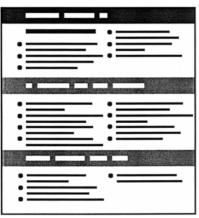






Relationships





- Define a hierarchy of information
- Design a visual hierarchy
 - Order
 - Proximity
 - Scale
 - Color code

Economize

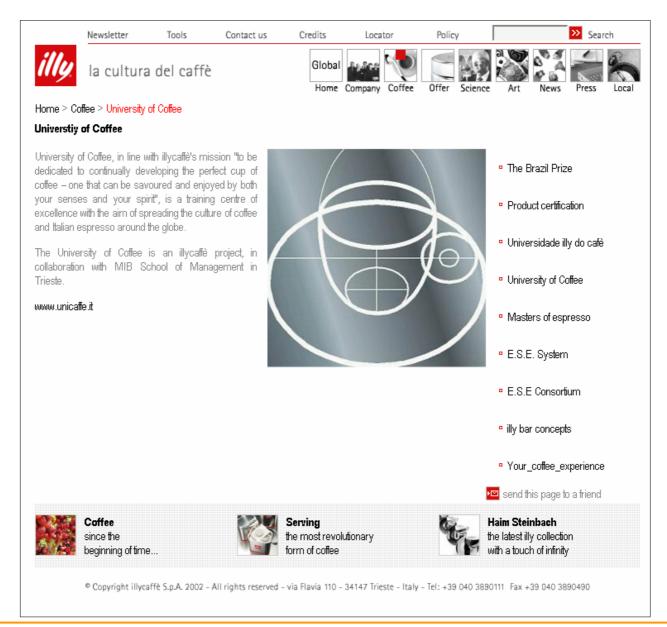
 People are information rate maximizers of benefits/costs

Pirolli, Card, Van der Wege 2001

Foraging theory of information

$$R = \frac{G}{T_{B} + T_{W}} = \frac{Gain}{T_{Between-patch} + T_{Within-patch}}$$

- Sub-principles
 - Simplicity
 - Distinctiveness
 - Clarity



Simplicity



- Fewer controls/choices to be taken make the interface easier
- Minimize number of controls (Miller's law ±7)
- Include only elements that are essential for communication

Distinctiveness



- Make most important elements easily perceivable
- Saliency

Clarity



Avoid ambiguity





Communicate



Mexico City subway pictograms

- Communication is a social process within a specified context in which signs are produced, transmitted, perceived and treated as messages from which meaning can be inferred.
- Sub-principles
 - Legibility
 - Readability
 - Typography
 - Symbolism
 - Multiple views
 - Color/texture

Legibility



- Design characters, symbols, and graphic elements to be easily noticeable and distinguishable
- Select visualization techniques that are appopriate for the output display technology
- Use color with high contrast between the text and the background

Readability

It is important to design a readable display. This improves the navigability of the page and increases perception efficiency.

It is important to design a readable display.

This improves the navigability of the page and increases perception efficiency.

- Design a comprehensible display, i.e. easy to identify and interpret
- Use concise writing
- Use summaries

Typography

Arial

Helvetica

Times New Roman

Courier

Arial

Helvetica

Times New Roman

Courier

Arial

Helvetica

Times New Roman

Courier

- At most 3 fonts in a page
- choose suitable legibility, clarity and distinctiveness to differentiate classes of information
- Consider the media
 - in print: usually sans serif for titles and serif for body text
 - on a monitor: sans serif is easier to read

Typography

- i. Topic 1
 - i. Subtopic 1.1
- ii. Topic 2
 - i. Subtopic 2.1.
- iii. Topic 3
 - i. Subtopic 3.1.
- □ Topic 1
 - Subtopic 1.1
- ☐ Topic 2
 - Subtopic 2.1.
- ☐ Topic 3
 - Subtopic 3.1.

- Select appropriate alphanumerics, punctuation, and symbols for each typeface
- Adjust character, word and line spacing and paragraphing, to enhance readability of critical information

Typography

Set Set text numbers flush flush right

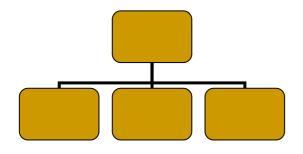
Avoid Avoid short centered justified text

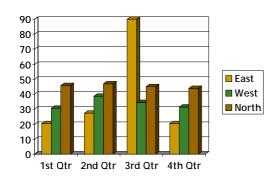
Avoid dangling words after line breaks

AVOID CAPITALIZED LINES
OF TEXT

- Use 1-3 sizes
- Set text flush left
- Set numbers flush right
- Avoid centered text
- Avoid short justified text
- User upper and lowercase characters
- Avoid all capitalized lines of text

Symbolism







 Use appropriate bullets, rules, charts, maps, diagrams, pictograms, and ideograms to communicate clearly the intended meaning