



# User Experience & GNOME

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# Perfection !!!

*“Perfection is achieved, not when there is nothing more to add, but when there is nothing left to take away.”*

~ Antoine de Saint-Exupéry

[http://en.wikiquote.org/wiki/File:Angel\\_of\\_the\\_north.jpg](http://en.wikiquote.org/wiki/File:Angel_of_the_north.jpg)  
[http://en.wikiquote.org/wiki/Antoine\\_de\\_Saint-Exup%C3%A9ry](http://en.wikiquote.org/wiki/Antoine_de_Saint-Exup%C3%A9ry)

# **The Big Red Button**



# Donald Norman



The term *user experience* was brought to wider knowledge by *Donald Norman*, User Experience Architect, in the mid-1990s.

# What is User Experience ?



How a person feels about using a product, system or service. It is generally a form of human-computer interaction (HCI).

[http://en.wikipedia.org/wiki/User\\_experience](http://en.wikipedia.org/wiki/User_experience)

<http://www.smashingmagazine.com/2010/10/05/what-is-user-experience-design-overview-tools-and-resources/>

<http://commons.wikimedia.org/wiki/File:Face-smile.svg>

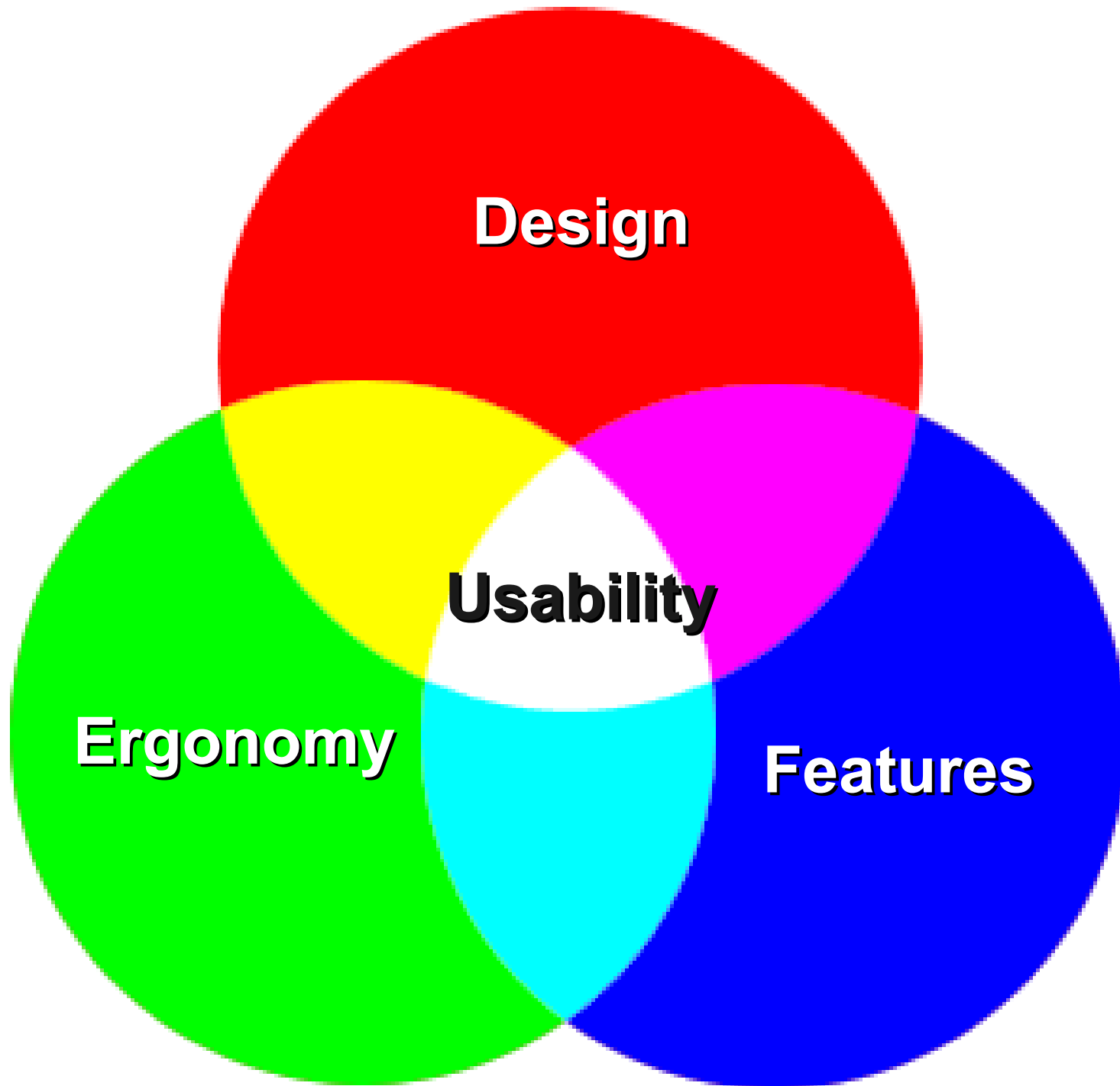
<http://commons.wikimedia.org/wiki/File:Gnome-face-angry.svg>

<http://commons.wikimedia.org/wiki/File:Face-smile-big.svg>





Fujitsu



**Design**

**Usability**

**Ergonomy**

**Features**

# User Experience Tips:



# Tools organization ?



Expose only the tools as icon/buttons which users use frequently.

Whenever possible rearrange the mostly used button/tool in the **center**.

Note: The center based design replica of media player copied from Apple QuickTime player user interface.

# One way ?

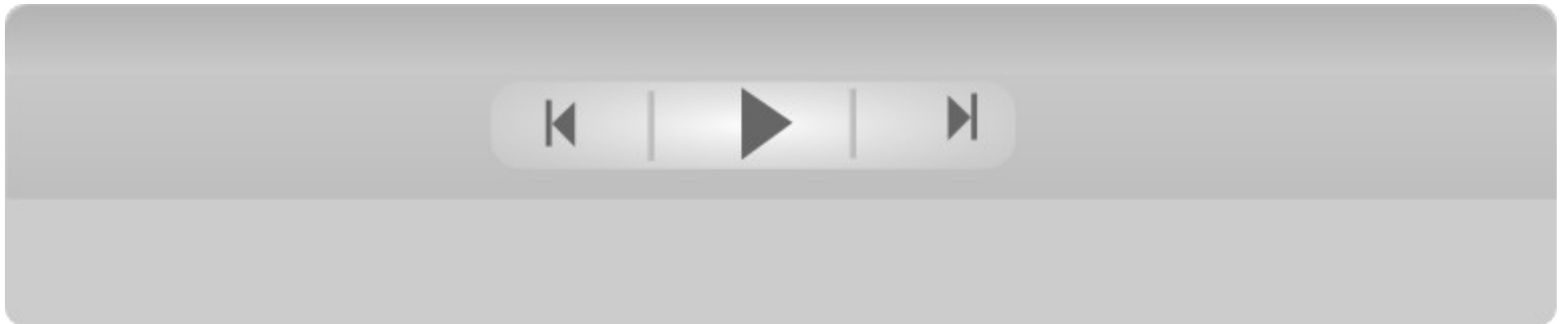


There should be only one way of accomplishing a specific task graphically.

[http://en.wikipedia.org/wiki/File:Desert\\_road\\_UAE.JPG](http://en.wikipedia.org/wiki/File:Desert_road_UAE.JPG)

[http://commons.wikimedia.org/wiki/File:Cross\\_Roads\\_-\\_geograph.org.uk\\_-\\_218337.jpg](http://commons.wikimedia.org/wiki/File:Cross_Roads_-_geograph.org.uk_-_218337.jpg)

# Grouping



Group similar type of tools/buttons together under an umbrella, and simplify the design.

# Color ?



To retain concentration on the subject area, use less colorful object around it, specially on the top.

# User Experience (UX) Quotes

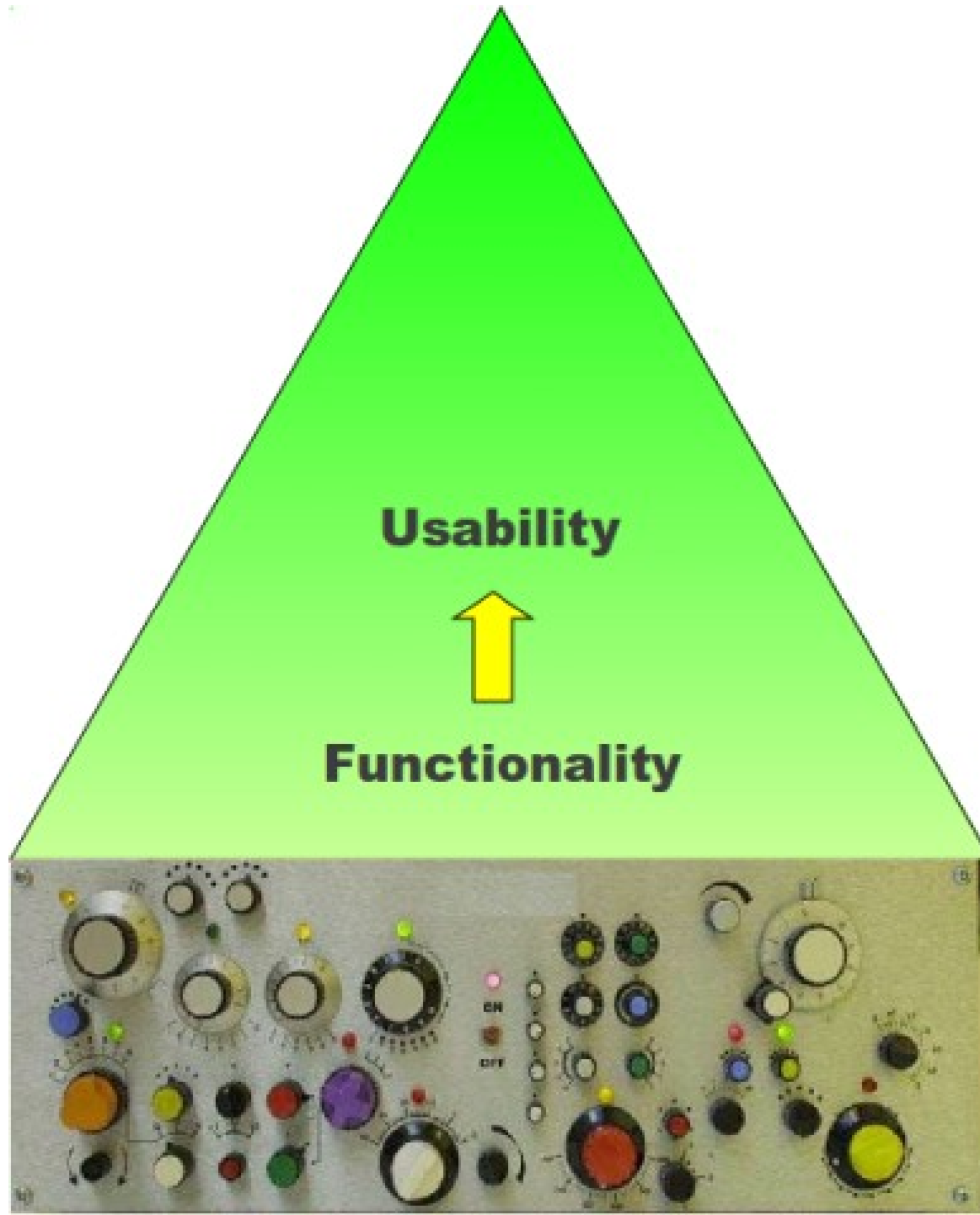
*“To design an easy-to-use interface, pay attention to what users do, not what they say... ..”*

*-Jakob Nielsen*

<http://www.uxquotes.com/author/jakob-nielsen/design-ui-based-on-behavioral-rather-than-attitudinal-data/>

UX within GNOME :







# GNOME3



# GNOME3

- Simply beautiful
- An overview at a glance
- Messaging built-in
- Distraction-free computing
- Everything at your fingertips
- Redesigned system settings
- And much, much more

# GNOME HIG

(Human Interface Guidelines)

Recommendations based on other tested systems – Mac OS, Windows, Java and KDE.

Same time they **retain a uniquely GNOME flavor.**”

<http://library.gnome.org/devel/hig-book/stable/intro.html.en>

# GNOME HIG

(Human Interface Guidelines)

- interface elements - look and behave same as others.
- able to accomplish tasks quickly and easily.
- attractive look.
- looks good in different themes.
- accessible to all users (with disabilities/special need).



# Conclusion

Learn about well known UX paradigms

Design your UX before everything else

Design code to allow easy UX changes

Test your UX!



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