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Manager
Macintosh Human Interface

Human Interface Guidelines

Introduction

Welcome to Human Interface

- Helping your product's Human Interface
    - Good design through hard work
    - System analysis
    - User testing
    - Follow Inside Mac–Human Interface
    - Human Interface Guidelines

Ten General Design Principles

- Metaphors from real world
- Direct manipulation
- See-and-point
- Consistency
- WYSIWYG

General Design Principles

- User control
- Feedback and dialog
- Forgiveness
- Perceived stability
- Aesthetic integrity

What We've Done to Help You

- MACINTERFACE–your AppleLink contact
- Human Interface bulletin board on Applelink
- Human Interface technotes and code
- MACINTERFACE digests
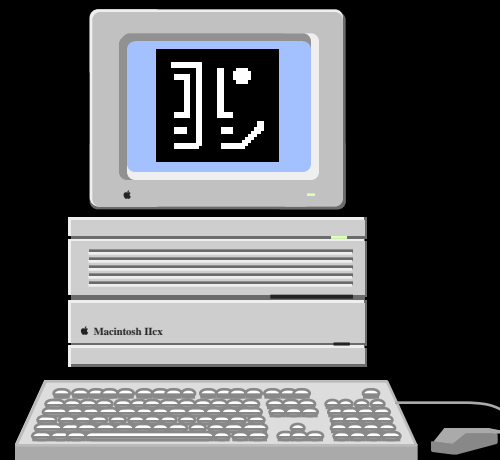
We Need Your Help!

- What would you like in the new Guidelines?
    - What new technotes?
    - Comments on color?
    - Comments on 7.0 interface?
- Suggestions?–send to MACINTERFACE

On With the Show...

- Scott Jenson– 7.0 Guidelines
- Paulien Strijland–Color in the Interface
- Jim Palmer–Writing Balloon Help
- Don Gentner–A/UX and Human Interface

The power to be your best