

# Design Elements

by zealot

with  SPARCS

Good

Great

Nice



Good

Great

Nice

<

User friendly

Learnable

Convenient

Easy

Intuitive



		User friendly
Good		Learnable
Great	=	Convenient
Nice		Easy
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Good = User friendly  
Great = Learnable  
Nice = Convenient < ?  
Easy  
Intuitive





Component

# Grouping



# Closure





Proximity



# Similarity



# Continuity



# Symmetry





Layout

# Hierarchy



# Alignment



Consistency





# Highlighting



# Modularity



Simplicity





Experience

# Affordance



Constraint



Nudge



# Mapping





Feedback





Design

Decision





# Fin.

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