# Intuition in UI design

Designing for Intuition: Strategies for User-Centered UI Design

### What Does Intuitive Mean?

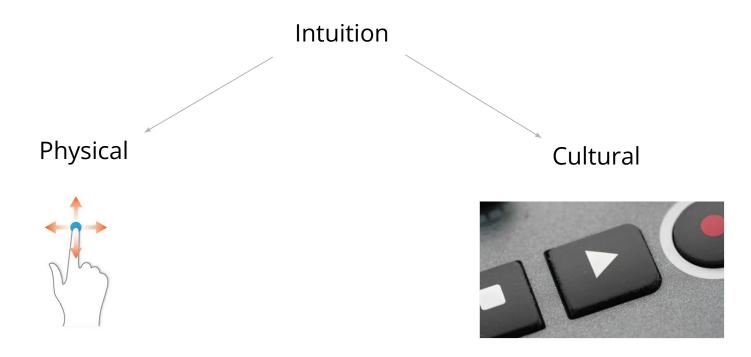
"The power or faculty of attaining to direct knowledge or cognition without evident rational thought and inference"

Definition of intuition according to Merriam Webster dictionary. (2023, April 30).

"A technical system is, in the context of a certain task, intuitively usable while the particular user is able to interact effectively, not consciously using previous knowledge."

 Intuitive Use of User Interfaces (IUUI) research group. An interdisciplinary team of researchers who explore how to define intuitive use and interfaces.

### Intuition in design



### Advantages of Physical Intuition

- We use our most basic cognitive skills when we interact with the physical environment.
- Our learning curve is practically flat.
- We do not forget how to perform interactions when we use skills from the physical environment.
- Accessible across different cultures.

### Limitations of Cultural Intuition

- We do not have the constant reminder from the physical world.
- We cannot be certain that users from all cultures know how to interact when the interaction is built on certain experiences from the cultural environment.
- We might have to spend some effort learning new cultural knowledge if we are unfamiliar with the symbols used.

### Intuition in design

□ The user instantly knows what to do without much mental effort

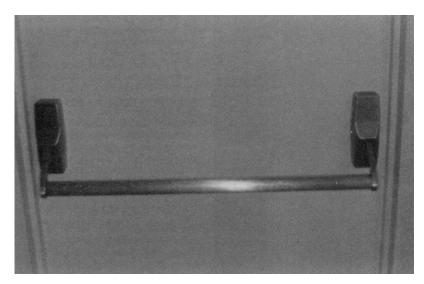


### Ĺ

The classic door example

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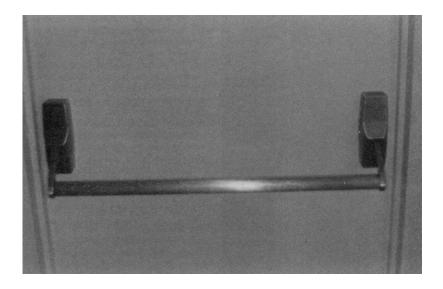
Door 1



*Images from (Norman, 2013) book* 

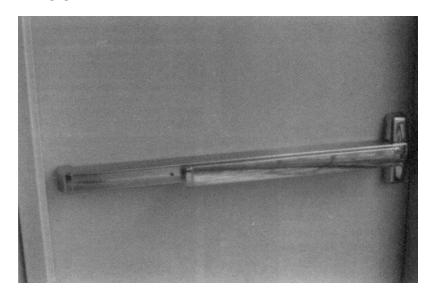
### The classic door example

Door 1



Images from (Norman, 2013) book

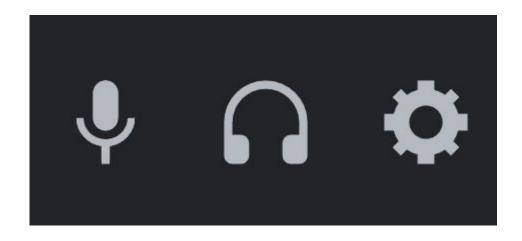
Door 2

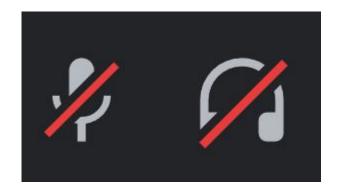


Intuition or design

Intuition or design

Intuition or design





Intuition or design



Image from education.davidspencer.ca/wiki/Computer\_Keyboarding\_Skills

"Good design exploits constraints so that the user feels as if there is only one possible thing to do — the right thing"

- Don Norman



Image from https://designlab.ucsd.edu/don-norman-interview/

Goodness	Relative to	Context	What is 'good'
Utilitarian	Desired end of action	Task	Useful (yes/no)
Instrumental	Desired end of action	Task	Serving well
Technical	Requirements, competition	Activity	Excelling
Medical	Health, normalcy	Activity	Beneficial, not harmful
Hedonic	Pleasure, pain	Experience	Pleasure
Good of Human	Welfare	Life	Happiness and wellbeing

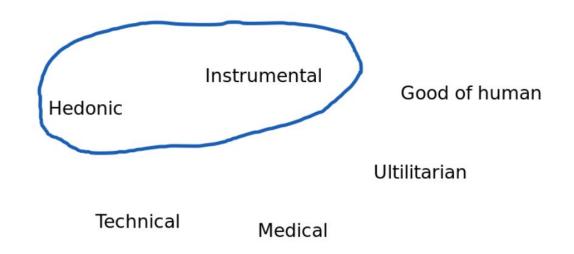
**Table 1.** Summary of the varieties of goodness.

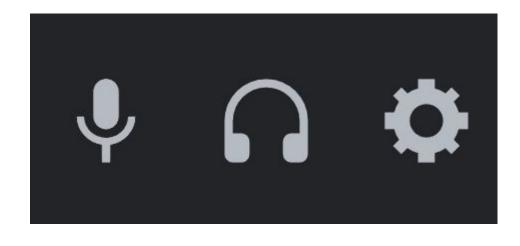
Ylirisku, S., & Arvola, M. (2018). Varieties of Goodness in Design. In P. Vermaas & S. Vial (Eds.), Philosophy of Design: An Exploration (pp. 51–70). Springer.

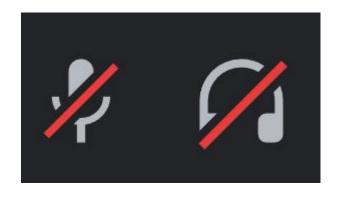
Instrumental
Hedonic

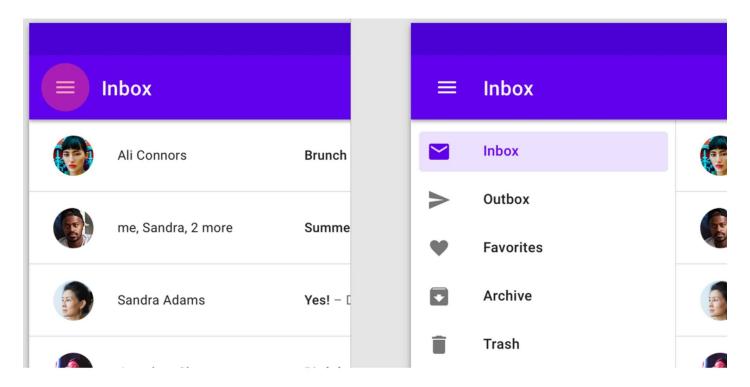
Ultilitarian

Technical Medical









Hamburger menu. (Image source: <u>uxdesign.cc</u>)

old person struggling on their phone while a child mastering their device





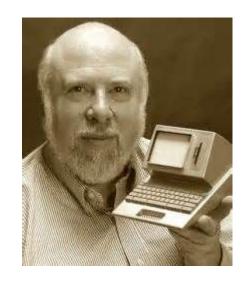






"It has been claimed that the use of a computer's mouse is intuitive. Yet it is far from that."

- Jeff Raskin







1. Who is my user and what is his/her previous experience with related products?

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- 2. What is the current state of the art (design)?

(Martensen, 2020)

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(Martensen, 2020)

2. What is the current state of the art?



Affordance

### Affordance

"... the perceived or actual properties of the thing, primarily those fundamental properties that determine just how the thing could possibly be used... A chair affords ('is for') support and therefore affords sitting. A chair can also be carried. Glass is for seeing through, and for breaking."

- Norman 2013

### Affordance

Also...

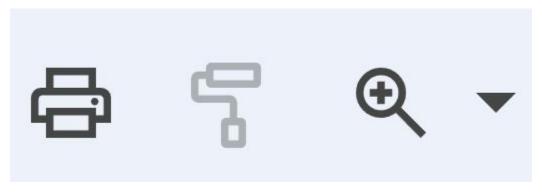
"so they took the closest existing word—affordance. Soon designers were saying such things as, "I put an affordance there," to describe why they displayed a circle on a screen to indicate where the person should touch, whether by mouse or by finger. "No," I said, "that is not an affordance. That is a way of communicating where the touch should be."

- *Norman 2013* 

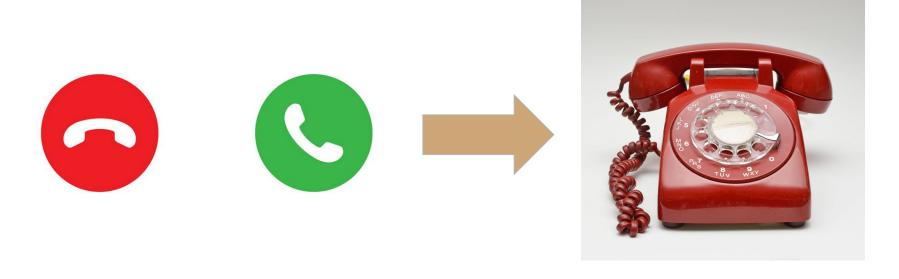
# Affordance/Signifiers

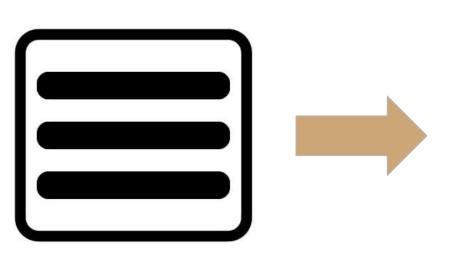
Use visual cues and skeuomorphism (derivative objects) to convey the functionality of buttons and elements, helping users understand their purpose.



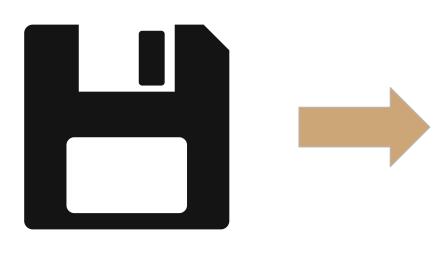


# Lets play a game!

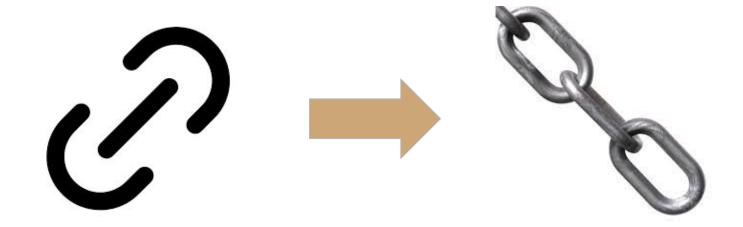


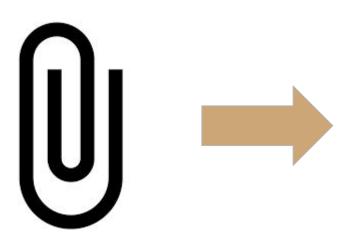


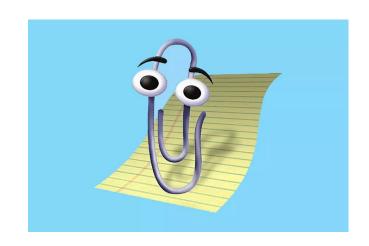










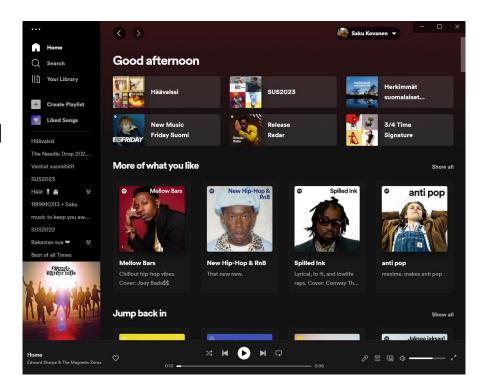


# Hierarchy in UI

- Why do we need a hierarchy in design?
- Balance is needed
  - Too shallow hierarchy = Overwhelming options
  - Too tall hierarchy = Feeling lost
- Two types of hierarchy in UI design
  - Visual hierarchy
    - How to navigate the current visible interface
  - Navigational hierarchy
    - How to navigate between different interfaces of the application

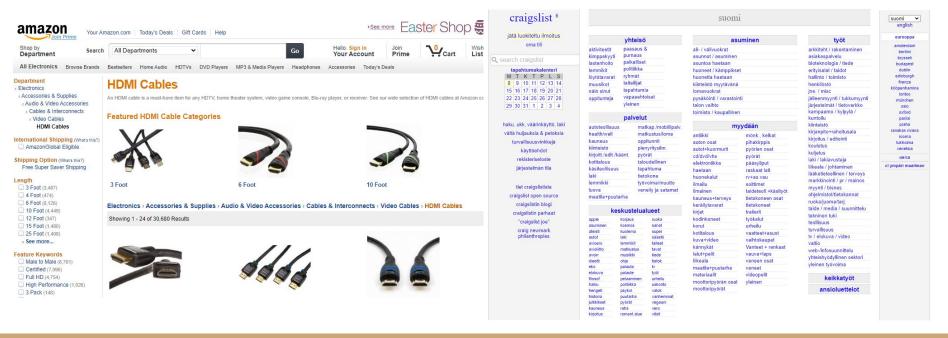
# Visual Hierarchy

- Order of importance
- Relationships between elements
- Where do you look first?
- (Simplified) Components of Visual Hierarchy
  - Size
  - Color
  - Contrast
  - Consistency
  - Proximity
  - Whitespace
- Natural reading order
  - Left to right, top to bottom (for English speakers)



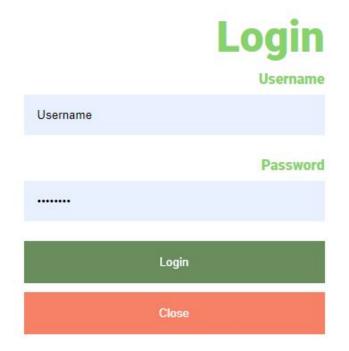
## How do we use Visual Hierarchy?

- Too tall = Higher chance of getting lost
- Too shallow = Overwhelming number of options



#### Intuitive Color



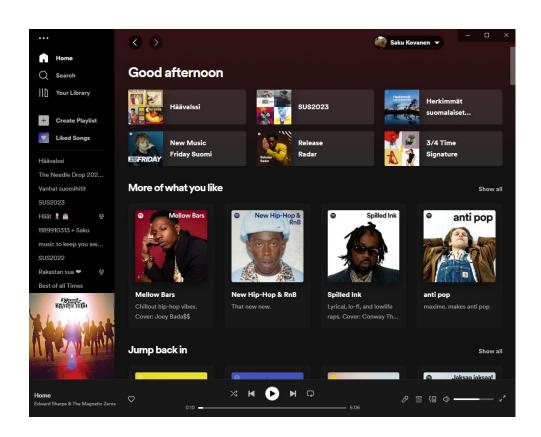


Colors can have a cognitive impact on users, influencing their emotions, decision-making, and understanding of the interface. By using colors appropriately, the design can enhance the user experience, making it more intuitive, engaging, and memorable.

Server status: Error

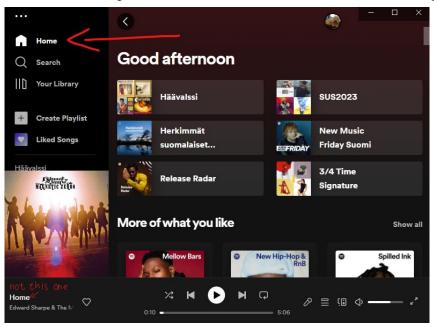
# Discoverability

Features should be easy to discover, with essential functions accessible from the home screen or through simple navigation.



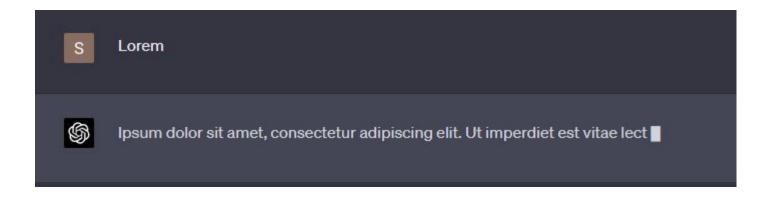
# **Explorability**

Encourage users to explore the UI by ensuring a safe, straightforward navigation experience and easy access to familiar areas (e.g., home screen).



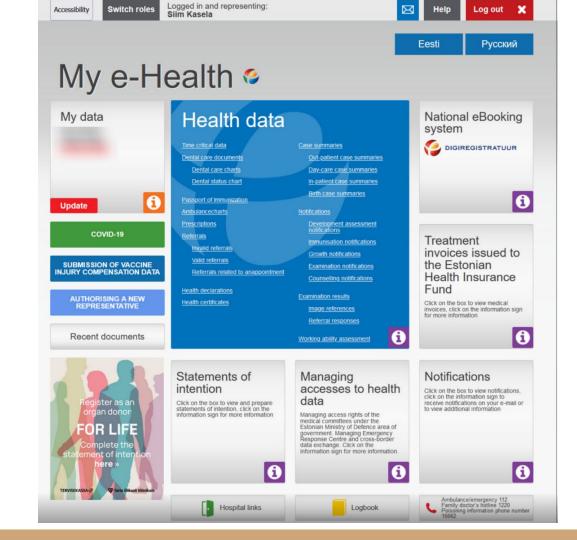
# Responsiveness

Provide immediate feedback to user actions, reinforcing the sense of interaction and control. For example, ChatGPT immediately starts spitting out text unlike Bard.



# What is wrong with this?

Examples...



#### craigslist " jätä luokiteltu ilmoitus aktiviteetit oma tili kimppakyyti lastenhoito Q search craigslist lemmikit löytötavarat tapahtumakalenteri muusikot MTKTPLS näin sinut 8 9 10 11 12 13 14 oppitunteja 15 16 17 18 19 20 21 22 23 24 25 26 27 28 autoteollisuus 29 30 31 1 2 3 4 health/well kauneus haku, ukk, väärinkäyttö, laki kiinteistö vältä huijauksia & petoksia kirioitt./edit. /käänt. turvallisuusvinkkejä kotitalous käyttöehdot käsiteollisuus laki rekisteriseloste lemmikki järjestelmän tila luova tiet craigslistista craigslist open source craigslistin blogi craigslistin parhaat "craigslist joe" craig newmark philanthropies korjaus kosmos kuolema laki lemmikit matkustus musiikki ohie palauta palaute pelaaminen politiikka

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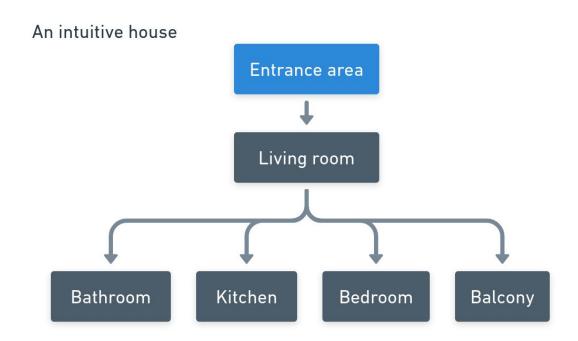
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### Navigation Hierarchy

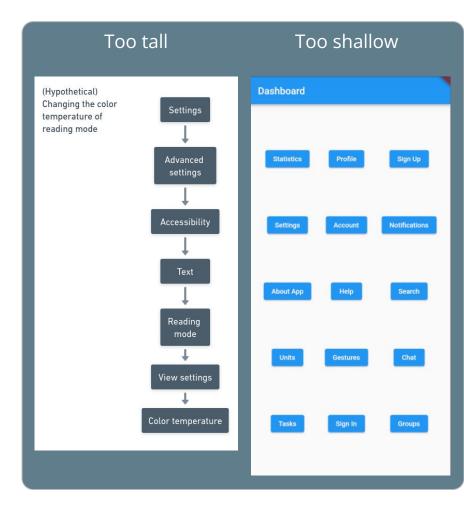
Weather App Mood Tracking App Current weather (Home) Navigation Bar Dashboard **Statistics** Calendar More (Home) Edit cities Settings City 1 Unit settings Add entry Settings/Config Profile City 2 Alert settings Account City 3 About App details

# Parallels with Reality



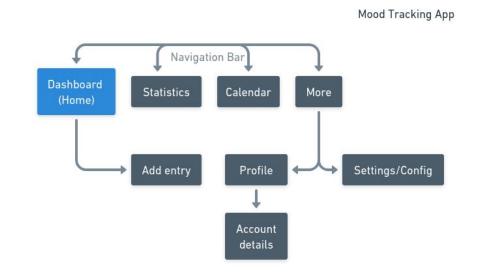
# Navigational Hierarchy

- Rules of thumb
  - Like with hierarchies in design in general:
    - Not too shallow too many options
    - Not too tall lost sense of location



# Navigational Hierarchy

- Rules of thumb
  - Lower levels of the hierarchy should be logically related to higher levels



# Navigational Hierarchy

- Rules of thumb
  - Forward navigation = More specific page
  - Lateral navigation = Equally important page
  - Backward navigation = Less specific page

Dashboard (Home)

Statistics

Calendar

More

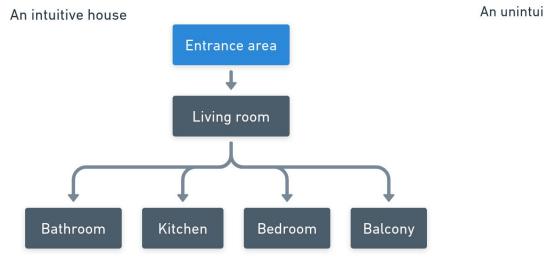
Add entry

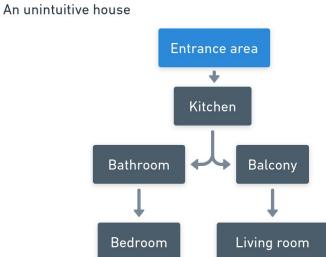
Profile

Account details

Mood Tracking App

# Parallels with Reality





### Caveat

- Intuition is not the same for everyone
- Test with actual users!

# Can You Find The Following?

From the website <a href="https://www.art.yale.edu/">https://www.art.yale.edu/</a>, find

- -information about teaching assistant positions.
- -information on the course called "Isms and wasms"
- -how much is the tuition?
- -list of photography alumni of 2012
- -academic regulations

# Unintuition Android App

https://github.com/shzhe02/intuition/releases/tag/v1.0.0

## References

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- [2] N. Ahiaklo-Kuz and M. Rötting, "Arbitrary color usage in interface design and impact on intuitive use," JECI, vol. 7, no. 1, pp. 1–9, Jan. 2023, doi: 10.5897/JECE2022.0204.
- [3] D. A. Norman, The design of everyday things, Revised and Expanded edition. New York: Basic Books, A Member of the Perseus Books Group, 2013.
- [4] S. Ylirisku and M. Arvola, 'The Varieties of Good Design', in Advancements in the Philosophy of Design, P. E. Vermaas and S. Vial, Eds., in Design Research Foundations. Cham: Springer International Publishing, 2018, pp. 51–70. doi: 10.1007/978-3-319-73302-9\_4.
- [5] 'Jef Raskin on "Intuitive Interfaces". https://www.asktog.com/papers/raskinintuit.html (accessed May 08, 2023).
- [6] 'What is Intuitive Design?', The Interaction Design Foundation. https://www.interaction-design.org/literature/topics/intuitive-design (accessed May 08, 2023).

## References

[7] Material design, https://m2.material.io/design/navigation/understanding-navigation.html#types-of-navigation (accessed May 9, 2023).

[8] "Mobile navigation: Patterns and examples," Justinmind, https://www.justinmind.com/blog/mobile-navigation/ (accessed May 9, 2023).