Visibility

Dawn Grow Art 337R Kyle Iman

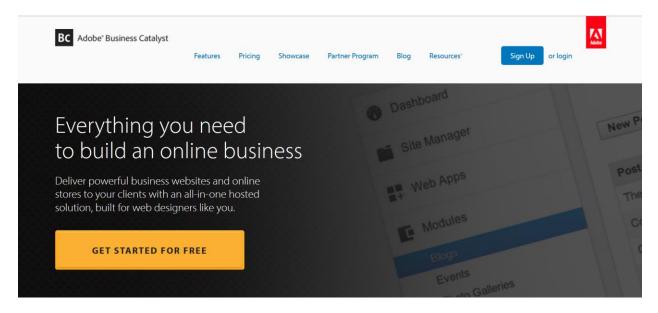
UI Design Principles Visibility refers to the means available to guide users through an interaction with prompts and cues. It will guide them through specific tasks, indicate possible actions that can be taken or inform them about context. It is important that the design be simple and pulls the eye where we want it to go.

Two Additional Sources:

http://www.agile-ux.com/2011/02/16/ui-design-principle-1-visibility-and-invitation/

http://idyeah.com/blog/2011/03/visibility-principle-in-user-interfaces/

Good Examples: These two sites were pleasing with large visible buttons/links.



http://businesscatalyst.com/

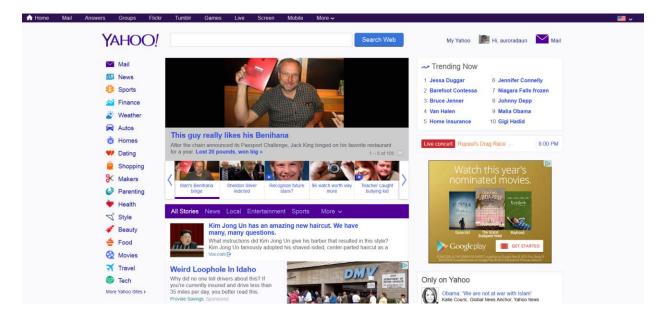


http://www.acosmin.com/acosminblogger-free-wordpress-theme/

Bad Example: I chose both of these websites as bad examples because they are cluttered and have ads popping up all over. The ads are active so while the user is trying to find a specific article, they are distracting with movement.



http://timesofindia.indiatimes.com/international-home



https://www.yahoo.com/