# Guidelines for User-Interface Design

There are many sets of guidelines in use.

In previous lectures we have considered two examples.

Here are some other important guidelines, culled from various sources

* Design with a small number of specific users in mind.
  + Attempting to design for everyone rarely produces good results.
* Only include features because they're necessary and useful.
  + Don't add features that aren't needed simply because they're easy to include.
* Ensure that software provides immediate feedback even on slow systems
  + Delays in response result in poor concentration and errors.

## Summary

Guidelines are widely used in interface design.

They allow knowledge and experience about interfaces (or a particular type of interface) to be condensed into a short text that is easily remembered and applied.

Guidelines are often pinned above a designer's desk so that they can be consulted easily and kept constantly in mind.

Many companies provide their own, more detailed guidelines, both for general application and for particular product ranges.

However, condensing extensive knowledge and experience into such a short space inevitably requires considerable generalisation.

Therefore, guidelines are just that - guidelines, not rules.