

"Everything is best for something and worst for something else.
The trick is knowing for what, when, for whom, and why." —Bill Buxton

The goals for these official Windows User Experience Interaction Guidelines for Windows® 7 and Windows Vista® (or "UX Guide" for short) are to:

- Establish a high quality and consistency baseline for all Windows-based applications.
- Answer your specific user experience questions.
- Make your job easier!

What's new

The following guidelines have been added since our last update:

- [Animations and Transitions](#)
- [Setup](#)

UX Guide is downloadable and printable!

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Feedback

For technical support:

- For assistance with specific tasks, try [Windows Help and How-to](#).
- For general help and support, go to [Microsoft Help and Support](#).

Last updated April 8, 2010

Windows 7 User Experience Interaction Guide

Constantine Stephanidis



Windows 7 User Experience Interaction Guide:

Professional Windows 7 Development Guide John Paul Mueller, 2011-01-25 Demystify the move from Windows XP to Windows 7 Professional Windows 7 discusses all of the major new features in Windows 7 describes why the developer would want to use them investigates the user implications of these new features and then shows how to develop applications using them This book focuses on the practical which features does the developer need to know about immediately to gain the most value from Windows 7 The goal is to create a book that doesn't waste a lot of pages on fluff or features that the developer will never use The developer will be able to go to a particular chapter determine what a new technology requires to use and then use the sample application as a basis for moving applications to Windows 7 or to create new applications that use Windows 7 features Describes all the new user interface features and shows how to use them Demystifies the security features that Windows 7 provides Shows how to develop efficient applications that rely on 64 bit techniques and parallel processing Demonstrates the strength of Windows PowerShell and how to create applications for it

Pro Windows Phone 7 Development Rob Cameron, 2011-08-04 The Windows Phone 7 platform provides a remarkable opportunity for Windows developers to create state of the art mobile applications using their existing skills and a familiar toolset For iOS and Android developers this book provides the right level of content to help developers rapidly come up to speed on Windows Phone Pro Windows Phone 7 Development will help you unlock the potential of this platform and create dazzling visually rich and highly functional applications for the Windows Phone Marketplace For developers new to the Windows Phone 7 platform whether NET iPhone or Android developers this book starts by introducing you to the features and specifications of the Windows Phone series and then leads you through the complete application development process You'll learn how to use Microsoft technologies like Silverlight NET the XNA Framework Visual Studio and Expression Blend effectively how to take advantage of the available sensors such as the location service accelerometer and touch make your apps location aware using GPS data utilize the rich media capabilities of the Windows Phone series and much more Finally you'll receive a full tutorial on how to publish and sell your application through the Windows Phone Marketplace

Writing for Interaction Linda Newman Lior, 2013-02-26 Writing for Interaction focuses on the art of creating the information experience as it appears within software and web applications specifically in the form of user interface text It also provides strategies for ensuring a consistent positive information experience across a variety of delivery mechanisms such as online help and social media Throughout this book you'll learn simple techniques for writing consistent text with the right tone how to select content delivery mechanisms and how straightforward clear layouts help your customer interact with your application Divided into five sections the book completely covers the information experience design process from beginning to end You'll cover everything from understanding your users and their needs to creating personas designing the UX strategy creating your information and evaluating the resulting information experience This is your one stop reference for information experience

Illuminates writing principles and practices for use in interactive design Includes examples checklists and sample processes highlighting practical approaches to designing the information experience Provides the complete picture understanding customer needs creating personas and writing the text appearing within the user interface **Windows Phone 7**

Programming for Android and iOS Developers Zhinan Zhou,Robert Zhu,Pei Zheng,Baijian Yang,2011-08-15 Learn to develop for the new Windows Phone 7 platform With a special focus placed on the new Windows Phone 7 WP7 design guidelines and technologies this reference helps you extend your knowledge so that you can learn to develop for the new WP7 platform The team of authors presents topic by topic comparisons between WP7 and Android and the iPhone enabling you to learn the differences and similarities between them This indispensable coverage prepares you for making the transition from programming for Android and the iPhone to programming for the exciting new WP7 Covers the exciting new technology of Windows Phone 7 WP7 and serves as ideal reference for Android and iPhone developers who are eager to get started programming for the WP7 Zeroes in on the differences between programming for Android and the iPhone making it much easier for you to learn and practice Offers various real world programming scenarios to enhance your comprehension Demonstrates how to set up your development environment create the User Interface use local data storage leverage location and maps and use system services Discusses how to handle security issues Start programming for the WP7 today with this book by your side *HCI International 2015 - Posters' Extended Abstracts* Constantine Stephanidis,2015-07-20

This is the first volume of the two volume set CCIS 528 and CCIS 529 that contains extended abstracts of the posters presented during the 17th International Conference on Human Computer Interaction HCII 2015 held in Heraklion Crete Greece in August 2015 The total of 1462 papers and 246 posters presented at the HCII 2015 conferences was carefully reviewed and selected from 4843 submissions These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems The papers thoroughly cover the entire field of human computer interaction addressing major advances in knowledge and effective use of computers in a variety of application areas The papers included in this volume are organized in the following topical sections design and evaluation methods techniques and tools cognitive and psychological issues in HCI virtual augmented and mixed reality cross cultural design design for aging children in HCI product design gesture gaze and motion detection modelling and recognition reasoning optimisation and machine learning for HCI information processing and extraction for HCI image and video processing for HCI brain and physiological parameters monitoring dialogue systems **Mastering Microsoft Visual Basic 2010**

Evangelos Petroutsos,2010-04-05 The new edition of the ultimate comprehensive guide to Microsoft Visual Basic Where most VB books start with beginner level topics Mastering Visual Basic 2010 vaults you right into intermediate and advanced coverage From the core of the language and user interface design to developing data driven applications this detailed book brings you thoroughly up to speed and features numerous example programs you can use to start building your own apps

right away Covers Visual Basic 2010 part of Microsoft's Visual Studio integrated development environment IDE which includes C# Visual Web Developer and ASP.NET along with Visual Basic Explains topics in the thorough step by step style of all books in the Mastering series providing you ample instruction tips and techniques Helps you build your own applications by supplying sample code you can use to start development Includes review exercises in each chapter to reinforce concepts as you learn All the books in the Sybex Mastering series feature comprehensive and expert coverage of topics you can put to immediate use Note CD ROM DVD and other supplementary materials are not included as part of eBook file **UI is**

Communication Everett N McKay, 2013-05-24 User interface design is a challenging multi disciplinary activity that requires understanding a wide range of concepts and techniques that are often subjective and even conflicting Imagine how much it would help if there were a single perspective that you could use to simplify these complex issues down to a small set of objective principles In *UI is Communication* Everett McKay explains how to design intuitive user interfaces by focusing on effective human communication A user interface is ultimately a conversation between users and technology Well designed user interfaces use the language of UI to communicate to users efficiently and naturally They also recognize that there is an emotional human being at the other end of the interaction so good user interfaces strive to make an emotional connection Applying what you learn from *UI is Communication* will remove much of the mystic subjectiveness and complexity from user interface design and help you make better design decisions with confidence It's the perfect introduction to user interface design Approachable practical communication based guide to interaction and visual design that you can immediately apply to projects to make solid design decisions quickly and confidently Includes design makeovers so you can see the concepts in practice with real examples Communication based design process ties everything from interaction to visual design together

Cases on Usability Engineering: Design and Development of Digital Products Garcia-Ruiz, Miguel A., 2013-05-31 Information technologies play a significant role in modern information driven societies making a comprehensive understanding of digital media a fundamental requisite to success *Cases on Usability Engineering Design and Development of Digital Products* provides readers with case studies and real life examples on usability methods and techniques to test the design and development of digital products such as web pages video games and mobile computer applications Students lecturers and academics concentrating in computer science can use these cases to investigate how and why usability can improve the design of digital technology offering diverse technological solutions that many academics have largely failed to disseminate This book is part of the *Advances in Human and Social Aspects of Technology* series collection *Design, User Experience, and Usability: Interactive Experience Design* Aaron Marcus, 2015-07-20 The three volume set LNCS 9186 9187 and 9188 constitutes the proceedings of the 4th International Conference on Design User Experience and Usability DUXU 2015 held as part of the 17th International Conference on Human Computer Interaction HCII 2015 in Los Angeles CA USA in August 2015 jointly with 13 other thematically similar conferences The total of 1462 papers and 246 posters presented at the

HCII 2015 conferences were carefully reviewed and selected from 4843 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of Human Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The total of 132 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in this three volume set. The 64 papers included in this volume are organized in topical sections on: designing the social media experience, designing the learning experience, designing the playing experience, designing the urban experience, designing the driving experience, designing the healthcare patient's experience, and designing for the healthcare professional's experience.

The Mobile Frontier Rachel Hinman, 2012-06-11. Mobile user experience is a new frontier. Untethered from a keyboard and mouse, this rich design space is lush with opportunity to invent new and more human ways for people to interact with information. Invention requires casting off many anchors and conventions inherited from the last 50 years of computer science and traditional design, and jumping head first into a new and unfamiliar design space.

Windows Phone 7 Recipes Fabio Claudio Ferracchiati, Emanuele Garofalo, 2011-07-21. Developers are racing to discover how to develop for Windows Phone 7 and there is no quicker resource to help you get up to speed than *Windows Phone 7 Recipes*. This book covers all aspects of development: configuration, testing, and distribution, with detailed code samples and rapid walkthroughs to support you every step of the way. You'll find recipes that unlock advanced user interface development, data storage and retrieval, integration with cloud services, adding media and location-based services, and working with Silverlight and Expression Blend. Learn to use sensors such as the camera, GPS, and accelerometer to build cutting edge applications. Manage the new way to interact with applications using the gestures library, both from the XNA Framework library and the Silverlight Windows Phone Toolkit library.

Software for People Alexander Maedche, Achim Botzenhardt, Ludwig Neer, 2012-09-15. The highly competitive and globalized software market is creating pressure on software companies. Given the current boundary conditions, it is critical to continuously increase time to market and reduce development costs. In parallel, driven by private life experiences with mobile computing devices, the World Wide Web, and software-based services, people's general expectations with regards to software are growing. They expect software that is simple and joyful to use. In the light of the changes that have taken place in recent years, software companies need to fundamentally reconsider the way they develop and deliver software to their customers. This book introduces fundamentals, trends, and best practices in the software industry from a threefold perspective, which equally takes into account design, management, and development of software. It demonstrates how cross-functional integration can be leveraged by software companies to successfully build software for people. Professionals from business and academia give an overview on state-of-the-art knowledge and report on key insights from their real-life experience. They provide guidance and hands-on recommendations on how to create winning products. This combined

perspective fosters the transfer of knowledge between research and practice and offers a high practical value for both sides The book targets both practitioners and academics looking for successfully building software in the future It is directed at Managing Directors of software companies Software Project Managers Product Managers and Designers Software Developers as well as academics and students in the area of Software and Information Systems Engineering Human Computer Interaction HCI and Innovation Management

Designing Mobile Interfaces Steven Hoober, Eric Berkman, 2011-11 With hundreds of thousands of mobile applications available today your app has to capture users immediately This book provides practical techniques to help you catch and keep their attention You ll learn core principles for designing effective user interfaces along with a set of common patterns for interaction design on all types of mobile devices Mobile design specialists Steven Hoober and Eric Berkman have collected and researched 76 best practices for everything from composing pages and displaying information to the use of screens lights and sensors Each pattern includes a discussion of the design problem and solution along with variations interaction and presentation details and antipatterns Compose pages so that information is easy to locate and manipulate Provide labels and visual cues appropriate for your app s users Use information control widgets to help users quickly access details Take advantage of gestures and other sensors Apply specialized methods to prevent errors and the loss of user entered data Enable users to easily make selections enter text and manipulate controls Use screens lights haptics and sounds to communicate your message and increase user satisfaction Designing Mobile Interfaces is another stellar addition to O Reilly s essential interface books Every mobile designer will want to have this thorough book on their shelf for reference Dan Saffer Author of Designing Gestural Interfaces

Windows 8.1 Absolute Beginner's Guide Paul Sanna, 2013-11-06 Make the most of your new Windows 8 1 device without becoming a technical expert This book is the fastest way to take control of Windows 8 1 and use it to create connect and discover simplify and organize your whole life learn more play more do more live better This book shows you how to do what you want the way you want one incredibly clear and easy step at a time Windows has never ever been this simple Who knew how simple Windows 8 1 could be This is the easiest most practical beginner s guide to using your new Windows 8 1 desktop notebook or tablet simple reliable instructions for doing everything you really want to do Here s a small sample of what you ll learn Run Windows the way that s easiest for you mouse touch or keyboard Make the most of the Charms Bar and other new shortcuts Get online with Internet Explorer 11 and master its new tools Retrieve up to the minute news sports weather and financial data Set up your home network printer and other devices Safeguard your personal information and keep it private Enjoy all your digital photos videos movies and music Easily connect with anyone through email and the People app Discover and play new Windows 8 1 games Control your Xbox from Windows with Xbox SmartGlass Manage even the most gigantic collections of data and media Automatically back up your data to the cloud Fix problems protect against malware and keep Windows working reliably

Knowledge-based Software Engineering Joint Conference on Knowledge-Based Software

Engineering, 2012 As knowledge based software engineering matures and increasingly automates the software engineering life cycle software engineering resources are shifting towards knowledge acquisition and the automated reuse of expert knowledge for developing software artifacts This book summarizes the work and new research results presented at the Tenth Joint Conference on Knowledge based Software Engineering JCKBSE 2012 held on the island of Rhodes Greece in August 2012 The biennial Joint Conference on Knowledge Based Software Engineering brings together researchers and practitioners to share ideas on the foundations techniques tools and applications of knowledge based software engineering theory and practice Topics addressed include theoretical foundations practical techniques software tools applications and or experience reports in knowledge based software engineering This book is published in the subseries Knowledge Based Intelligent Engineering Systems KBIES

A Comprehensive Guide to Enterprise Mobility Jithesh Sathyan, Anoop N., Navin Narayan, Shibu Kizhakke Vallathai, 2016-04-19 Although enterprise mobility is in high demand across domains an absence of experts who have worked on enterprise mobility has resulted in a lack of books on the subject A Comprehensive Guide to Enterprise Mobility fills this void It supplies authoritative guidance on all aspects of enterprise mobility from technical aspects and applications to

Essential Windows Phone 8 Shawn Wildermuth, 2013-05-14 Shawn has created a guide that is easy to read up to date and comprehensive covering the entire application surface area for Windows Phone developers Enjoy Jeff Wilcox Senior Software Development Engineer Microsoft Essential Windows Phone 8 is the definitive guide to creating powerful mobile apps with Microsoft's dramatically improved Windows Phone 8 platform Ten time Microsoft MVP Shawn Wildermuth draws on his extensive experience teaching Windows Phone development helping you to get started fast and master techniques that lead to truly outstanding solutions Updated throughout this edition reflects new APIs and development best practices ranging from new WinRT APIs to voice integration It also contains a comprehensive new chapter on developing enterprise solutions for business After introducing the platform and its key improvements Shawn dives directly into the essentials Using realistic code he illustrates today's best techniques for delivering robust well performing apps You'll build a complete app from start to finish and then deepen your skills with increasingly sophisticated techniques From planning through delivery Shawn guides you through the entire lifecycle helping you make the most of Windows Phone 8's valuable capabilities Whether you're a Windows developer going mobile or a mobile developer moving to Windows Phone here are all the skills you'll need Coverage includes Setting up the WP8 development environment including the emulator Using XAML to fully control the look and feel of your app's interface Providing robust user interactivity through controls Creating mobile experiences built around the real needs of Windows Phone users Localizing your app for native languages and global markets Utilizing vibration motion sound the camera or other hardware features Supporting voice commands such as Call Mom or Open Twitter Integrating features that use Contacts Appointments Alarms the media library and hubs and the lock screen Storing data in simple files caches or a full fledged database Multitasking in the background without

compromising performance Implementing location aware apps that can track where users are Retrieving external data and assets via REST Web services push notifications or Windows Live Preparing your application for the Windows Phone Store Building and distributing enterprise apps for your company s internal customers *Human-Computer Interaction - INTERACT 2017* Regina Bernhaupt, Girish Dalvi, Anirudha Joshi, Devanuj K. Balkrishan, Jacki O'Neill, Marco Winckler, 2017-09-19 The four volume set LNCS 10513 10516 constitutes the proceedings of the 16th IFIP TC 13 International Conference on Human Computer Interaction INTERACT 2017 held in Mumbai India in September 2017 The total of 68 papers presented in these books was carefully reviewed and selected from 221 submissions The contributions are organized in topical sections named Part I adaptive design and mobile applications aging and disabilities assistive technology for blind users audience engagement co design studies cultural differences and communication technology design rationale and camera control Part II digital inclusion games human perception cognition and behavior information on demand on the move and gesture interaction interaction at the workplace interaction with children Part III mediated communication in health methods and tools for user interface evaluation multi touch interaction new interaction techniques personalization and visualization persuasive technology and rehabilitation and pointing and target selection *Windows 8.1* Paul J. Sanna, Alan Wright, 2013 Make the most of your new Windows 8 1 device without becoming a technical expert This book is the fastest way to take control of Windows 8 1 and use it to create connect and discover simplify and organize your whole life learn more play more do more live better This book shows you how to do what you want the way you want one incredibly clear and easy step at a time Windows has never ever been this simple Who knew how simple Windows 8 1 could be This is the easiest most practical beginner s guide to using your new Windows 8 1 desktop notebook or tablet simple reliable instructions for doing everything you really want to do Here s a small sample of what you ll learn Run Windows the way that s easiest for you mouse touch or keyboard Make the most of the Charms Bar and other new shortcuts Get online with Internet Explorer 11 and master its new tools Retrieve up to the minute news sports weather and financial data Set up your home network printer and other devices Safeguard your personal information and keep it private Enjoy all your digital photos videos movies and music Easily connect with anyone through email and the People app Discover and play new Windows 8 1 games Control your Xbox from Windows with Xbox SmartGlass tm Manage even the most gigantic collections of data and media Automatically back up your data to the cloud Fix problems protect against malware and keep Windows working reliably *Design, User Experience, and Usability: Theory, Methodology, and Management* Aaron Marcus, Wentao Wang, 2017-06-28 The three volume set LNCS 10288 10289 and 10290 constitutes the proceedings of the 6th International Conference on Design User Experience and Usability DUXU 2017 held as part of the 19th International Conference on Human Computer Interaction HCII 2017 in Vancouver BC Canada in July 2017 jointly with 14 other thematically similar conferences The total of 1228 papers presented at the HCII 2017 conferences were carefully reviewed and selected from 4340 submissions These papers address

the latest research and development efforts and highlight the human aspects of design and use of computing systems The papers accepted for presentation thoroughly cover the entire field of Human Computer Interaction addressing major advances in knowledge and effective use of computers in a variety of application areas The total of 168 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in this three volume set LNCS 10288 The 56 papers included in this volume are organized in topical sections on design thinking and design philosophy aesthetics and perception in design user experience evaluation methods and tools user centered design in the software development lifecycle DUXU education and training LNCS 10289 The 56 papers included in this volume are organized in topical sections on persuasive and emotional design mobile DUXU designing the playing experience designing the virtual augmented and tangible experience wearables and fashion technology LNCS 10290 The 56 papers included in this volume are organized in topical sections on information design understanding the user DUXU for children and young users DUXU for art culture tourism and environment DUXU practice and case studies

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