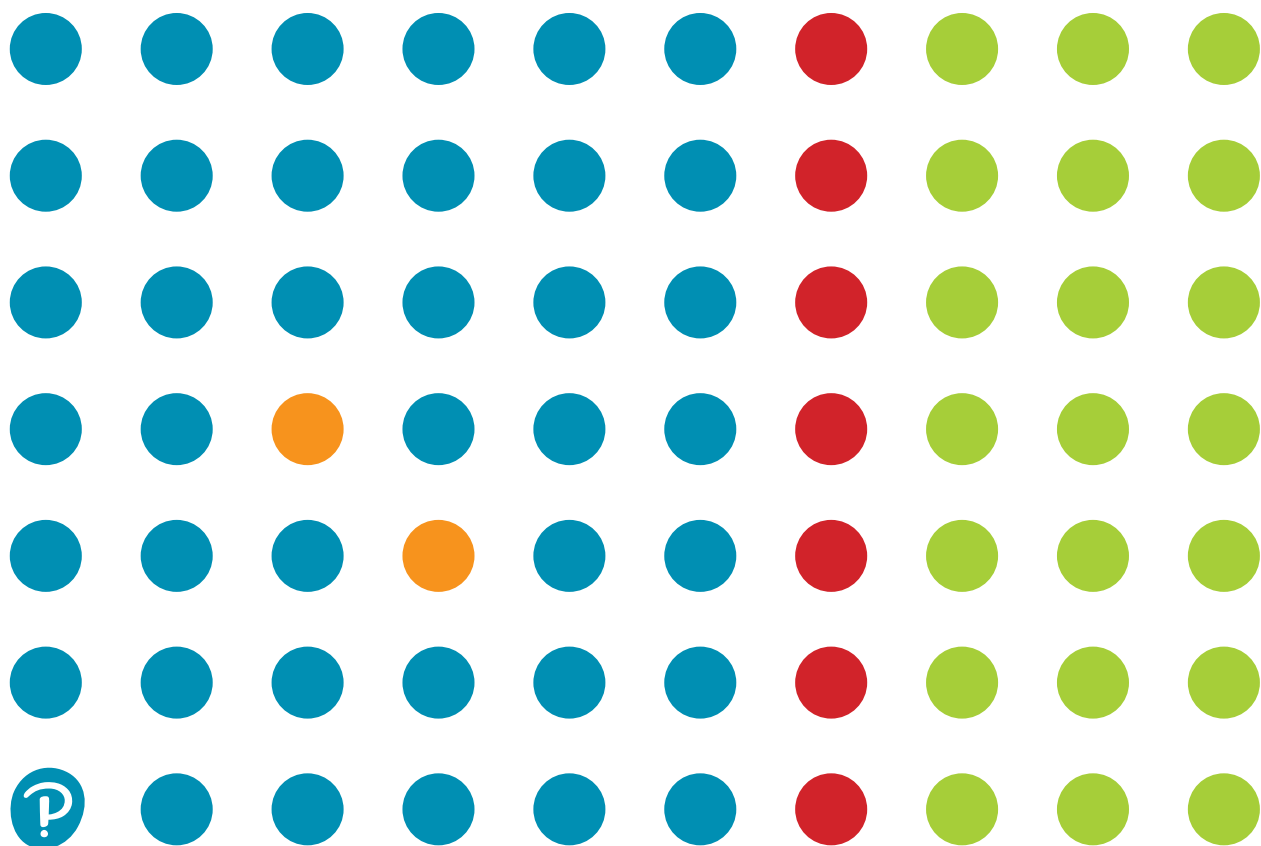
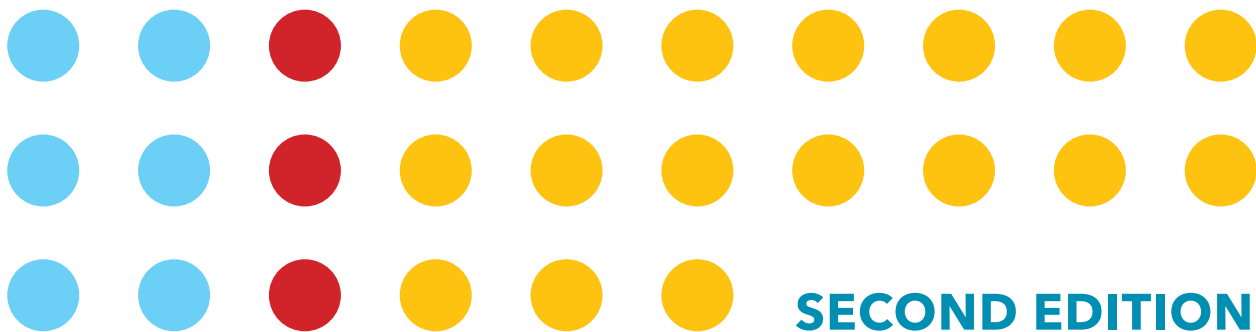


# 100 THINGS

EVERY DESIGNER NEEDS TO KNOW ABOUT **PEOPLE**

SUSAN M. WEINSCHENK, Ph.D.

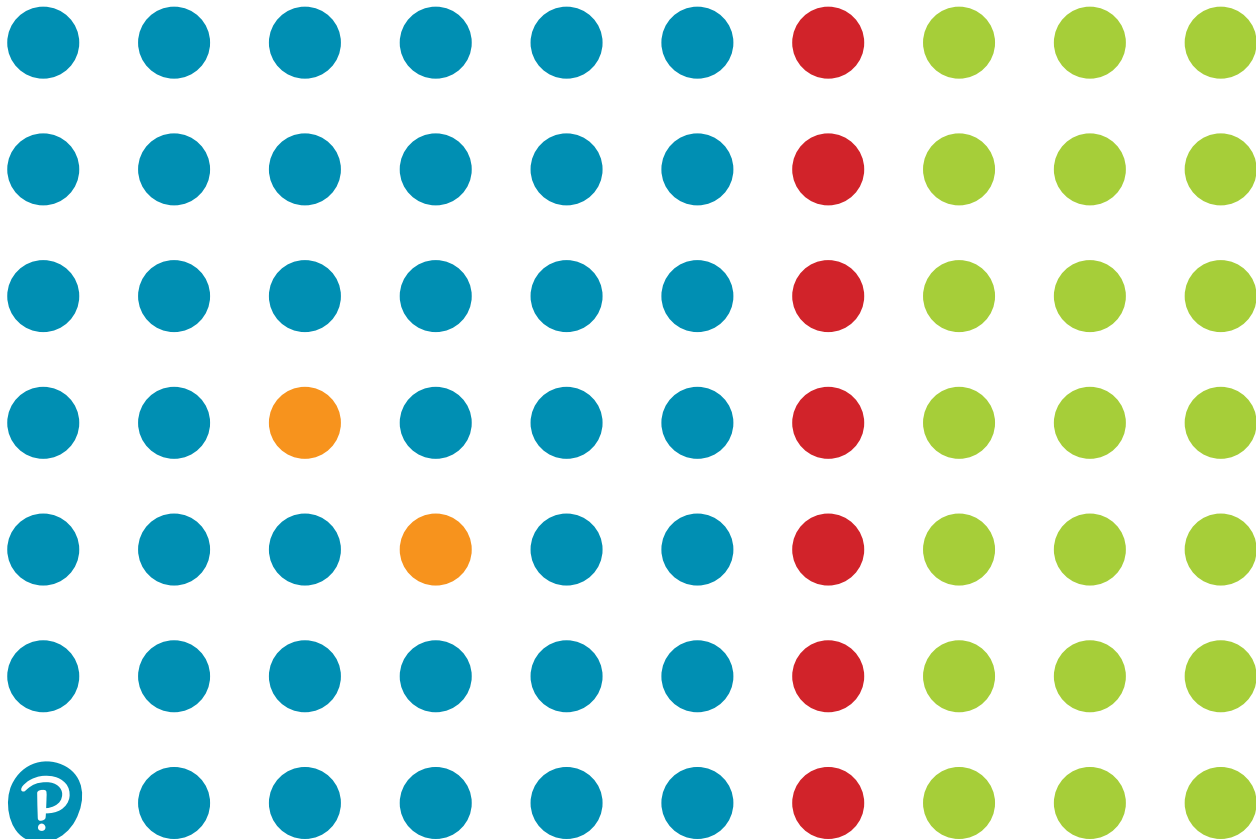




# 100 THINGS

EVERY DESIGNER NEEDS TO KNOW ABOUT **PEOPLE**

SUSAN M. WEINSCHENK, Ph.D.

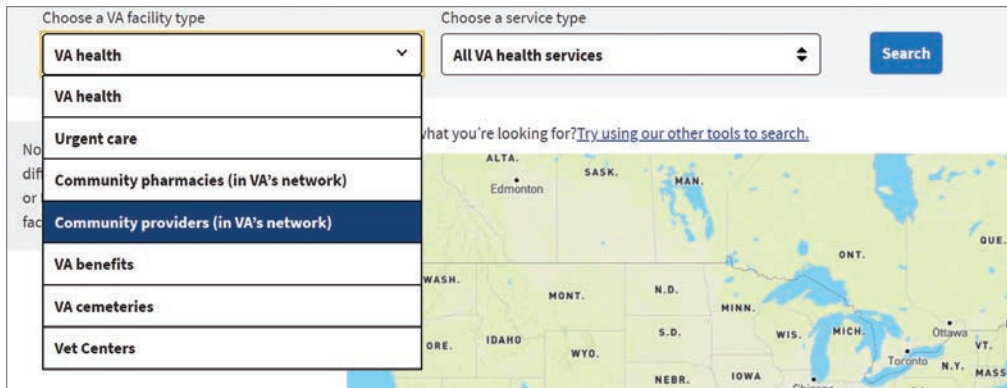


## DESIGN WITH FORGETTING IN MIND

Don't assume that people will remember information. Provide the information that people need or an easy way to look it up.

Before option buttons and dropdown menus were available, most software made large demands on users to remember what data could be entered into a field. Now there are user interface elements—like option buttons and dropdown menus—that relieve the memory load and help people forget less often.

**Figure 25.2** shows a typical situation in which a dropdown list box will help people remember what the options are.



**FIGURE 25.2** Dropdown menus help relieve memory load and minimize forgetting

### Takeaways

- \* People are always going to forget.
- \* What people forget is not a conscious decision.
- \* Design with forgetting in mind. When information is really important, don't rely on people to remember it. Provide it for them in your design or have a way for them to easily look it up. For example, use dropdown list boxes to show choices rather than assuming users will remember what to fill in.

# 26

## THE MOST VIVID MEMORIES ARE WRONG

If you are at least 30 years old and I asked you to recall where you were and what you were doing when you first heard about the September 11, 2001, attacks in New York City, chances are very good that you could tell me about that day in great detail. If you live in the U.S., and you were age 10 or older on that date, your memory would likely include details such as how you heard about the attacks, who you were with, and what you did the rest of that day. But research shows that a lot of, perhaps even most of, your memories would be wrong.

### FLASHBULB MEMORIES ARE VIVID

Remembering traumatic or dramatic events in great detail is called flashbulb memory. Emotions are processed in the amygdala, which is very close to the hippocampus, which is involved in the long-term coding of information into memories. So it's no surprise to psychologists that emotionally laden memories might be very strong and remembered vividly.

### VIVID BUT FULL OF ERRORS

Although flashbulb memories are vivid, they are also full of errors. In 1986 the space shuttle *Challenger* exploded. If you are old enough to recall that event, you probably remember it vividly. The day after this tragic event, Ulric Neisser, a professor who researches memories like these, had his students write down their memories of what had happened. Three years later he asked them to write their memory of the event again (Neisser, 1992). Over 90 percent of the later reports differed from the originals. Half of them were inaccurate in two-thirds of the details. One person, when shown the description she had written three years earlier, said, "I know that's my handwriting, but I couldn't possibly have written that." Similar research has been conducted on individuals with memories of the 9/11 attacks, with similar results.

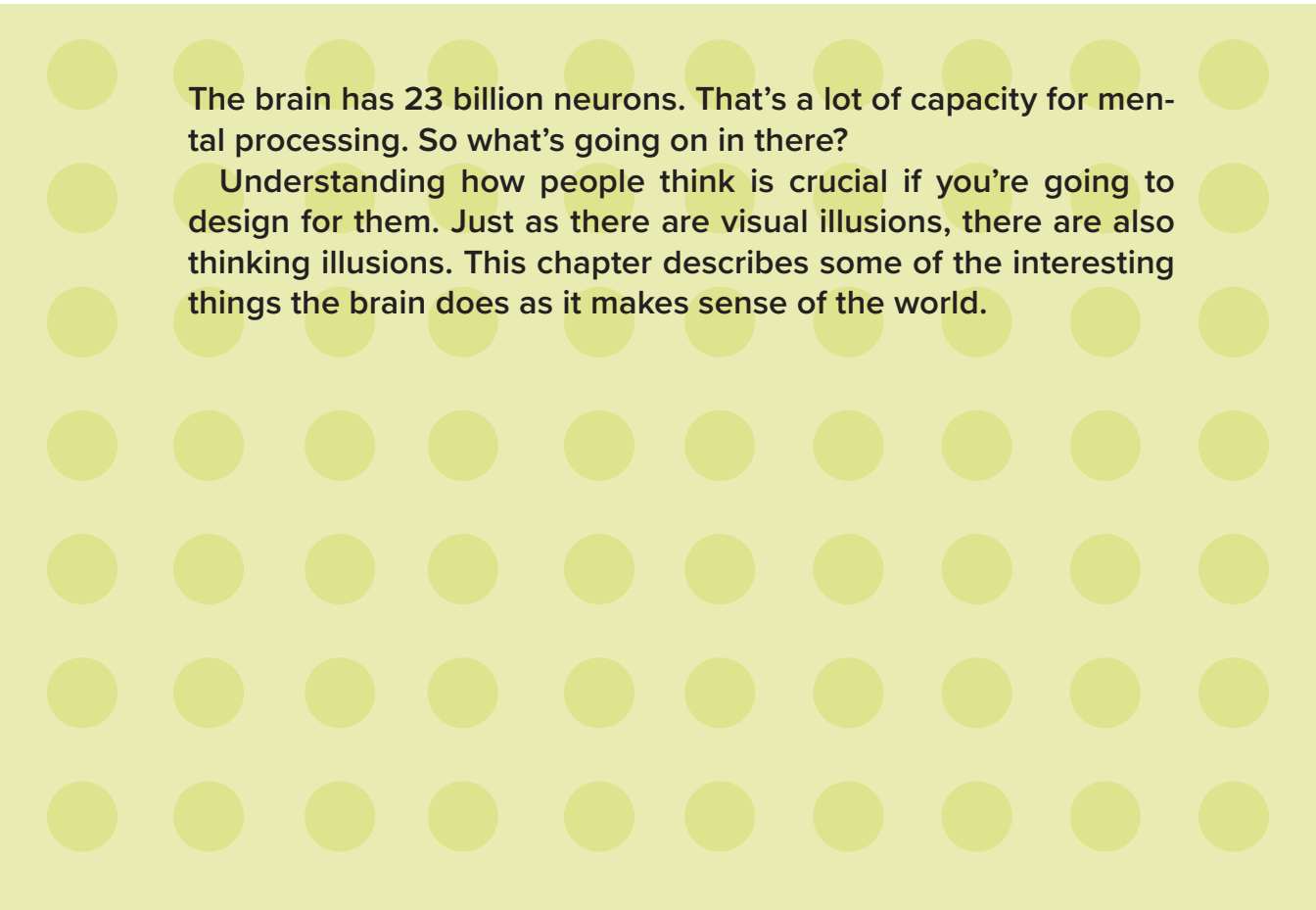
The Ebbinghaus forgetting curve showed that memories degrade quickly over time. Because flashbulb memories are so vivid, it was thought that perhaps they were not as subject to forgetting as other memories. But it turns out they are. That's kind of disturbing when you think about it. Because these memories are so vivid, we tend to think they are more true. But we are wrong.

## Takeaways

- \* Dramatic or traumatic experiences will be remembered more vividly and more certainly than other types of memories.
- \* Most of these dramatic or traumatic experiences will be remembered incorrectly.
- \* No matter how certain people are of their memories of events, you need to assume that most long-term memories are not completely accurate.
- \* If you are interviewing people and requiring them to remember events, keep in mind that what they say happened may be inaccurate.



# HOW PEOPLE THINK



The brain has 23 billion neurons. That's a lot of capacity for mental processing. So what's going on in there?

Understanding how people think is crucial if you're going to design for them. Just as there are visual illusions, there are also thinking illusions. This chapter describes some of the interesting things the brain does as it makes sense of the world.

## 27

## PEOPLE PROCESS INFORMATION BETTER IN BITE-SIZED CHUNKS

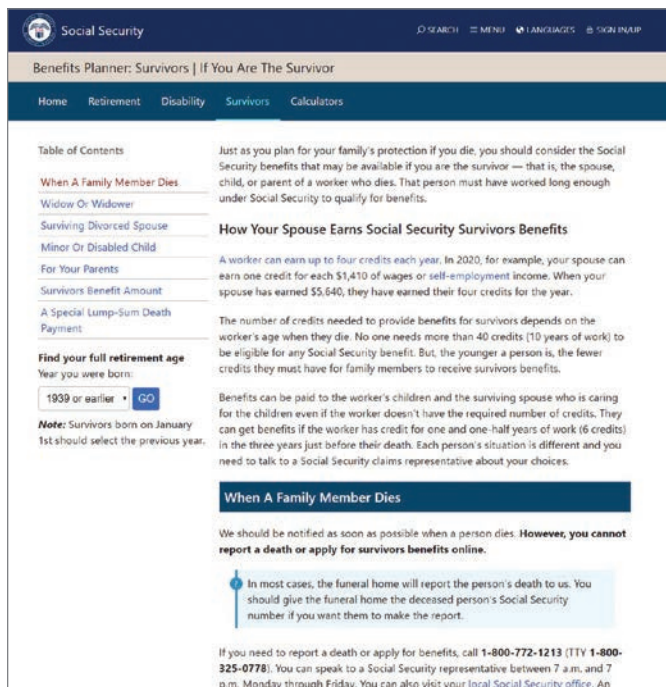
The brain can process only small amounts of information at a time—consciously, that is. (The estimate is that you handle 40 billion pieces of information every second, but only 40 of those make it to your conscious brain.) One mistake that designers sometimes make is giving too much information all at once.

### APPLYING THE CONCEPT OF PROGRESSIVE DISCLOSURE

*Progressive disclosure* means providing only the information people need at the moment and letting them click to learn more about specific topics as they want or need to.

If you don't use progressive disclosure, you will end up with very long pages of information that may overwhelm your reader.

Take, for example, this page from the United States Social Security website. This is a section on benefits planning for survivors. The page is very long and has no progressive disclosure (**Figures 27.1, 27.2, 27.3**).



**FIGURE 27.1** The first screen of the page

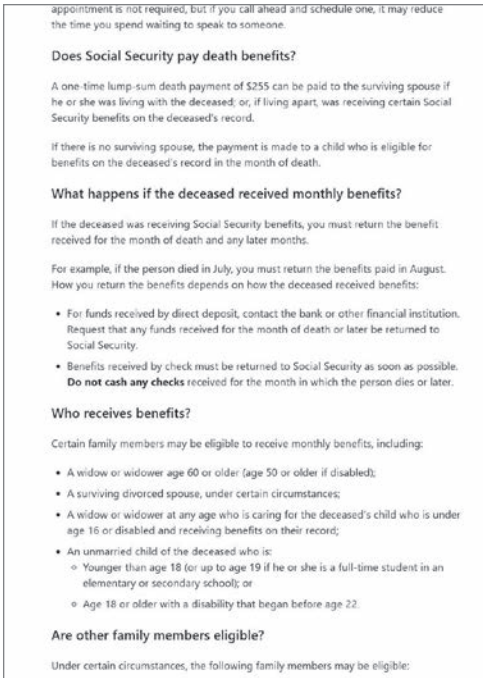


FIGURE 27.2 Scrolling down, still on the same page

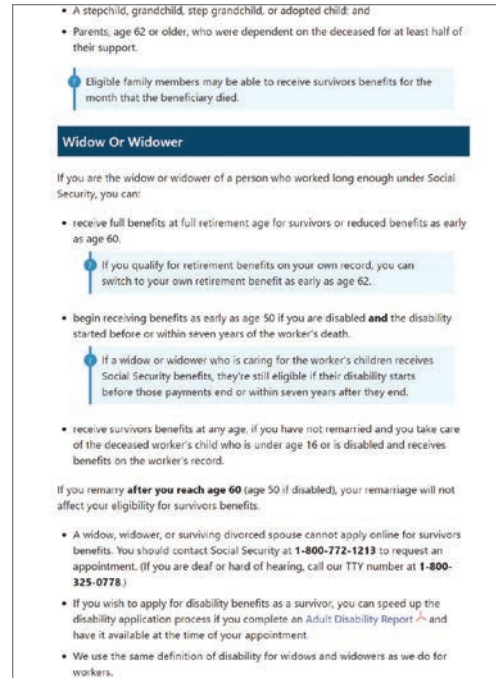


FIGURE 27.3 Scrolling even more, still on the same page

In fact, the reader needs to navigate through seven screens to finish the page. If the page had included progressive disclosure, then each topic could have been summarized in one or two sentences. The reader can then click or tap for more information. This is especially appropriate for the type of information on this page, because it is likely that only some of these sections apply to any one individual.

## COUNTING CLICKS ISN'T WHAT COUNTS

Progressive disclosure requires multiple clicks. You may have heard it said that you should minimize the number of times that people have to click to get to detailed information. The number of clicks is not the important metric. People are very willing to click multiple times. In fact, they won't even notice they're clicking if they're getting the right amount of information at each click to keep them going down the path. Think progressive disclosure; don't count clicks.

## KNOW WHO NEEDS WHAT WHEN

Progressive disclosure is a great technique, but it assumes that you know what most people want most of the time. If you haven't done your research on that, then you could