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User experience laws: a literature review and practical examples based on DoorCE project

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The article presents a detailed literature review on the topic of user experience design principles. The study synthesizes knowledge from research papers and books, focusing on user experience laws that can be applied while designing user interfaces.

The review highlights sources about Gestalt psychology in user experience design. The studied literature also emphasizes the importance of Miller's Law and Hick's Law regarding the complexity and Fitt's Law related to efficient layouts. Moreover, articles discussing navigational patterns such as Z-pattern and F-pattern are analyzed. In addition, sources on methods of increasing user interface accessibility are examined. Lastly, the article summarizes findings about consistency as a crucial element of user experience.

Based on the reviewed literature, the author presents practical examples. Examples come from two user interface prototypes of the DoorCE project –a joint initiative of many Central European institutions to make public data more accessible. These user interfaces are evaluated based on described laws and corrections are made where necessary. The result of this research is a set of design principles based on the current state of the art, each with its own example from a professional application.

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