

Maemo User Interface Issues

Maemo Summit 2008

by Tim Samoff

Who Am I?

Tim Samoff

- <http://tim.samoff.com>
- tim@samoff.com
 - maemo.org/profile/view/timsamoff/
 - garage.maemo.org/users/timsamoff
 - internettablettalk.com/forums/member.php?u=6047
 - [facebook.com/timsamoff](https://www.facebook.com/timsamoff)
 - twitter.com/timsamoff
 - timsamoff.jaiku.com

Musician: 25+ years

- myspace.com/adifferentkindofcop

Graphic Designer: 20+ years

Game Producer: 1992-1999

Web Designer: 1992-present

**Multimedia Instructor
(Corporate & College):** 1995-2001

Currently: Multimedia Developer
(video, flash, web) @ EMBARQ

The Issues...

Why did I feel like I had to do something?

- Lots of cool apps that were *almost* finished.
- Little knowledge of Terminal *voodoo* .
- Disparity amongst *hackers* and *end-users* .
 - Few programmers thought about the end-user.
 - Some programmers didn't care about the end-user.
 - End-users usually don't care about what it takes to program.
 - End-users just want something that works.

What did I do?

- "An Unofficial Guide to Creating an excellent Maemo User Interface"
 - <http://samoff.com/maemoui/>

Why?

Why not just use the Gnome Human Interface Guidelines?

o <http://library.gnome.org/devel/hig-book/stable/>

- Vast guide with too much information for a true "Release Fast, Release Often" paradigm
- No Maemo-specific material
- Information not geared for hand-held devices
- **USE THESE GUIDELINES!**
 1. Usability Principles
 - 1.1. Design for People
 - 1.2. Don't Limit Your User Base
 - 1.3. Create a Match Between Your Application and the Real World
 - 1.4. Make Your Application Consistent
 - 1.5. Keep Your User Informed
 - 1.6. Keep It Simple and Pretty
 - 1.7. Put the User in Control
 - 1.8. Forgive the User
 - 1.9. Provide Direct Manipulation

My Conclusion?

We still need this guide

Maemo is a unique platform that needs its own guidelines

- Maemo-centric framework
- Maemo-specific examples
- **Community Participation!**

What's next?

- Rewrite document with extra input?
- Create a new document entirely?
- Port existing or new document to maemo.org wiki?

Again...Why?

The "Bridge" Metaphor

The Christlike UI

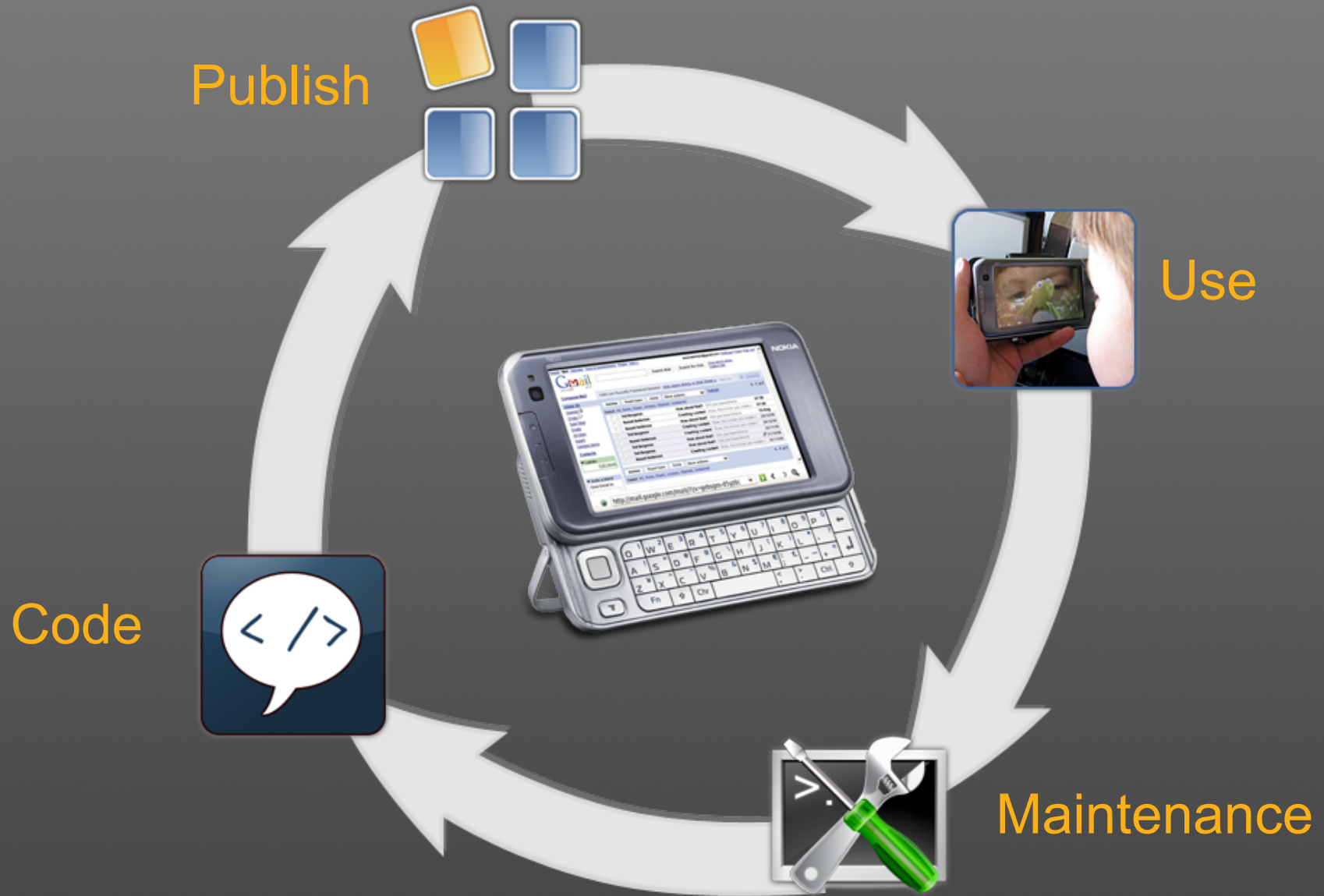
Without a good UI,
Developers will never reach
the End-Users

User Interface



A Utopian Development Cycle

From "code in your hands" to
joy in their hands
(and back again)



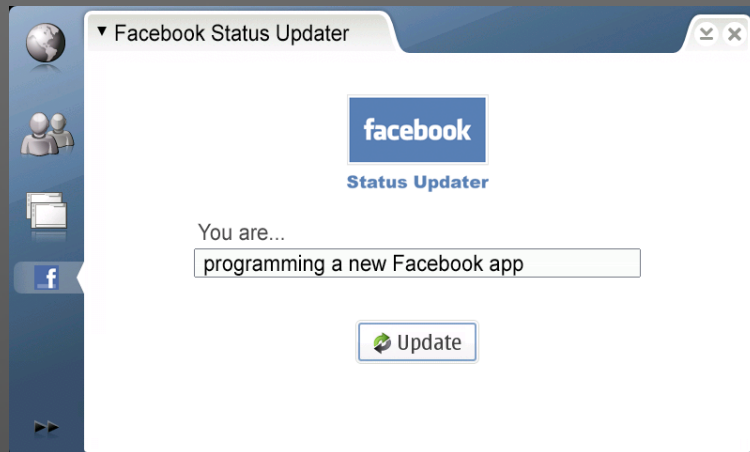
A Quick Example

"Facebook Status Updater"

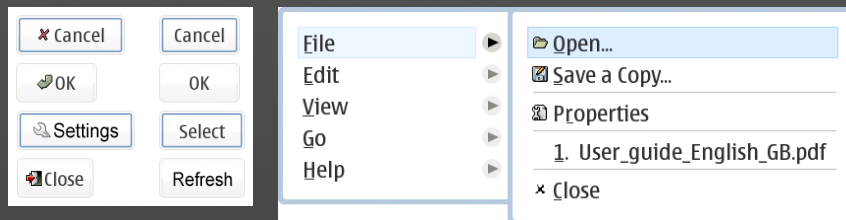
Application Icon



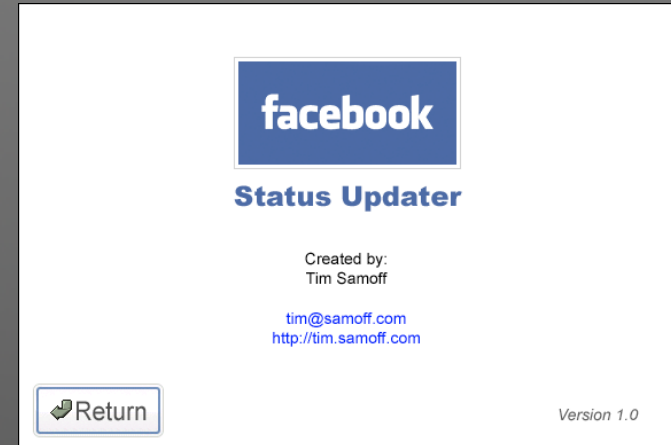
Clean, Simple Interface



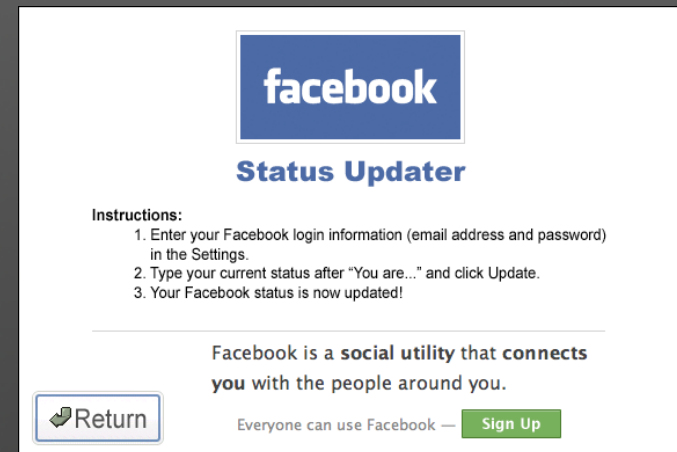
Consistent, Standard UI



About Screen



Help Documentation



The Real Conclusion

Help Needed

The Maemo Community needs
an open design specification
that is **100% Community-Driven**

Current Issues

The Current Maemo UI Guide has been...controversial

- Current Application "Quit" processes need fleshing out
 - Should all apps act the same?
- Menu systems vary greatly from app-to-app
 - Do we stick to current Maemo standards?
 - Do the current standards need any alteration?
 - Do we create our own?

Et cetera...

- Needs updated examples (Diablo, Freemantle, Harmattan...)
- Needs regular maintenance
- Needs community support
- *Fill in the blank...*

Questions / Comments