Maemo User Interface Issues
Maemo Summit 2008
by Tim Samoff
Who Am I?
Maemo User Interface Issues

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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"
Why?
Why not just use the Gnome Human Interface Guidelines?


- 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

Developers

End-Users
A Utopian Development Cycle

From "code in your hands" to *joy* in their hands
(and back again)
Maemo User Interface Issues

- Code
- Publish
- Use
- Maintenance
A Quick Example

"Facebook Status Updater"
Maemo User Interface Issues

Application Icon

Clean, Simple Interface

Consistent, Standard UI

About Screen

Help Documentation
The Real Conclusion
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