

Module IHM

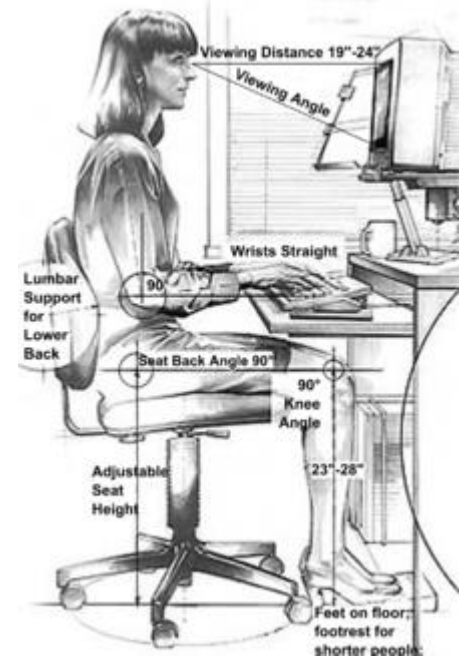
5



IHM



Ergonomic criteria



PART

1

Bastien & Scapin Ergonomic criteria

Rappelle

Bastien & Scapin Ergonomic criteria

1. Guidance

2. Workload

3. Explicit control

4. Adaptability

**5. Error
management**

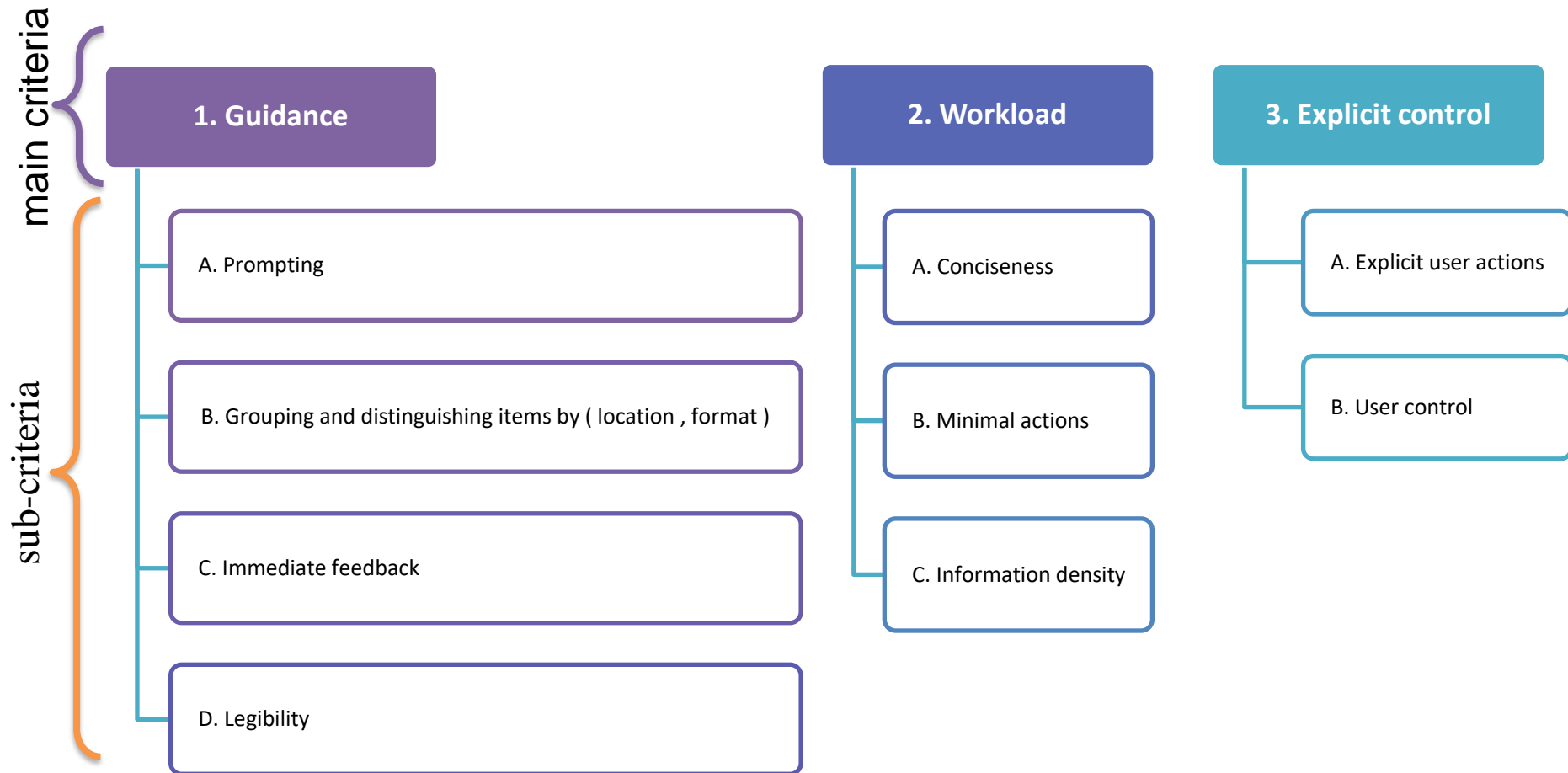
6. Consistency

**7. Significance of
codes**

8. Compatibility

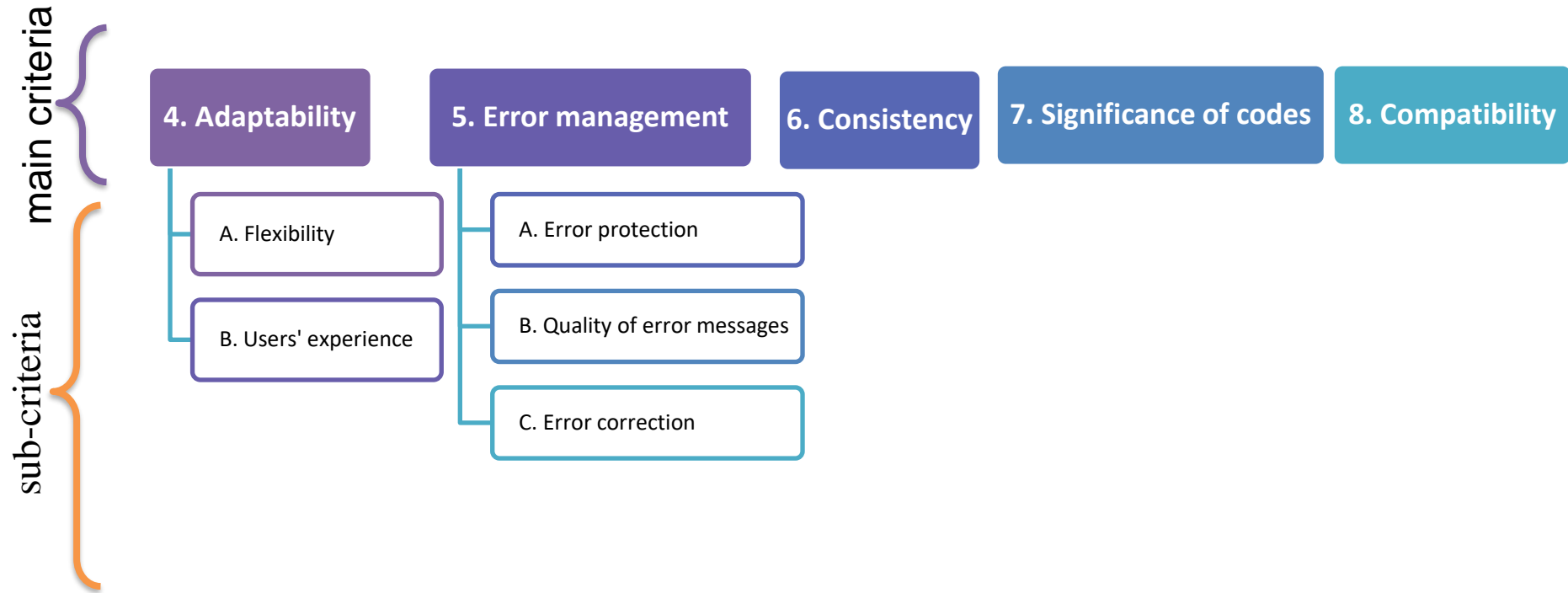
Bastien & Scapin Ergonomic criteria

The **Bastien & Scapin ergonomic criteria** are divided into main criteria and sub-criteria



Bastien & Scapin Ergonomic criteria

The Bastien & Scapin ergonomic criteria are divided into main criteria and sub-criteria



Bastien & Scapin Ergonomic criteria

En

1. Guidance

2. Workload

3. Explicit control

4. Adaptability

5. Error management

6. Consistency

7. Significance of codes

8. Compatibility

Fr

1. Guidage

2. Charge de travail

3. Contrôle explicite

4. Adaptabilité

5. Gestion des erreurs

6. Cohérence

7. Signifiante des codes

8. Compatibilité

Ar

5. إدارة الأخطاء

4. قابلية التكيف

3. السيطرة الصريحة

2. عبء العمل

1. التوجيه

8. التوافق

7. دلالة الرموز

6. التناغم (الاتساق)

PART

2

Bastien & Scapin Ergonomic criteria

1

GUIDANCE

Bastien & Scapin Ergonomic criteria

1. Guidance

Guidance is the first of the eight Bastien & Scapin ergonomic criteria. It refers to the way in which a user interface **guides the user through their actions**. A well-designed interface should provide **clear** and **concise instructions, feedback, and cues** to help users understand what they need to do and how to do it.

The guidance criterion brings together **all the means implemented to assist the user in using the software**.

- Make the user **aware** of the state of the system and **allow** him to establish **the causal links** between his **actions** and the **resulting** state.
- The objective is **to facilitate** the **use** of the system and its **learning**.
- The user must **understand** the interactions expected of him through operation that appears clearly (less hesitation).

Bastien & Scapin Ergonomic criteria

1. Guidance

The importance of guidance:

Guidance plays a crucial role in user experience, as it directly impacts the ease of use, efficiency, and satisfaction of the user. Effective guidance can:

Reduce cognitive load: By providing clear instructions and cues, the interface minimizes the mental effort required for users to understand and navigate the system.

Minimize errors: Clear guidance helps users avoid making mistakes, reducing frustration and saving time.

Enhance task completion: By providing a clear path through the system, users can efficiently complete their tasks without getting lost or confused.

Improve user satisfaction: A well-guided interface fosters a sense of control and confidence, leading to a more positive user experience.

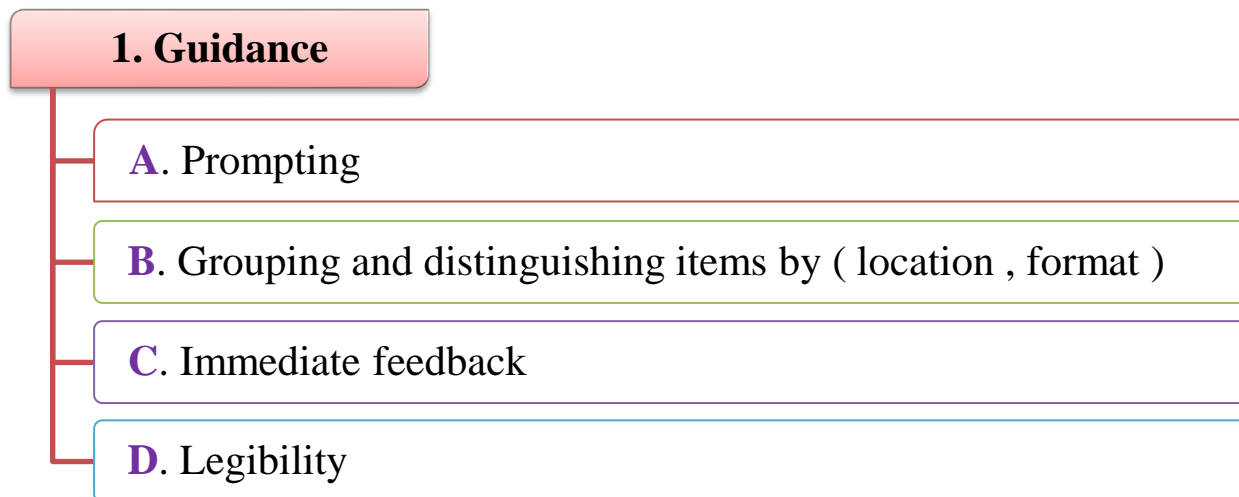
Bastien & Scapin Ergonomic criteria

1. Guidance

We distinguish

- ❖ **Explicit guidance** (e.g. messages, tooltips, dialog boxes, etc.)
- ❖ **Implicit guidance** (e.g. graying out inactive functions, other tricks, etc.)

The guidance criterion is broken down into four sub-criteria:



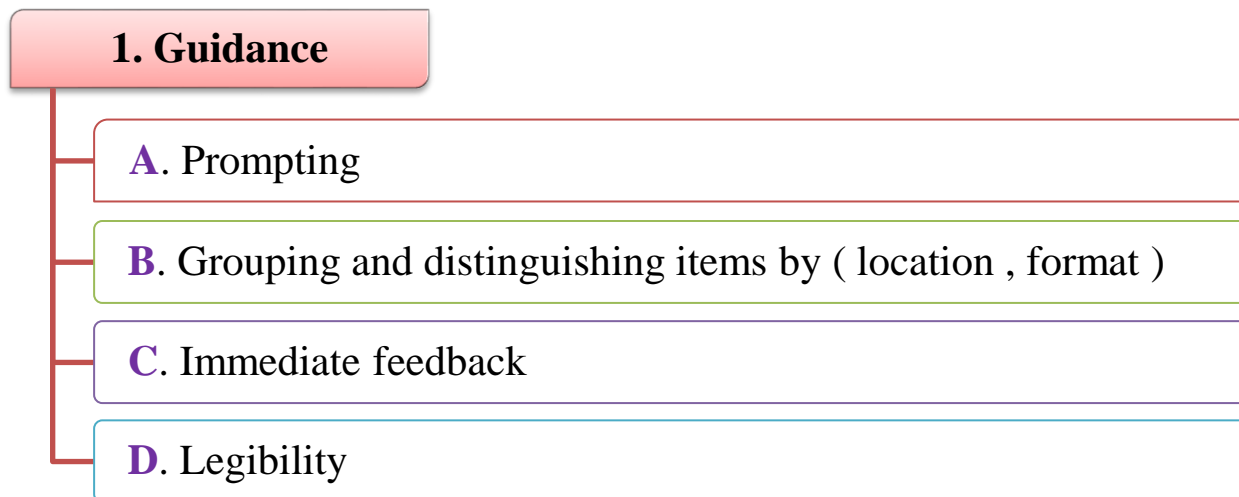
Bastien & Scapin Ergonomic criteria

1. Guidance

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- ❖ **Implicit guidance** (e.g. graying out inactive functions, other tricks, etc.)

The guidance criterion is broken down into four sub-criteria:



A. The prompting criterion

The prompting **En**

L'incitation **Fr**

التلقين (المطالبة) **Ar**

In the context of user interface design, prompting refers to the technique of providing users with cues or suggestions to guide their actions and decisions. These prompts can range from simple labels and instructions to more elaborate suggestions and recommendations. The goal of prompting is to help users complete tasks efficiently and effectively while minimizing errors and frustration and avoiding tedious learning.

The prompting criterion brings together the means aimed at leading the user to carry out specific actions.

- The prompting helps the user in their interaction with the software by providing them with the necessary elements to use it correctly.
- It avoids tedious learning and reduces the risk of error.

A. The prompting criterion

The prompting **En**L'incitation **Fr**التلقين (المطالبة) **Ar****Recommendations:**

- ❖ **Gray out** unavailable functions (menu options, buttons, etc.)
- ❖ Provide **the list** of expected entries (drop-down lists, codes to use, etc.)
- ❖ Give the data entry **format** (dates, dimensions, etc.)
- ❖ Change the shape of **the cursor** (mouse pointer) to give indications on the operation to be performed
- ❖ Clearly **indicate** the mandatory fields (* or other indicator)
- ❖ Clearly show how to go **forward** and **backward**
- ❖ Display **tooltips** (Tooltips) on non-trivial elements (toolbar icons for example)

1. Guidance

Bastien & Scapin Ergonomic criteria

A. The prompting criterion

The prompting **En**

L'incitation **Fr**

التلقين (المطالبة) **Ar**

Recommendations:

The image displays several user interface elements and their corresponding ergonomic prompting criteria:

- Buttons:** Two examples of "SIGN UP" buttons. The top one is dark blue and labeled "Button Enabled". The bottom one is light grey and labeled "Button Disabled", with a mouse cursor hovering over it.
- Form Elements:** A "Submit" button (blue) labeled "Button Enabled" and a disabled "Submit" button (grey) labeled "Button Disabled".
- Dropdown Menu:** A "Category:" dropdown menu with "Lodging" selected. Other options include Entertainment, Fees or Dues, Gifts, Meals, Morale, Office Supplies, Transportation, and Other.
- Mouse Cursors:** A grid of six mouse cursor icons with labels: `aero_alt`, `aero_arrow`, `aero_busy`, `aero_helpsel`, `aero_link`, and `aero_move`.
- Navigation:** Two buttons labeled "BACK" and "NEXT" with arrows pointing left and right respectively.
- Form Fields:** A form with five input fields: "First Name* (required)", "Last Name* (required)", "Email* (required)", "Phone Number", and "Address* (required)".
- Widget:** A blue "Button" widget with a tooltip that says "The tooltip text for the Button widget".

An example of a successful Prompting:

- The subscriber number is divided into three blocks of three digits
- Once a first block is entered, the cursor moves automatically to the next block



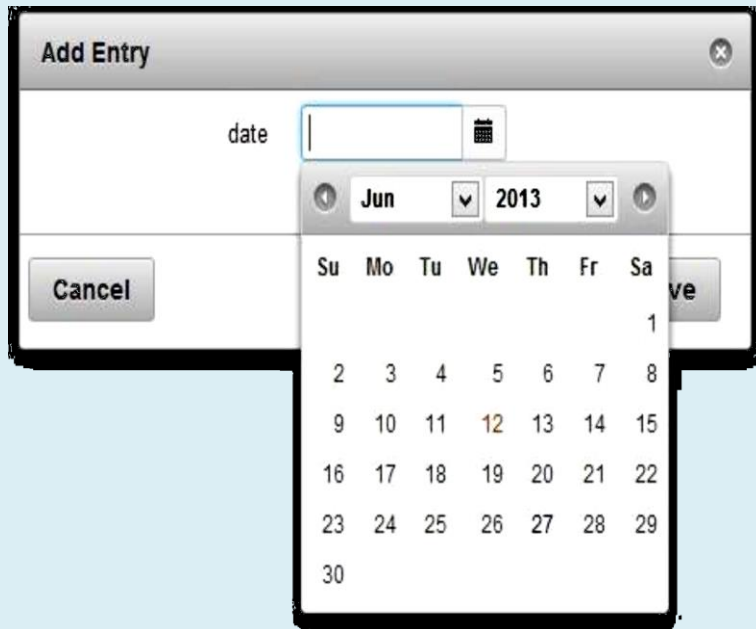
The screenshot shows the Aéroplan website interface. At the top left is the Aéroplan logo. To the right are links for 'AIDE | ENGLISH' and a 'RECHERCHE' button. Below the logo is the text 'Le plaisir en primes'. A navigation bar contains links: 'VOTRE AÉROPLAN | ACCUMULEZ DES MILLES | UTILISEZ VOS MILLES | PROMOTIONS | SAVOIR PLUS' and a promotional link 'Magazinez en ligne et accumulez des milles'. The main heading is 'VOTRE AÉROPLAN'. There are two columns of content. The left column is titled 'Bienvenue aux membres Aéroplan' and contains a login form. The right column is titled 'Pas encore membre ?' and contains a sign-up form. The login form has a red circle around it. Inside the circle, the 'Numéro Aéroplan' field is divided into three boxes containing '343', '667', and '659'. A blue arrow points from the first box to the second, and another blue arrow points from the second box to the third, illustrating the automatic cursor movement. Below the number field is a password field with dots and a 'CONNEXION' button. A link below the password field says 'J'ai oublié/sois en d'un mot de passe ?'. The sign-up form contains text about earning miles and a link 'Apprenez-en plus sur les avantages d'Aéroplan. Je souhaite adhérer !'.

1. Guidance

Bastien & Scapin Ergonomic criteria

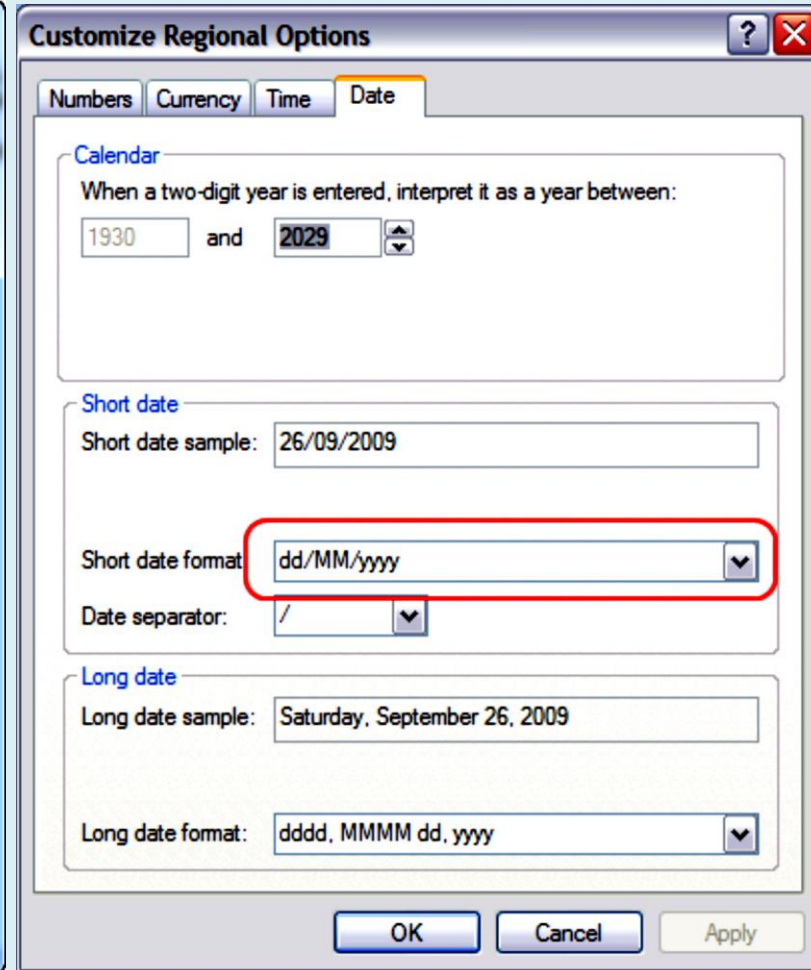
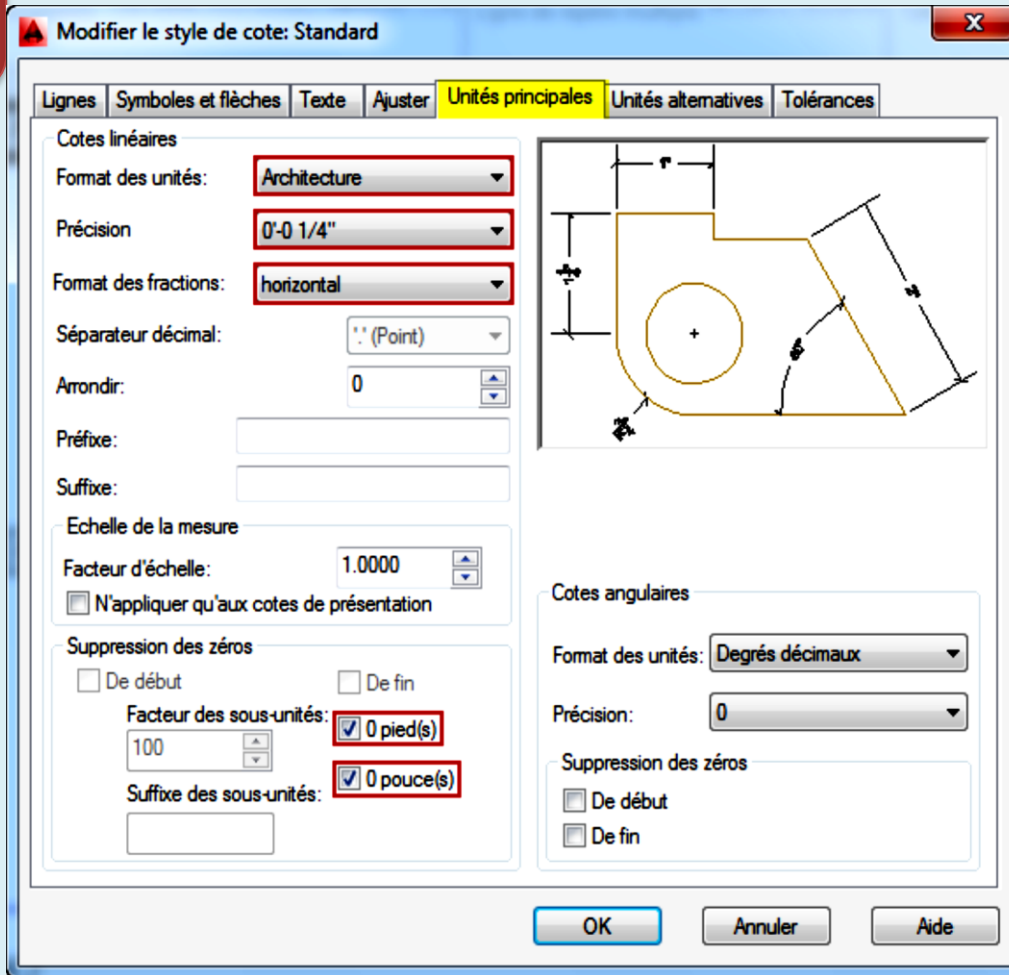
An example of a successful Prompting:

- Prompt the user to enter the data correctly.
- Indicate or impose the format (dates, dimensions, units, etc.)



An example of a successful Prompting:

- Prompt the user to enter the data correctly.
- Indicate or impose the format (dates, dimensions, units, etc.)



An example of a successful Prompting:


- Examples of Recommendations: inform about the length of entries

Nom* (Taille quelconque)	Prénom (Longueur: 3-15)	E-mail (Adresse valid
<input type="text"/>	<input type="text" value="m"/>	<input type="text"/>
Nom requis	Valeur trop courte	
Pseudo* (Longueur: 3-8)	MDP* (Au moins un chiffre)	
<input type="text"/>	<input type="text"/>	
Champ requis	Champ requis	
Statut*	Détails (* si "Autre")	
<input type="text" value="Choisissez un statut"/>	<input type="text"/>	
Champ requis		




MOT DE PASSE
[Modifier le mot de passe...](#)

.....

.....

.....| 

Votre mot de passe doit avoir :

-  Au moins 8 caractères
-  Des majuscules et des minuscules
-  Au moins un chiffre

Sécurité : forte

Évitez les mots de passe qui peuvent être facilement devinés ou que vous utilisez sur d'autres sites.

[Annuler](#) | [Modifier le mot de passe...](#)

Example of a failed prompting:

An example where the Prompting is so bad that we have to explicitly tell the user where to click



Home

- Introduction
- Contacting Us
- Other Nuffield projects
- Salter's curriculum Projects (York)

Welcome

Please use hexagons on left of mushrooms to navigate.

This web site is for you to find out about the Salters-Nuffield Advanced Biology Project which started in

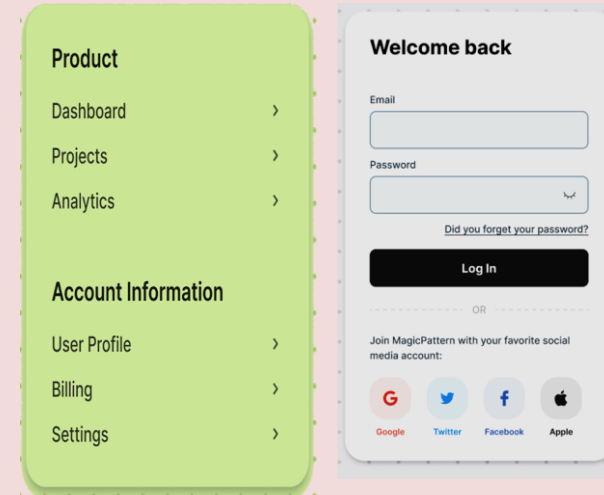


Failure!

B. Grouping and distinguishing items

Grouping and distinguishing **En**Groupement - Distinction **Fr**التجميع - التمييز **Ar**

Grouping and distinguishing items are essential techniques in user interface design to help users **organize, categorize, and differentiate** between information effectively. By employing these strategies, designers can create interfaces that are visually appealing, easy to navigate, and cognitively accessible.



The grouping criterion consists of guiding the user by grouping information and functions of the same type. A user generally considers that what is similar will work in the same way (principle of similarity). Two graphic attributes are used for this purpose:

- The presentation format (color, shape, syntax, etc.)
- The position in the interface (location, border, etc.)

Conversely, the criterion of distinction consists of clearly separating or attributing distinct properties to objects that are different or that behave in different ways.

B. Grouping and distinguishing items

Grouping

Grouping involves organizing related items together to create a **cohesive** and **meaningful** structure. This technique helps to reduce visual clutter, improve information scannability, and enhance the overall organization of the interface. Effective grouping strategies include:

- ❖ **Proximity:** Place **related items** in close **proximity** to each other to visually suggest their connection.
- ❖ **Similarity:** Group items that share **similar visual** attributes, such as **color, shape, or size**, to create a sense of unity.
- ❖ **Closure:** Utilize **visual cues**, such as **borders, frames, or negative space**, to enclose related items and distinguish them from surrounding elements.
- ❖ **Hierarchy:** Establish a hierarchy among groups by using different **visual weights**, such as **size, contrast, or color intensity**, to indicate the relative **importance** of each group.

B. Grouping and distinguishing items

Distinguishing

Distinguishing involves making items stand out from their surroundings to emphasize their importance or draw attention to specific actions. This technique helps to guide users' focus and prevent them from overlooking crucial information. Effective distinguishing strategies include:

- ❖ **Contrast:** Employ **color contrast** to make important items stand out against the background.
- ❖ **Salience:** Utilize **salient visual elements**, such as **bold fonts**, **vibrant colors**, or **unique shapes**, to draw attention to key information or actions.
- ❖ **Spacing:** Create ample **spacing around** important items to **isolate** them from surrounding elements and prevent visual crowding.
- ❖ **Movement:** Use subtle **animation** or **motion** to draw attention to specific items or guide users through the interface.

B. Grouping and distinguishing items

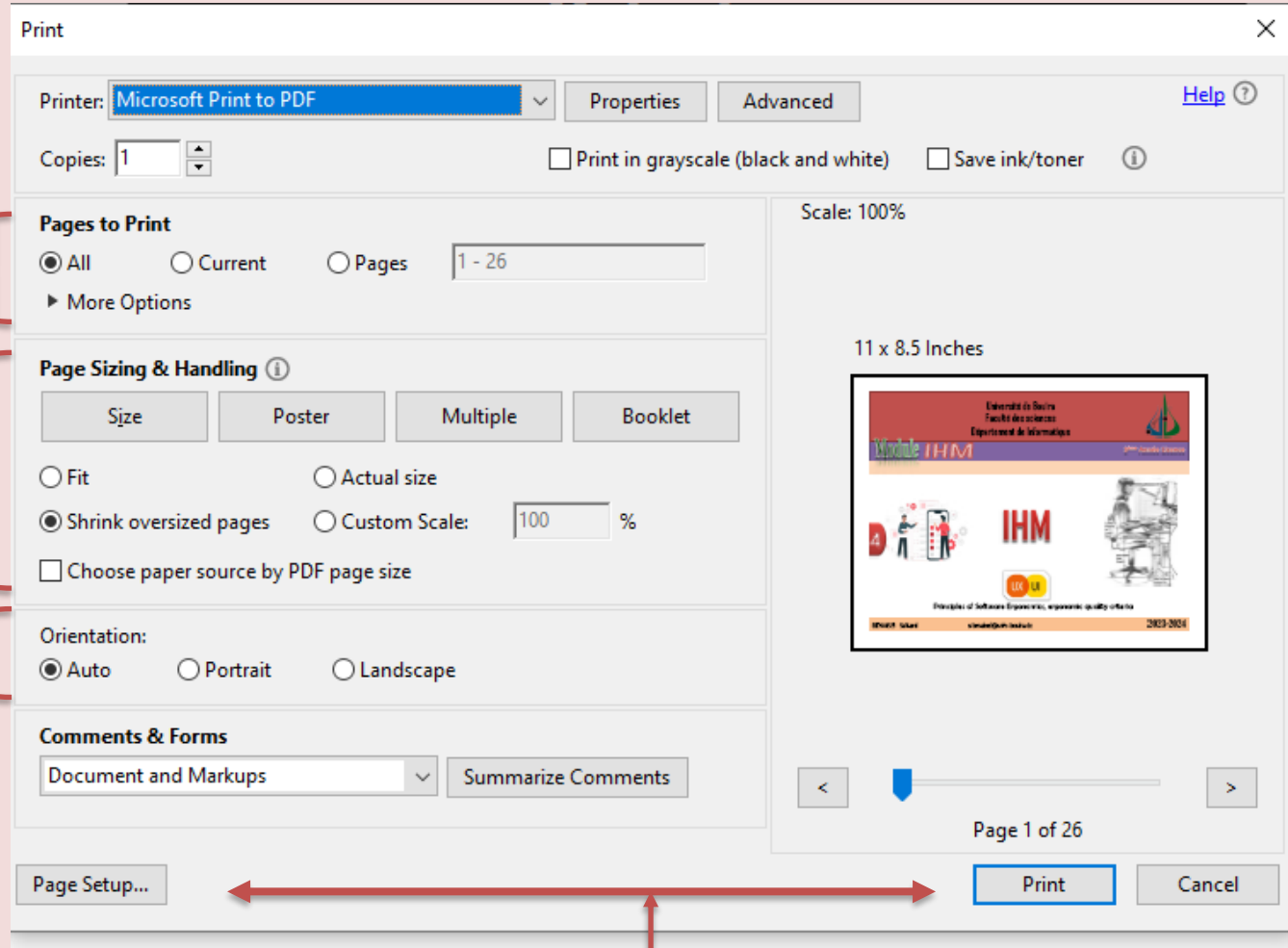
Recommendations:

- ❖ Group information of the same type by **format** or **position** (grouping by menus, surrounding with a border, etc.)
- ❖ Distinguish distinct information by a different **presentation** or a different **location** to avoid the risk of confusion

Examples of recommendations:

- **links** : Visited links differentiated from **unvisited** links
- **Menu Structures**: Group related **menu items** under clear **headings** and use **visual cues** to distinguish between different levels of the menu hierarchy.
- **Form Fields**: Group related form **fields** together and use **labels**, **borders**, and **spacing** to clearly distinguish each field.
- **Data Visualization**: Group **data points** based on **categories** or **attributes** and use **color**, **size**, and **position** to differentiate between them.
- **Content Organization**: Group **related sections** of content using **headings**, **subheadings**, and visual **dividers** to improve readability and scannability.

Grouping



The screenshot displays the Mealwise website interface. The top navigation bar includes the Mealwise logo, 'About', 'Partners', and 'Deals' links. A search bar and a 'Join us' button are located in the top right corner. The main heading reads 'Tired of Waiting for Your Meal?' with a subtext: 'Mealwise lets you get the food by the best chefs without waiting. Eat what you love and save your time for something cool!'. A prominent orange button labeled 'Find the restaurant' is centered below the text. Below this, a section titled 'HOT DESSERTS:' features three items: 'Rose Muffin' (\$4), 'Caramel Puncake' (\$2), and 'Berry Meringue' (\$3). Each item is accompanied by a small image and a 'More >' link. On the right side, a large image of a light breakfast dish (toasts, avocado, eggs, tomatoes) is shown. Below the image, a green button says 'See all menu'. Two restaurant cards are visible: 'Monet Restaurant' (1.4 km away, 5 stars) and 'Double Bubble' (2.2 km away). The 'Monet Restaurant' card highlights a 'Light Breakfast' for \$8, described as 'A delicious combination of crispy toasts, boiled eggs and avocado slices with fresh cherry tomato.' The 'Double Bubble' card highlights a 'Summer Bre' for \$12, described as 'Fragrant oatmeal with fresh strawberry and currant. Ser orange juice.' An 'Order' button is present on the Monet Restaurant card.

Grouping - Visual Hierarchy

C. Immediate feedback

Immediate feedback **En**Feedback immédiat **Fr**ردود فعل فورية **Ar**

Immediate feedback is a crucial aspect of interactive systems that provides users with **timely** and **relevant** information about the **outcome of their actions**. It is a design principle aimed at enhancing the user experience by offering **real-time responses** to user inputs or interactions.

The immediate feedback criterion brings together all the elements that serve to show the user what the system is doing and by offering him feedback in response to each of his actions.

- Compliance with this criterion, sometimes called “**user feedback**”, goes a long way to increasing user confidence.

C. Immediate feedback

Immediate feedback is Immediate feedback serves several important purposes:

1. **Confirmation and reassurance:** Immediate feedback **confirms** to users that their actions have been **recognized** and **received** by the system. It provides a sense of **reassurance** and helps users **feel** in control of their interactions. This confirmation can be **visual**, **auditory**, or **haptic**, depending on the interface and the nature of the feedback.
2. **Error detection and prevention:** Immediate feedback helps users **identify** and **correct errors** or **mistakes** promptly. By providing instant **notifications** or **alerts**, the system can help users recognize **incorrect inputs**, **erroneous actions**, or **potential issues** before they cause further problems. This proactive **error detection** and prevention can save time and effort for users and contribute to a smoother user experience.

C. Immediate feedback

Immediate feedback is Immediate feedback serves several important purposes:

- 3. Progress and status updates:** Immediate feedback keeps users informed about the **progress** of **ongoing processes** or **tasks**. It provides **updates** on the status of operations, indicating when a task is **complete** or **still in progress**. This feedback allows users to stay informed and make informed decisions based on the **current system state**.
- 4. System responsiveness:** Immediate feedback contributes to the **perception** of system **responsiveness** and **interactivity**. When users receive immediate feedback, it creates a **sense of fluidity** and **responsiveness** in the interaction, making the system feel more **dynamic** and **engaging**. This can lead to a more satisfying user experience.

C. Immediate feedback

Immediate feedback is Immediate feedback serves several important purposes:

- 5. Reinforcement of user actions:** Immediate feedback **reinforces** user actions, indicating that their input has had an effect on the system. This reinforcement can be **positive**, such as **acknowledging successful** completion of a task, or **negative**, such as signaling an **error** or **invalid** action. Reinforcing user actions through immediate feedback helps users **understand** the **consequences** of their interactions and reinforces their **mental** model of the system.



C. Immediate feedback

To provide effective immediate feedback, designers should consider the following:

- **Clarity and visibility:** Feedback should be **clear**, **concise**, and **easily noticeable**, and **distinct** from the rest of the interface. It should be presented in a way that is easily **perceivable by users**, ensuring that they can **quickly** and **accurately** interpret the feedback. **Avoid ambiguous** or overly **technical** language.
- **Relevance and context:** Feedback should be **relevant** to the user's **action** or the **task** at hand. It should provide information that is **meaningful** and **helpful** in the user's current context.
- **Timeliness :** Immediate feedback should be provided **as close to** the user's **action** as possible, without introducing any noticeable **delays**. Timely feedback helps users establish a strong connection between their actions and the system's response. ideally within a few hundred milliseconds, to maintain the user's flow and sense of connection with the interface.

C. Immediate feedback

To provide effective immediate feedback, designers should consider the following:

- **Specificity:** Feedback should be **specific** enough to identify the **nature** of the **action** or **error**, providing users with actionable information for correction or improvement.
- **Appropriate Modality:** Feedback can be provided through various modalities, such as **visual cues**, **auditory signals**, or **haptic feedback**, tailored to the context and user preferences.
- **Non-intrusive Nature:** Feedback should be **non-intrusive** and avoid **disrupting** the user's **focus** or **workflow**. It should provide necessary information without **interfering** with the **overall** interaction.
- **Consistency:** Feedback should be consistent throughout the system. Similar actions or interactions should produce consistent feedback to **avoid confusion** or **cognitive load**.

C. Immediate feedback

Immediate feedback can manifest in various forms, each tailored to specific contexts and user actions:

- **Visual Cues:** Visual cues, such as **color changes**, **highlighting**, or **animations**, provide immediate visual feedback about the validity or impact of user actions.
- **Audio Cues:** Audio cues, such as **confirmation sounds** or **error tones**, provide non-visual feedback to supplement or reinforce visual indicators.
- **Haptic Cues:** Haptic cues, such as **vibrations** or **force feedback**, provide **tactile** feedback, particularly useful in mobile devices.
- **Textual Cues:** Textual feedback, such as **error messages** or **success notifications**, provides explicit and detailed information about user actions and system responses.
- **Proactive Feedback:** Proactive feedback anticipates user actions and provides **suggestions** or **warnings** before errors occur, further reducing user frustration.

C. Immediate feedback

Visual Cues

Audio Cues

Haptic Cues

Textual Cues

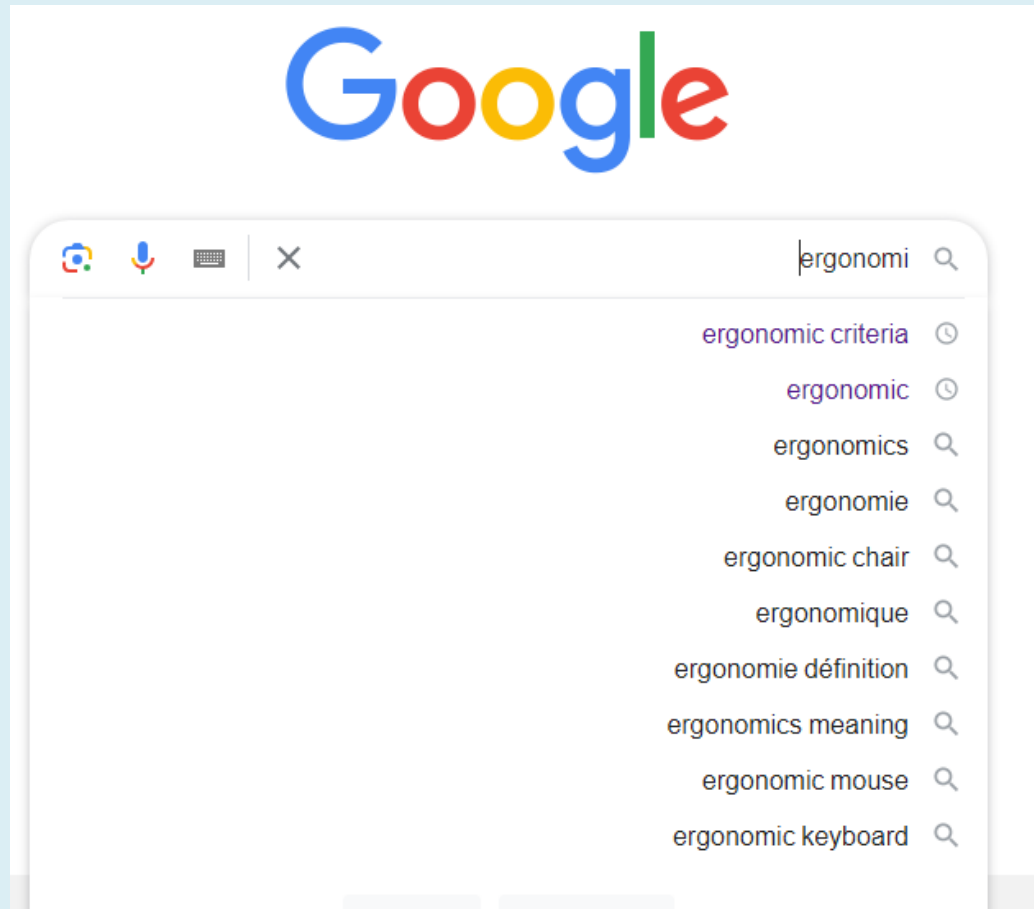
Proactive Feedback

Recommendations:

- ❖ The software must respond to any user action with a change in the presentation of the interface (visual, audio, etc.)
- ❖ Indicate system operating modes (state)
- ❖ Indicate long processing times with a waiting indication (hourglass, progress bar, animation, message, etc.)
- ❖ Always show user input
- ❖ Make visible the processing carried out by the software and clearly indicate when they have failed

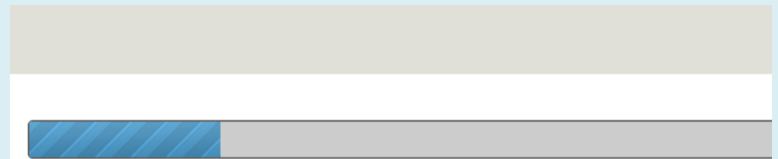
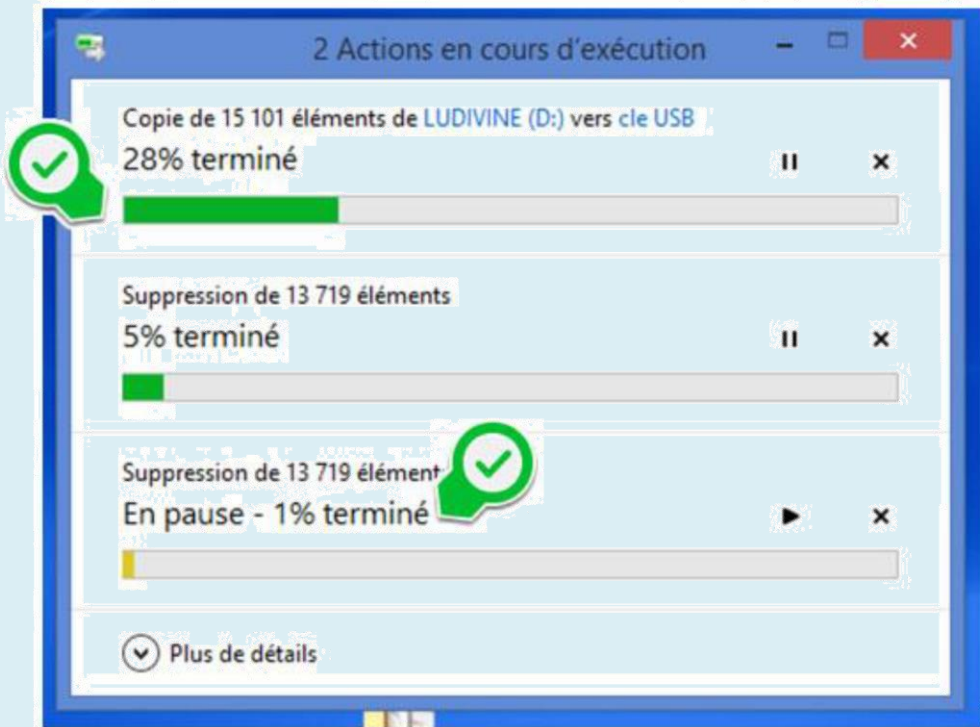
Recommendations:

use auto-completion in search bars, form fields, code editors, and messaging apps, To reduce input time, improve accuracy, and enhance user experience.



Recommendations:

Make current processing operations visible



Completed 8 of 40.
Installed Views module.



User can do other things (announce waiting time and progress, if possible)

C. Immediate feedback

Recommendations:

it is important to provide users with feedback about the validity of their input: Data type validation; Range validation; Format validation; Consistency checks

E-mail *
Nous n'enversons aucun email sans votre consentement
L'adresse email saisie n'est pas valide.

@ jeje

Choisissez un mot de passe*
8 caractères minimum dont au moins 1 chiffre et 1 lettre.

🔒 |

قسم الإعلام...Computer Science Department
الآلي

خطأ في اسم المستخدم أو كلمة المرور، يرجى إعادة المحاولة.

هل نسيت اسم المستخدم أو كلمة المرور؟

sladfgmi

كلمة المرور

ينبغي تمكين ملفات تعريف الارتباط في متصفحك ⓘ

تذكر اسم المستخدم

بعض المقررات الدراسية تسمح بوجود الضيوف

الدخول بصفة ضيف

تسجيل الدخول

fields are directly checked upon entry

D. Legibility

Legibility

En

Lisibilité

Fr

الوضوح

Ar

The legibility criterion is an important aspect of ergonomic design that focuses on ensuring that information **presented** to users is visually **clear** and **easy** to read. Legibility refers to the degree to which **text**, **symbols**, and other **visual elements** are **visually distinguishable** and can be easily understood by users. It plays a significant role in enhancing **readability**, reducing **eye strain**, and facilitating **effective communication** within interactive systems.

The Legibility criterion consists of facilitating the perception of textual and iconographic information through a judicious choice of their properties and their arrangement. Particular attention should be paid to:

- **fonts** (diversity, size, attributes, lower/upper case, etc.)
- **colors** in general (choice, contrast, etc.)
- the **arrangement** of elements (alignments, spacing, layout, etc.)
- **icons** (dimensions, choice of symbols, etc.)

D. Legibility

- 1. Font choice:** Selecting **appropriate fonts** is crucial for legibility. Fonts should have clear and distinct letterforms that are easily recognizable. *Sans-serif* fonts such as *Arial* or *Helvetica* are commonly preferred for **on-screen readability**, as they have simple and clean shapes. **Font size** is also important, as text that is too small can be difficult to read, while text that is too large can disrupt the visual flow.
- 2. Contrast:** Contrast **between** text and its background is essential for legibility. Sufficient contrast ensures that text is easily distinguishable from the surrounding elements. **High contrast**, such as **black text** on a **white background**, is generally recommended. Designers should consider the color combinations used and ensure that text stands out clearly against the **background**.

D. Legibility

Legibility

En

Lisibilité

Fr

الوضوح

Ar

- 3. Line spacing:** Adequate line spacing, also known as **leading**, helps improve legibility. Sufficient **vertical space** between **lines** of **text** prevents them from appearing crowded or overlapping, making it easier for users to follow along and read the content comfortably.
- 4. Text formatting:** Proper text formatting techniques can enhance legibility. Using appropriate **alignment** (such as left-aligned or justified), **avoiding** excessive use of **capital letters**, and using consistent **text styles** (such as bold or italics) for emphasis can make text easier to read and understand.

D. Legibility

Legibility

En

Lisibilité

Fr

الوضوح

Ar

- 5. Readability of symbols and icons:** In addition to text, the legibility criterion also applies to **symbols** and **icons** used within interactive systems. Symbols and icons should have clear, easily **recognizable shapes** that convey their intended meaning. **Avoiding complex** or **ambiguous** symbols can help prevent confusion and improve overall legibility.
- 6. Accessibility considerations:** Legibility is closely tied to accessibility. Designers should consider the needs of users with **visual impairments** or other visual challenges. Providing options for **adjusting** *text size*, *font styles*, and *contrast* can significantly improve legibility for users with different abilities.

D. Legibility

Legibility

En

Lisibilité

Fr

الوضوح

Ar

- 7. Testing and user feedback:** Evaluating legibility through user testing and gathering feedback is essential. Conducting usability tests and collecting user insights can help identify potential legibility issues and allow for iterative improvements to enhance the readability of the interface.

ALGERIAN ALGERIAN ALGERIAN PT 28,
 RGB 241, 3, 242 HEX F103F2 *Edwardian
 Script ITC ITC Old English Text MT*
 ALGERIAN ALGERIAN ALGERIAN PT 28,
 RGB 8, 240, 226 HEX 08FOE2 *Edwardian
 Script ITC ITC Old English Text MT*
 ALGERIAN ALGERIAN ALGERIAN PT 28,
 RGB 107, 241, 4 HEX 6BF104 *Edwardian
 Script ITC ITC Old English Text MT*
 ALGERIAN ALGERIAN ALGERIAN PT 28
 RGB 239, 151, 41 HEX EF9729 *Edwardian
 Script ITC ITC Old English Text MT*

ALGERIAN ALGERIAN ALGERIAN PT 28, RGB
 241, 3, 242 HEX F103F2 *Edwardian Script ITC ITC
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 RGB 239, 151, 41 HEX EF9729 *Edwardian Script
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 8, 240, 226 HEX 08FOE2 *Edwardian Script ITC
 ITC Old English Text MT*

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 RGB 8, 240, 226 HEX 08FOE2 *Edwardian
 Script ITC ITC Old English Text MT*
 ALGERIAN ALGERIAN ALGERIAN PT 28,
 RGB 107, 241, 4 HEX 6BF104 *Edwardian
 Script ITC ITC Old English Text MT*
 ALGERIAN ALGERIAN ALGERIAN PT 28
 RGB 239, 151, 41 HEX EF9729 *Edwardian
 Script ITC ITC Old English Text MT*

ALGERIAN ALGERIAN ALGERIAN PT 28,
 RGB 241, 3, 242 HEX F103F2 *Edwardian
 Script ITC ITC Old English Text MT*
 ALGERIAN ALGERIAN ALGERIAN PT 28,
 RGB 8, 240, 226 HEX 08FOE2 *Edwardian
 Script ITC ITC Old English Text MT*
 ALGERIAN ALGERIAN ALGERIAN PT 28,
 RGB 107, 241, 4 HEX 6BF104 *Edwardian
 Script ITC ITC Old English Text MT*
 ALGERIAN ALGERIAN ALGERIAN PT 28,
 RGB 111, 10, 243 HEX 6FOAF3 *Edwardian
 Script ITC ITC Old English Text MT*

Legibility, Readability, *and* Comprehension:

Making Users Read Your Words

Bad Contrast

Good Contrast

Bad Contrast

Good Contrast

Bad Contrast

Good Contrast

Bad Contrast

Good Contrast

Bad Contrast

Good Contrast

Bad Contrast

Good Contrast



IT IMPROVES READABILITY & COMPREHENSION

HEADING

Lorem Ipsum is simply dummy text of the printing and typesetting industry.
Lorem Ipsum has been the industry's standard dummy text ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type specimen book. It has survived not only five centuries, but also the leap into electronic typesetting, remaining essentially unchanged.



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