



TOUCH TIPS

With any touch application, the design can be crucial to the usability of the final product. Below are a number of points to consider.

Designing Applications for Touch

- Design large, horizontal buttons to facilitate touch
- Clear icons, bright contrasting colours, large touchable buttons, and simple layouts will go a long way towards the success of your installation.
- Avoid designs that include numerous, small touch buttons – keep the design as simple and easy to follow as possible.
- Give users visual and audio feedback to acknowledge the touch
- Touch screens are more accurate 1 centimetre inward from all sides. Avoid placing buttons in corners or along edges
- Take into account the size of your monitor and adjust button size accordingly
- Use human physiology to your advantage – extend the active area beyond the visible button size
- Remember that the video image and size may shift slightly with temperature and time
- Place buttons horizontally whenever possible
- Consider the varying heights of users when designing the application

Considerations to help reduce the effects of parallax:

- Design large buttons to facilitate touch. Remember that a fingertip is much larger than a cursor
- Design larger active areas for each button. For example, if the button graphic is 1" x 1", the active area behind it could be 1.5" x 1.5"
- Keep buttons away from the edges and corners of the screen. If this is possible, make sure the active touch areas extend to the outer edges of the viewing area

Surrounding artwork

- You can use any type of printed artwork or photograph around the screen provided the artwork is non-conductive.
- Use ultra-violet-resistant laminates or inks when creating your artwork
- Do not use artwork that has metallic pigments, metallic inks, or foil backings