

# GUI Bloopers 2.0 Checklist

Print out copies to use in documenting bloopers in your software.

Every blooper in the book is listed here and described briefly. Each blooper has a place to indicate whether your software has that blooper, and if so, where.

Suggestions on how this checklist can be made more useful are welcomed. Please submit to the discussion forum at [GUI-Bloopers.com](http://GUI-Bloopers.com).

Project: \_\_\_\_\_ Version: \_\_\_\_\_ Review Date: \_\_\_\_\_

## ***GUI Control Bloopers (chapter 2)***

1. Confusing checkboxes and radiobuttons.

Occurs: \_\_\_\_\_

2. Using checkboxes for non-ON/OFF settings.

Occurs: \_\_\_\_\_

3. Using command buttons as toggles.

Occurs: \_\_\_\_\_

4. Using tabs as radiobuttons.

Occurs: \_\_\_\_\_

5. Too many tabs.

Occurs: \_\_\_\_\_

6. Using input components for display-only data.

Occurs: \_\_\_\_\_

7. Overusing text fields for structured data input.

Occurs: \_\_\_\_\_

8. Dynamic menus

Occurs: \_\_\_\_\_

9. Intolerant data fields

Occurs: \_\_\_\_\_

10. Input fields and controls with no defaults

Occurs: \_\_\_\_\_

11. Poor defaults

Occurs: \_\_\_\_\_

12. Negative checkboxes

Occurs: \_\_\_\_\_

***Navigation Bloopers (chapter 3)***

13. Window/page not identified

Occurs: \_\_\_\_\_

14. Same title on different windows

Occurs: \_\_\_\_\_

15. Window title doesn't match invoking command

Occurs: \_\_\_\_\_

16. Distracting off-path links & buttons

Occurs: \_\_\_\_\_

17. Self links

Occurs: \_\_\_\_\_

18. Too many levels of dialog boxes

Occurs: \_\_\_\_\_

19. Competing Search boxes

Occurs: \_\_\_\_\_

20. Poor search results browsing

Occurs: \_\_\_\_\_

21. Noisy search results

Occurs: \_\_\_\_\_

***Textual Bloopers (chapter 4)***

22. Inconsistent terminology

Occurs: \_\_\_\_\_

23. Unclear terminology

Occurs: \_\_\_\_\_

24. Bad writing

Occurs: \_\_\_\_\_

25. Too much text

Occurs: \_\_\_\_\_

26. Speaking Geek

Occurs: \_\_\_\_\_

27. Calling users "user" to their face

Occurs: \_\_\_\_\_

28. Vague error messages

Occurs: \_\_\_\_\_

29. Erroneous messages

Occurs: \_\_\_\_\_

30. Text makes sense in isolation but misleading in GUI

Occurs: \_\_\_\_\_

31. Misusing "..." on command labels

Occurs: \_\_\_\_\_

***Graphic Design & Layout Bloopers (chapter 5)***

32. Easily-missed information

Occurs: \_\_\_\_\_

33. Mixing dialog box control buttons with application buttons

Occurs: \_\_\_\_\_

34. Misusing group boxes

Occurs: \_\_\_\_\_

35. Radiobuttons spaced too far apart

Occurs: \_\_\_\_\_

36. Labels too far from data fields

Occurs: \_\_\_\_\_

37. Inconsistent label alignment

Occurs: \_\_\_\_\_

38. Bad initial window location

Occurs: \_\_\_\_\_

39. Tiny fonts

Occurs: \_\_\_\_\_

***Interaction Bloopers (chapter 6)***

40. Exposing implementation to users

Occurs: \_\_\_\_\_

41. Needless restrictions

Occurs: \_\_\_\_\_

42. Confusable concepts

Occurs: \_\_\_\_\_

43. Asking for unneeded data (including asking 2x)

Occurs: \_\_\_\_\_

44. Asking users for "random" numbers

Occurs: \_\_\_\_\_

45. Pointless choice (including false choice)

Occurs: \_\_\_\_\_

46. Hard to remember ID

Occurs: \_\_\_\_\_

47. Long instructions that go away too soon

Occurs: \_\_\_\_\_

48. Unnecessary or poorly marked modes

Occurs: \_\_\_\_\_

49. Auto rearrangement of display

Occurs: \_\_\_\_\_

50. Dialog boxes that trap users

Occurs: \_\_\_\_\_

51. Cancel doesn't cancel

Occurs: \_\_\_\_\_

***Responsiveness Bloopers (chapter 7)***

52. Cursor doesn't keep up

Occurs: \_\_\_\_\_

53. Buttons acknowledge clicks too late

Occurs: \_\_\_\_\_

54. Menus, sliders, and scrollbars lag behind

Occurs: \_\_\_\_\_

55. Moving and sizing operations don't keep up

Occurs: \_\_\_\_\_

56. Application doesn't indicate that it is busy

Occurs: \_\_\_\_\_

57. Application is unresponsive during internal housekeeping

Occurs: \_\_\_\_\_

58. Long operations don't display progress

Occurs: \_\_\_\_\_

59. Long operations provide no cancel

Occurs: \_\_\_\_\_

60. Application wastes idle time

Occurs: \_\_\_\_\_

61. Application gives no feedback when it hangs

Occurs: \_\_\_\_\_

62. Web site has huge images and animations

Occurs: \_\_\_\_\_

63. Web site always reloads whole pages

Occurs: \_\_\_\_\_

**Management Bloopers (chapter 8)**

64. Treating user interface as low priority

Occurs: \_\_\_\_\_

65. Misunderstanding what user-interface professionals do

Occurs: \_\_\_\_\_

66. Discounting the value of testing and iterative design

Occurs: \_\_\_\_\_

67. Anarchic development

Occurs: \_\_\_\_\_

68. No task-domain expertise on the design team

Occurs: \_\_\_\_\_

69. Using poor tools and building blocks

Occurs: \_\_\_\_\_

70. Giving programmers the fastest computers

Occurs: \_\_\_\_\_

**Color Bloopers (Web appendix)**

71. Text hard to read on background

Occurs: \_\_\_\_\_

72. Color-differences too subtle

Occurs: \_\_\_\_\_