

# Rules of Design

**Access** - our building can be understood without help by a user who knows about buildings in general but has never been to this one before

**Efficiency** - our building can be used quickly and effortlessly by a skillful user

**Progression** - the more you use our building, the more you'll discover you can do in it

**Support** - our building helps you do the things that you want to do, making your life simpler, faster and more fun

**Visible** - you'll find everything you need at the entrance and we'll give you clear signposts to help you get to where you want to go. We won't distract you from what you want to do

**Feedback** - we keep you informed about what's happening in our building

**Structure** - in our building, you'll find similar needs grouped together in one place, so you won't have to trawl around looking for what you want

**Reuse** - when we find a way of doing things, we reuse the same pattern as often as possible so you won't have to keep on learning new things

**Tolerance** - don't worry if you go off course in our building. We'll give you clear signs on how to get back to where you want to go

**Simplicity** - in our building we provide short cuts for complex tasks and make sure that all the things you need to do are simple and easy to understand. Maybe this should be rule no 1!



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