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Microinteractions

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Saffer

# Microinteractions Designing With Details Dan Saffer

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The devil is in the details  
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## **Microinteractions Designing With Details Dan**

Microinteractions is an  
essential guide to designing  
in today's world where a

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typical person touches a hundred different user experiences each day, and only the clearest interactions will turn a new user experience into a cherished product. In this book, Dan Saffer turns the

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Cognitive Walkthrough on its head and takes it to the next level, creating a new model for defining interactions and illustrating the strength of designing for moments rather than systems.

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## Microinteractions

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#### **Microinteractions |**

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Dan provides a framework for discussing microinteractions: 1) triggers, 2) rules, 3) feedback, and 4) loops and

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Saffer  
modes. Personally, I find  
this framework somewhat  
analogous to, but less well  
defined than, Don Norman  
"Microinteractions" - the  
tiny details of how a  
product or its user  
interface interacts with its

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Microinteractions: Designing  
with Details Explore a  
microinteraction's  
structure: triggers, rules,  
feedback, modes, and loops

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Learn the types of triggers that initiate a microinteraction Create simple rules that define how your microinteraction can be used Help users understand the rules with ...

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## **Microinteractions: Designing with Details - Dan Saffer**

...

Dan Saffer It's the little things that turn a good digital product into a great one. With this full color practical book, you'll learn

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how to design effective  
microinteractions: the small  
details that exist inside  
and around features. How can  
users change a setting?

**Microinteractions: Full  
Color Edition: Designing**

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## with Details

“The best products do two things well: features and details. Features are what draw people to your product; details are what keep them there” says Dan Saffer. The importance of details can't

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be over-emphasized. Details make users love or hate an app or website.

Microinteractions are those details.

**Microinteractions: Designing with Details | Webdesigner**

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These details differentiate between a good, useful product and a great, delightful one. The is a very cool topic to look into, and Dan has done a good job in starting the conversation. Dan provides a

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framework for discussing Dan  
microinteractions: 1)  
triggers, 2) rules, 3)  
feedback, and 4) loops and  
modes.

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Microinteractions are contained product moments that revolve around a single use case—they have one main

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task. Every time you change a setting, sync your data or devices, set an alarm, pick a password, log in, set a status message, or favorite or “like” something, you are engaging with a microinteraction.

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Designing With Details Dan  
**What is a Microinteraction?**  
| **Microinteractions**

Speaker: Dan Saffer The difference between a good product and a great one are its details: the microinteractions that make

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up the small moments inside  
and around features. How do  
you turn on mute ...

## **Microinteractions: Design with Details**

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Designing by Saffer, Dan. Dan

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with Details. **Designing With Details Dan**

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...

The Microinteractions Model.  
Microinteractions have four  
parts: a Trigger, the Rules,

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Feedback, and Loops/Modes.

The Trigger is what starts a microinteraction. This can be a manual control, such as when a user clicks a button or an icon, or it can be the system trigger that goes off when a set of conditions has

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**Microinteractions Details  
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