This project centers upon creating a set of guidelines that would aid the development of small screen interfaces, particularly focusing on those of tablets operating on Android systems.

**OBJECTIVES**

- Research existing interfaces and to locate and identify disadvantages, drawbacks and other issues that plagued the existing systems.
- Create a universal guideline that can be used throughout all systems with the goal of eliminating existing flaws that are still present in present systems.

**GUIDELINE FOR SMALL INTERFACES**

**IMPROVEMENTS**

- Faster adaptation to the system especially for those who are using a tablet for the first time.
- A simple design and layout that's easy to follow and navigate such as clearly marked.
- Easy to recognize symbols and icons that every user can relate to and recognize regardless of the language or orientation of the screen.
- Consideration of the use of colour, focusing on users that have difficulty recognizing colours such as those with colour blindness.
- Hide features that should only be used if necessary as to avoid user error especially among novice users.
- Consideration of the target size in order to minimize the error probability to the user.

**ERGONOMICS**

- Create not just an ergonomic interface for small screens but also an enjoyable experience that is stress free not just on the mind but also on the body, focusing on the users and design of the interface.

**TIMELINE**

- How can we come up with guidelines that are simple and consistent with what's new to those devices.
- Develop an interface that is adaptable not only to the current products but the future ones included.

**TENDENCY**

- The size of the standard tablet is getting smaller, the size of smartphones is about to be changing.

**FUTURE**

- Modules will become one of the same.