


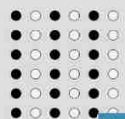
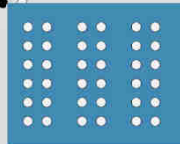




The Gestalt Laws (as used in UI Design)

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- Law of Closure 
- Law of Simplicity 
- Law of Symmetry 
- Law of Similarity 
- Law of Proximity 
- Law of Good Gestalt 
- The Figure-Ground Principle 

See more examples e.g. at
[<https://designschool.canva.com/blog/gestalt-theory/>]

The „Laws“ of Interaction Design

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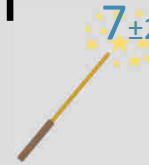
- Moore's Law



- Fitts's Law



- The Magical Number Seven („Cognitive Overload“)



- Hick's Law



- Tesler's Law

(„Conservation of Complexity“)

