The learnability of a design is based on comprehensibility: if you can’t understand it, you can’t learn it. And vice versa.

Touchscreen gestures, for example, are “invisible” and leave no trace — you can do something and get a desired result, yet not be able to understand or remember what you did!

This also invites accidental interaction (unintended touches).

It’s important.

It’s something we’ll do often.

The cost of use is low.

It’s important.

We have few alternatives.

Our first interactions seem simple.

Restrict the number of items in the UI to those that are critical in allowing the user to take the very next step — everything else is noise. All someone needs at any given time is enough information to know what to do next, and an obvious cue to act.

When we’re focused on trying to figure out the UI, there isn’t very much processing power left over to actually learn anything. Less, in this case, truly is more.