

# Glance Test

	signal	NA	noise
Did it pass the glance test?	<input type="radio"/>		<input type="radio"/>
<b>One Message</b> (one point vs. many)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>Audience Relevance</b> (resonant content vs. inapplicable)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>Visual Elements</b>			
Background (supporting vs. distracting)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Text (scannable vs. document)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Color (system vs. random)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Photo (simple vs. involved)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>Data</b> (emphasis vs. non-emphasis)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>Diagram</b> (shapes clarify relationships vs. confuse them)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>Arrangement</b>			
Contrast (clear prioritization vs. indistinct)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Whitespace (open space vs. cluttered)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Hierarchy (identifiable parent child vs. no relationship)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Unity (structured grid or look vs. unstructured)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Flow (clear path for eye vs. meander)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Proximity (intentional placement vs. random)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>Animation</b> (intentional meaning vs meaningless distraction)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

