

# Simplicity Appreciation 101

by Craig L. Jones

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## John Maeda's "Laws of Simplicity"

- 1. Reduce** The simplest way to achieve simplicity is through thoughtful reduction.  
*SHE = Shrink, Hide, Embody*
- 2. Organize** Organization makes a system of many appear fewer.  
*SLIP = Sort, Label, Integrate, Prioritize*
- 3. Time** Savings in time feel like simplicity.
- 4. Learn** Knowledge makes everything simpler.
- 5. Differences** Simplicity and complexity need each other.
- 6. Context** What lies in the periphery of simplicity is definitely not peripheral.
- 7. Emotion** More emotions are better than less.
- 8. Trust** In simplicity we trust.
- 9. Failure** Some things can never be made simple.
- 10. The One** Simplicity is about subtracting the obvious, and adding the meaningful.

## Craig Jones' Corollaries

- **Simplicity is hard work**, to be encouraged and rewarded.
- Thoughtful reduction and **refactoring is almost always warranted**. Do not dismiss such work as perfectionism or "gold plating."
- **Beware of over-complications wrought in the name of thoroughness.**
- **Simplicity belongs to the "customer,"** with the burden on the "vendor."

## Richard Gabriel's "Worse is Better" Model

From *The Rise of Worse is Better*, by Richard P. Gabriel, 1991. In order of importance...

- 1. Simplicity** **Simplicity is the most important consideration in a design**, both in implementation and interface. It is more important for the implementation to be simple than the interface.
- 2. Correctness** A design must be correct in all observable aspects. **It is slightly better to be simple than correct.**
- 3. Consistency** **A design must not be overly inconsistent.** Consistency can be sacrificed for simplicity in some cases, but it is better to drop those parts of the design that deal with less common circumstances than to introduce either complexity or inconsistency in the implementation.
- 4. Completeness**  
A design must cover as many important situations as is practical. All reasonably expected cases should be covered. **Completeness can be sacrificed in favor of any other quality**, especially implementation simplicity.