

Sign in

# Sign-in Reminders

## Best Practice: How to Implement Sign-in Reminders

At the first point which requires users to sign in when they attempt to engage with a website or application, remind them of this requirement, and provide them with the means to do so. A sign-in reminder or prompt, in combination with the direct means of logging in to the website or application, helps minimize the amount of time and effort the users must invest *before* they are able to resume their intended activity (e.g., posting a comment within a forum). To implement the sign-in reminders design pattern, we recommend that you take the following steps:

- 1 | At *all* the various points of the user interface where the users can input information, **include a reminder** when they attempt to do so before they have signed in.
- 2 | Within the sign-in reminder, **provide the facility to sign in** there and then.
- 3 | Once the users have signed in, **ensure that they are returned** to their previous point.
- 4 | As the sign-in reminder appears when the users have attempted to engage without having signed in, **make sure the data they had previously entered is preserved** when they return to their previous page.



# Do you want to learn more?

Learn how to use this template to your best advantage in our online course [UI Design Patterns for Successful Software](#). Sign up for it today and learn how you can create user interfaces that work just right if you haven't already started the course.

## UI Design Patterns for Successful Software

### ■□□ Beginner course

User interface (UI) design patterns can be a designer's best friend, allowing you to build excellent user experiences with structure and speed. When used in the wrong way, however, they can quickly lead to experiences that confuse your users... and no-one wants that! Our course [UI Design Patterns for Successful Software](#) will equip you with the knowledge required to master UI design patterns and secure them as one of the best attributes in your designer's toolkit. You'll be guided through best practices relating to content organization, navigation, data entry, and social integration—all with detailed templates that you can use in your daily work. You'll also analyze and critique popular websites to see how the best of the best utilize UI design patterns to achieve great UX design. If you found this template useful, then this course is a treasure trove of resources and guidance that will continue to enhance your knowledge of UI design.

[Learn more about this course >](#)



INTERACTION DESIGN  
FOUNDATION

INTERACTION-DESIGN.ORG



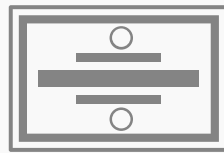
Creative Commons BY-SA license: You are free to edit and redistribute this template, even for commercial use, as long as you give credit to the Interaction Design Foundation. Also, if you remix, transform, or build upon this template, you must distribute it under the same CC BY-SA license.

# How to advance your career with our online courses



## Take online courses by industry experts.

Lessons are self-paced so you'll never be late for class or miss a deadline.



## Get a Course Certificate.

Your answers are graded by experts, not machines. Get an industry-recognized Course Certificate to prove your skills.



## Advance your career.

Use your new skills in your existing job or to get a new job in UX design. Get help from our community.

[See all our courses >](#)

## About the Interaction Design Foundation



INTERACTION DESIGN  
FOUNDATION

With over 66,000 alumni, the Interaction Design Foundation is the biggest design school globally. Industry leaders such as IBM and Adobe train their teams with our courses, and universities such as MIT and the University of Cambridge include our courses in their curricula. Our online courses are taught by industry experts and cover the entire spectrum of UX design from beginner to advanced. We give you industry-recognized course certificates to advance your career. Since 2002, we've put together the world's biggest and most authoritative library of open-source UX Design literature created by such noted authors as Don Norman and Clayton Christensen.



[INTERACTION-DESIGN.ORG](https://www.interaction-design.org)



Creative Commons BY-SA license: You are free to edit and redistribute this template, even for commercial use, as long as you give credit to the Interaction Design Foundation. Also, if you remix, transform, or build upon this template, you must distribute it under the same CC BY-SA license.