

HMI MODULE-4 CHAPTER 4

Screen Designing

Design Goals

- Simplicity
- Consistency
- Completeness
- No Functional Overlap

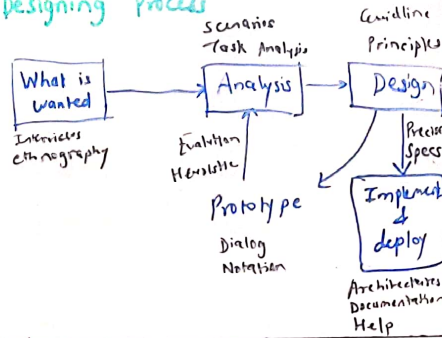
Amount of information

- Info should be clear
- Emphasize the imp data
- Minimize non-data elements
- Do not represent redundant info

Focus & Emphasis

- Good screen design always focuses on users & their needs while designing a UI.

Designing Process



- Emphasis is a way to make user's attention on the screen for the particular content, image, link, button, etc
- Strategy to visible screen elements on screen
- Tools to create emphasis
 - Lines
 - Shapes
 - Colors
 - Textures

Screen Designing

- User can interact with system at various level
 - Widget Choices
 - Screen Design
 - Navigation Design
- Levels of interactions

Types of statistical graphics

- 1) Line Graph
- 2) Bar Graphs
- 3) Pie Charts

Technological considerations in Interface Design

- Should be compatible with system functionalities

PC application	Website	Physical Device
Widgets	Form elements, tags & links	Buttons, dials, lights, displays
Screen design	Page Design	Physical Layout
Navigation Design	Site Structure	Main modes of device
Other apps	The web, browser	The real world
OS	External links	

- Proper power supply to system for good interaction
- Screen size should be compatible with user
- Screen resolution should be adjustable
- Software should run on various platforms
- Web screen should open on different browsers
- Colour scheme should be pleasant
- Design for commonly used bandwidth

Screen Navigation & flow

- 1) Local Structure
 - looking from one screen or page out
- 2) Global Structure
 - Structure of website, movement between screens

Visually Pleasing Composition

- Aim of screen design is to improve user experience with the effect of illustrations, photography, space, layouts, color on the usability of product

- Arrange visual elements like buttons, texts, images in such manner where user experience should be efficient
- To achieve visually pleasing design, designers consider.
 - Symmetry
 - Regularity
 - Predictability
 - Sequentially
 - Economy
 - Simplicity
 - Grouping