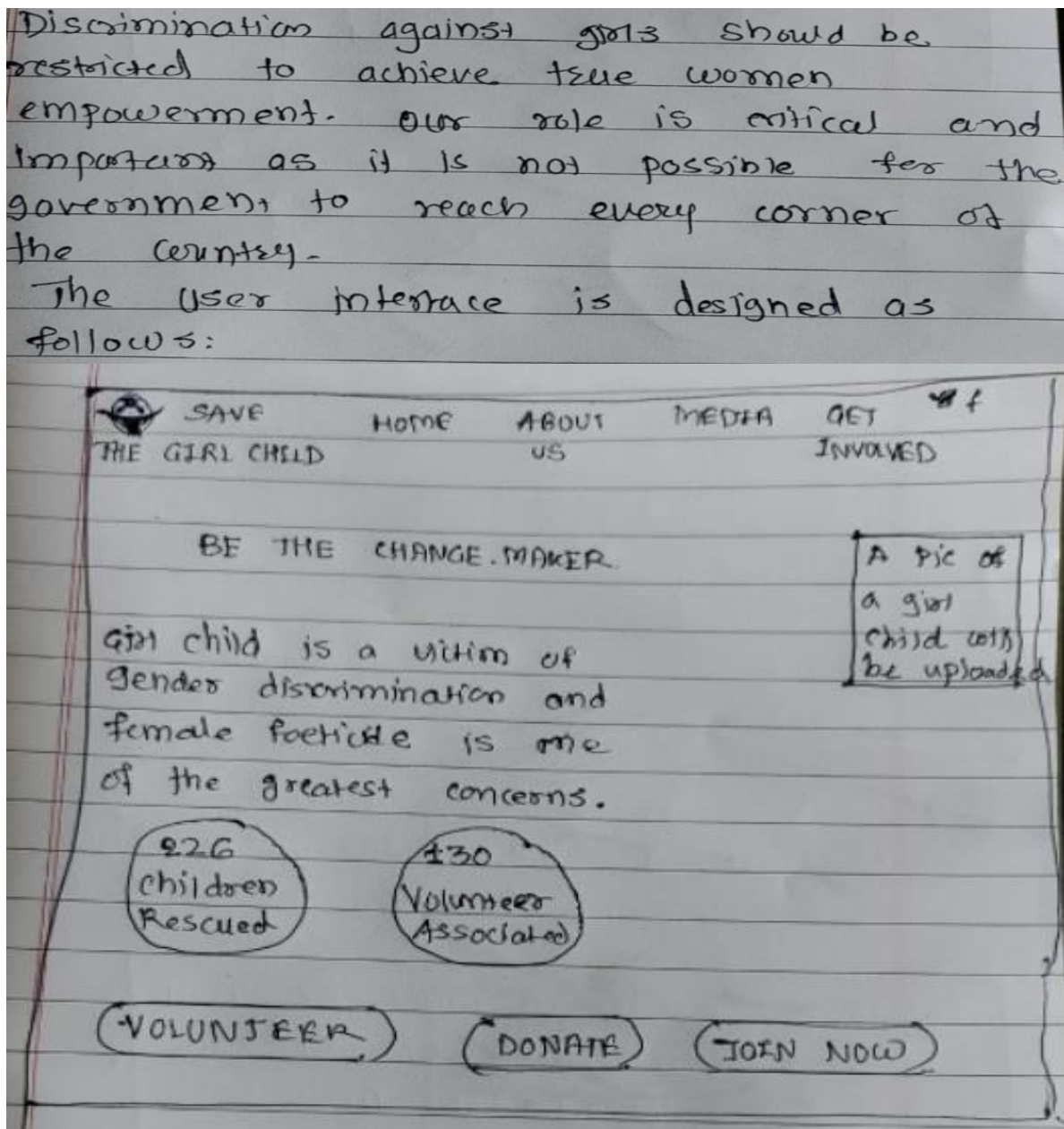


Design Questions

15. Design a user interface for a 'Save Girl Child' awareness campaign. Assume appropriate data required for it.

(*Note: This is a sample UI design. For this or other similar questions you can add more details, make the use of relevant icons/ symbols etc. U can show additional design of the page which gets displayed after selecting a particular menu option. You can show how a form can be designed, if applicable. */)

Here write about the importance of the topic, its need, the purpose of UI design to support the cause, the statistics available, how people can donate/ volunteer/ join. Write the features out of the following listed or you can write others which are relevant to the design.



You can join us in undertaking various initiatives in the field of education, health & nutrition, and child protection.

The following secondary window is displayed when the 'Donate Now' button is clicked.

HELP TO START A GIRL'S EDUCATION JOURNEY. IT WILL BE THE BEST GIFT YOU CAN EVER GIVE.

DONATE NOW ♡

A Volunteer Registration form is displayed when the button is clicked.

Full name *

Email *

Phone *

State *

City *

Areas of interest * v

Availability *

submit

* indicates compulsory field.

v indicates drop down list.

The UI has the following features.

1. Users at the Center

The focus is on people i.e. the “user”. The UI designed is easy and natural to use, avoiding confusion to the user.

2. **Clarity:** UI is clear in visual appearance, concept & wording.
3. **Familiarity:** Visual elements are understandable. They are related to real world concepts & functions.
4. **Simplicity:** The interface words & text are simple, unambiguous, & free of computer jargon.
5. **Organization:** A menu bar is used to organize and provide access to actions. It is located horizontally at the top of the window. The menu bar contains a list of topics or items that, when selected, are displayed on a pull-down menu beneath the choice.
6. **Intuitive:** The UI design has recognizable features and elements that are intuitive to interact with.

7. **Consistency:** The consistency is created through colors and fonts that may seem intuitive.
8. **Positioning:** The main menu is at the top of the page in the left. It has to do with creating clarity for users, since this is where people first look to find those elements, as evidenced in eye tracking studies.
9. **Sophisticated Visual Presentation:** The meaningful interface elements visually presented to the user include menu bar, icons, links, buttons, a mouse pointer and a cursor. The objective is to reflect the world of the user realistically, meaningfully, simply, and clearly as possible
10. **Pick-and-Click Interaction:** The primary mechanism for pick-and-click is the mouse and its buttons. The secondary mechanism for performing these selection actions is the keyboard.
11. **Feedback:** An immediate acknowledgment for all user actions is provided.
12. **Content:** The content is logical, meaningful, and sensible
13. **User friendliness:** The design is keyboard-friendly to ensure that it can be navigated through using the tab key.
14. **Use of colors:** An appropriate color contrast is used.