

Lesson Objectives

- To describe the design principles of good user interface
- To discuss the guidelines of designing color in an user interface
- To assess the design of an user interface

Introduction

- The user interface of a system is often the yardstick by which that system is judged.
- An interface, which is difficult to use will, at best, result in a high level of user errors.

UI Design Process Analysed & Evaluate Produce paperunderstand user based design design with end-users activities prototype Evaluate Produce Design dynamic design design prototype prototype with end-users Implement Executable final user prototype interface

Common Design Issues

- System response time
- User help facilities
- © Error information handling
- Command labeling

Two Modes of Designs

- Basically, two modes of designs:
 - text-based mode
 - GUI-based mode

```
C:\WINDOWS\system32\cmd.exe

Microsoft Windows XP [Version 5.1.2600]

(C) Copyright 1985-2001 Microsoft Corp.

C:\Documents and Settings\HP_Administrator\ipconfig

Windows IP Configuration

Ethernet adapter Local Area Connection:

Connection-specific DNS Suffix : 71.112.21.100
Subnet Mask : 255.255.0
Default Gateway : 71.112.21.1

Ethernet adapter \((6155E97E-3B2E-49FE-BCC9-0B690A3FD34F\):

Media State : Media disconnected

C:\Documents and Settings\HP_Administrator\
```



Characteristics of GUI

- Windows
- O Icons
- Menus
- Pointing
- Graphics

Advantages of GUIs

- they are relatively easy to learn and use
- the user has multiple screens (windows) for system interaction
- If ast, full-screen interaction is possible with immediate access to anywhere on the screen.

3 Golden Rules for a Good UI Design

 Place the user in control – People do not like to be controlled by the machine and they like to know the status of the operation/ system.





3 Golden Rules for a Good UI Design

2. Reduce the user's memory load – people have limited short-term memory & they make mistakes when they handle too much info.

3 Golden Rules for a Good UI Design

3. Make the interface consistent – easy to learn and the knowledge learnt in one command or application is applicable in other parts of the system.



UI Design/Principles

- User interface design must take into account the needs, experience and capabilities of the system user.
- User familiarity should use the terms and concepts which are drawn from the experience of the users. E.g. Library system operations: book in, book out, renew book etc.
- Consistency wherever possible, operations should be activated in the same way

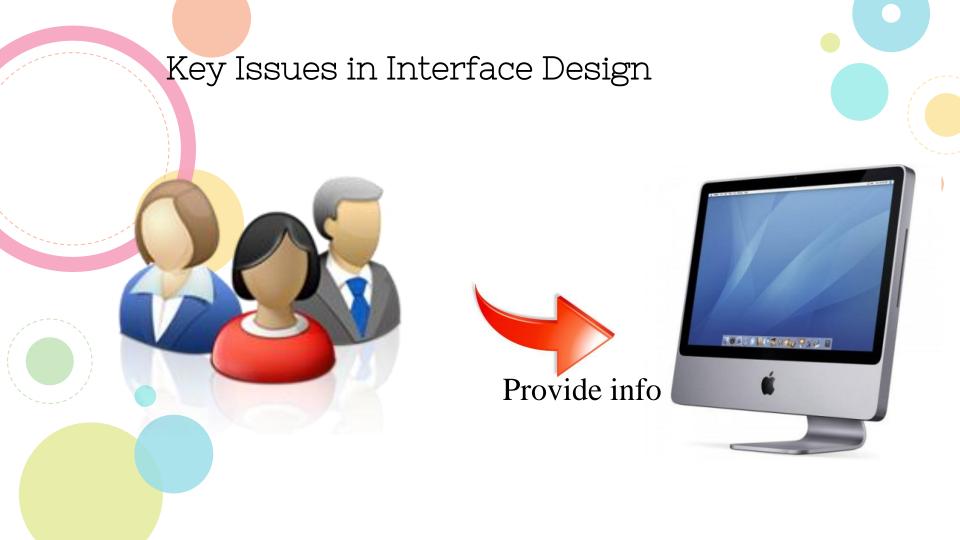
 Minimal surprise users should never surprised by
 - Minimal surprise users should never surprised by the behaviour of a system

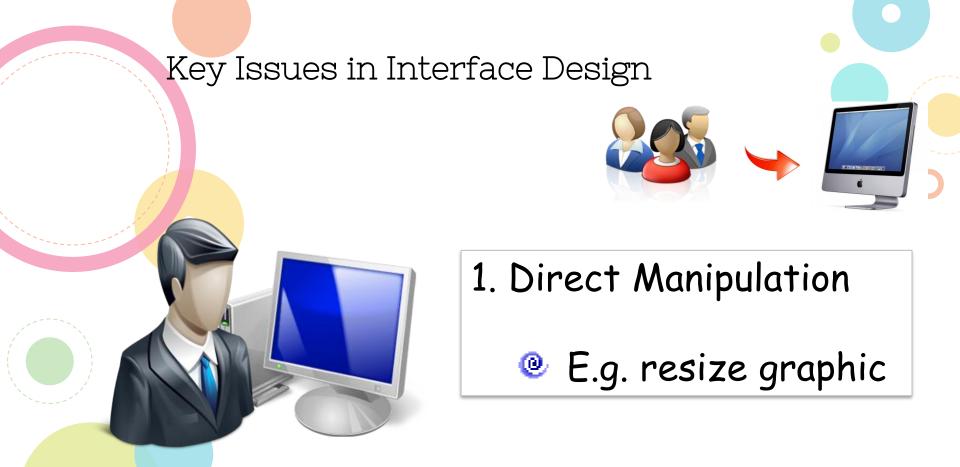


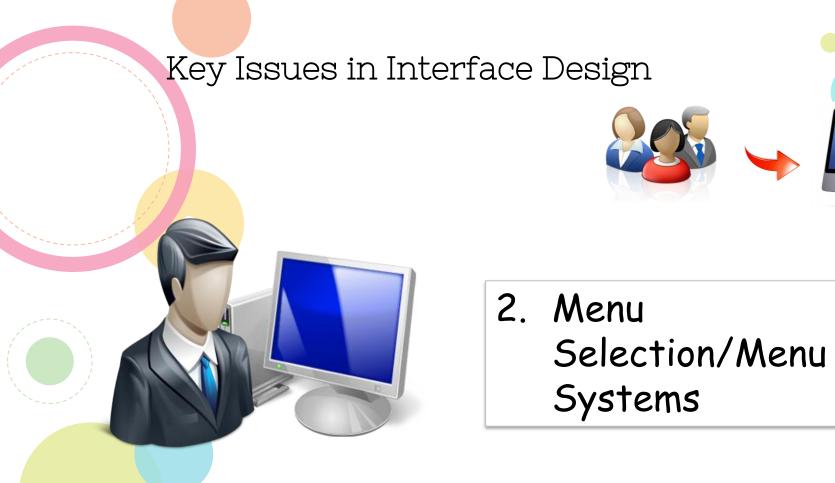
UI Design Principles

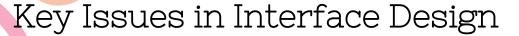
- Recoverability should allow users to recover from errors, e.g. Undo function
- User guidance provide help feature and meaningful feedback when errors occur
- User diversity should provide appropriate interaction facilities for different types of system user. E.g. Experience user: very detailed step-by-step way to perform a function.

- The designer of a user interface to a computer is faced with two key issues:-
- How can information from the user be provided to the computer system?
- How can information from the computer system be presented to the user?











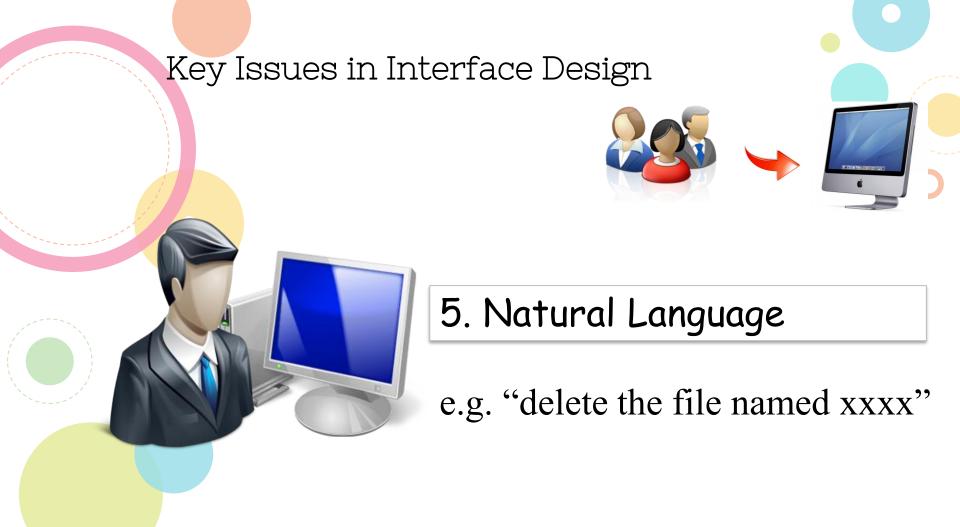


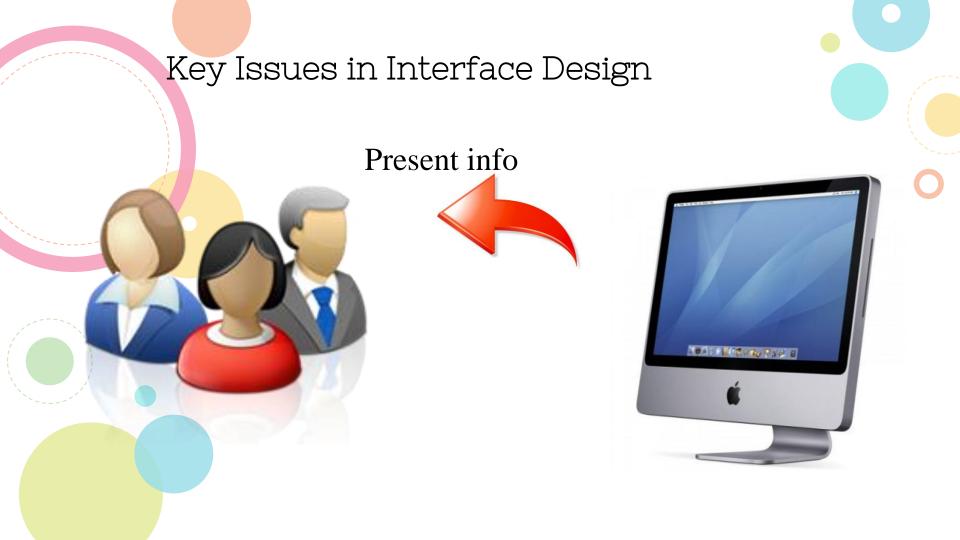


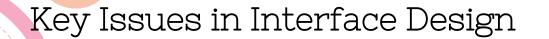


4. Command Line/Command Language

```
ıteMouse ∨1.9.1 alpha 1 [FreeDOS]
nstalled at PS/2 port
\>ver
reeCoм version 0.82 pl 3 XMS_Swap [Dec 10 2003 06:49:21]
: \>dir
Jolume in drive C is FREEDOS_C95
Jolume Serial Number is 0E4F-19EB
Directory of C:∖
                   <DIR> 08-26-04 6:23p
JTOEXEC BAT
DOTSECT BIN
                     512 08-26-04 6:23p
      COM
ONFIG
       SYS
                     801 08-26-04 6:24p
DOSBOOT BIN
                     512 08-26-04 6:24p
ERNEL SYS
                  45,815 04-17-04 9:19p
       6 file(s)
                        142,038 bytes
       1 dir(s)
                  1,064,517,632 bytes free
```









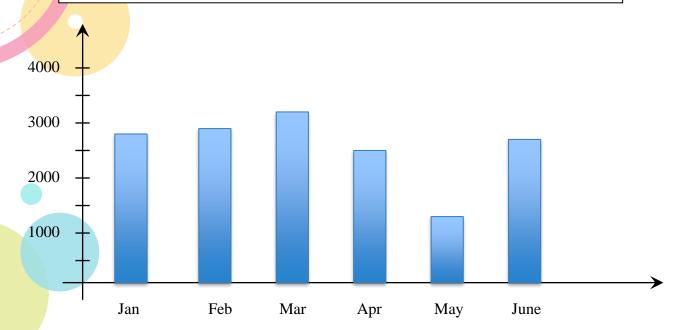


When presenting information to the users, the following factors must be taken into consideration:

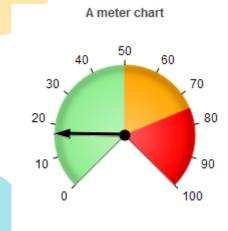
- 1. Data Visualization
- 2. Color

Example: Data Visualization (Textual vs. Graphical presentation)

Jan	Feb	Mar	Apr	May	June
2842	2851	3164	2500	1273	2835



Example: Data Visualization (Present dynamically varying numeric information)





Example: Data Visualization (Graphical info display showing relative values)

Pressure

0 100 200 300 400

Temperature



Exercise

Q: Suggest a scenario to use Textual presentation and another scenario to use Graphical presentation.

Answer:

Textual presentation: Customer details, Order details, Account balance details, and etc.

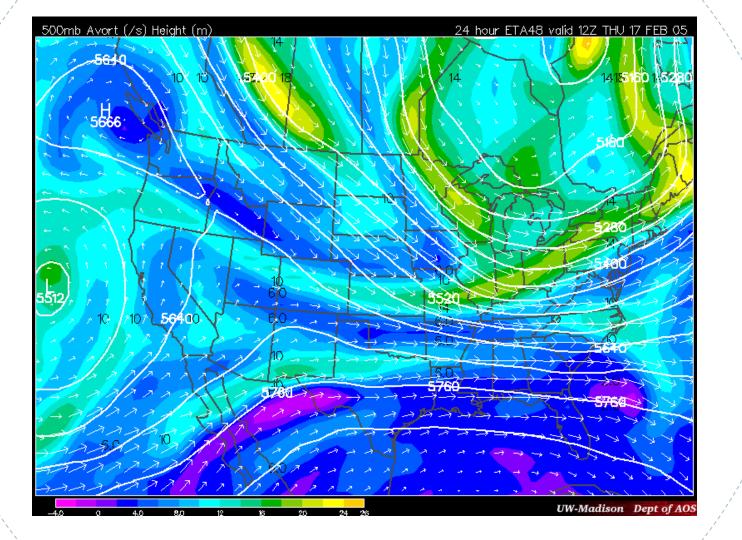
Exercise

Q: Suggest a scenario to use Textual presentation and another scenario to use Graphical presentation.

Answer:

Graphical presentation:

- Weather information, gathered from a number of sources, is shown as a weather map with isobars, weather fronts and so on
- The state of a telephone network is displayed graphically in a network management center

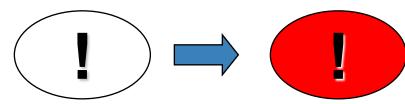


The Use of Colors – Errors in Using Colors

- Common errors made by designers when incorporating color in a user interface are: -
 - Color is used to communicate meaning
 - Color-blind may misinterpret the color
 - Human color perceptions are different
 - Too many colors or the colors are too bright in the display
 - Some colors cannot viewed comfortably for long
 - Cause confusion if colors are used inconsistently

Guidelines when Using Color

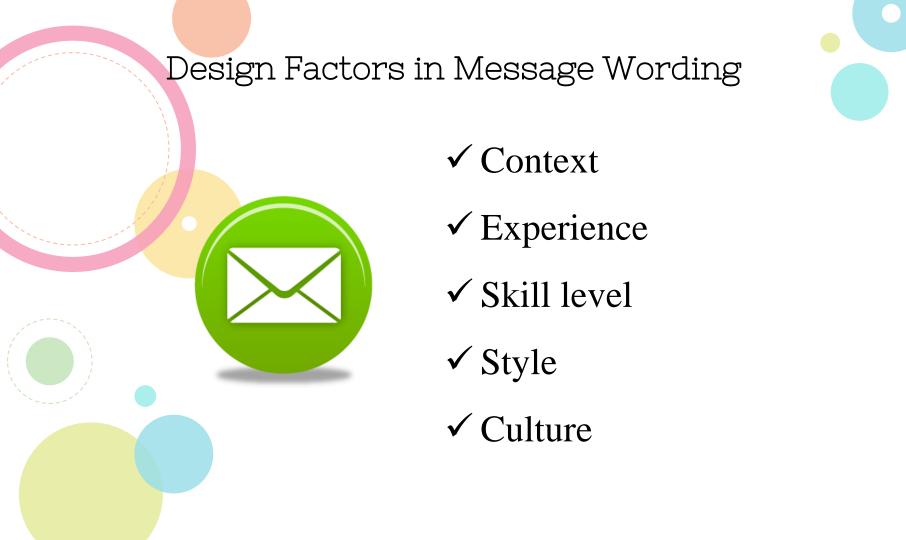
- Limit the number of colors used
 - < 5 colors in a window; < 7 colors in an interface</p>
- Use color change to show a change in system status
 - Change of color means that a significant event has occurred.
 - → E.g. change of color



Guidelines when Using Color

- Use color coding to support the task which users are trying to perform
 - → similar tasks same color
 - → abnormal tasks different color
- Use color coding in a thoughtful and consistent way
 - → E.g. If using red for error message, all other parts should do the same.
 - Be careful about color pairings
 - → Some color combinations may cause eyestrain & hard to read. E.g. Red on a blue display.







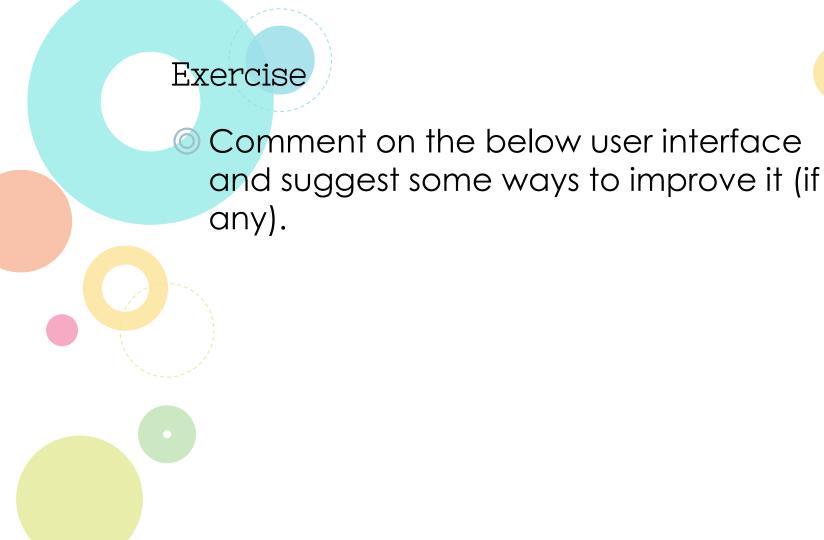


Support Documentation for Users

- A functional description
 - description of services (system evaluators)
- An introductory manual
 - Getting started (beginner)
- A system reference manual
 - facility description (experienced users)

Support Documentation for Users

- A system installation manual
 - how to install system (system administrator)
- A system administrator's manual
 - operation & maintenance (system administrator)



Student Registration Form									
Main Add	Dele	te Search	Prin	ıt					
Gender		D.O	В						
Name		Age							
I/C No.		Add	ress						
Guidance Name		SPM	I Result						
Guidance I/C		В. М	[alaysia						
Course(1st choice)		Engl	ish						
Course(2 nd choice)		Matl	nematics						