USER INTERFACE DESIGN
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017 - 2018)
SEMESTER – VIII

Subject Code	17CS832	IA Marks	40
Number of Lecture Hours/Week	3	Exam Marks	60
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 03

Module – 1	Teaching Hours
Introduction-Importance-Human-Computer interface-characteristics of graphics interface-Direct manipulation graphical system - web user interface-popularity-characteristic & principles.	08 Hours
Module – 2	
User interface design process- obstacles-usability-human characteristics in design - Human interaction speed-business functions-requirement analysis-Direct-Indirect methods-basic business functions-Design standards-system timings - Human consideration in screen design - structures of menus - functions of menus-contents of menu-formatting -phrasing the menu - selecting menu choice-navigating menus-graphical menus.	08 Hours
Module – 3	
Windows: Characteristics-components-presentation styles-types-managements-organizations-operations-web systems-device-based controls: characteristics-Screen -based controls: operate control - text boxes-selection control-combination control-custom control-presentation control.	08 Hours
Module – 4	
Text for web pages - effective feedback-guidance & assistance-Internationalization-accessibility -Icons-Image-Multimedia-coloring.	08 Hours
Module – 5	
Windows layout-test :prototypes - kinds of tests - retest - Information search - visualization - Hypermedia - www - Software tools.	08 Hours

Course outcomes: The students should be able to:

- Design the user interface, menu creation and windows creation and connection between menu and windows
- Describe and explain the user interface design process

Question paper pattern:
The question paper will have ten questions.
There will be 2 questions from each module.
Each question will have questions covering all the topics under a module.
The students will have to answer 5 full questions, selecting one full question from each module.

Text Books:

1. Wilbent. O. Galitz ,"The Essential Guide to User Interface Design", John Wiley& Sons, 2001.

Reference Books:

1. Ben Sheiderman, "Design the User Interface", Pearson Education, 1998.
2. Alan Cooper, "The Essential of User Interface Design", Wiley - Dream Tech Ltd., 2002.