User Interface Design

Objectives

- Distinguish between different types of computer users and design considerations for each.
- Identify several important human engineering factors and guidelines and incorporate them into a design of a user interface.
- Integrate output and input design into an overall user interface that establishes the dialogue between users and computer.
- Understand role of operating systems, web browsers, and other technologies for user interface design.
- Apply appropriate user interface strategies to an information system. Use a state transition diagram to plan and coordinate a user interface.
- Describe how prototyping can be used to design a user interface.

System User Classifications

Expert User is an experienced computer user

- Spends considerable time using specific application programs.
- Use of a computer is usually considered nondiscretionary.
- In the mainframe computing era, this was called a dedicated user.

Novice User is a less experienced computer user

- Uses computer on a less frequent, or even occasional, basis.
- Use of a computer may be viewed as discretionary (although this is becoming less and less true).
- Sometimes called a casual user.

Interface Problems

According to Galitz, the following problems result in confusion, panic, frustration, boredom, misuse, abandonment, and other undesirable consequences.

- Excessive use of computer jargon and acronyms
- Non obvious or less-than-intuitive design
- Inability to distinguish between alternative actions ("what do I do next?")
- Inconsistent problem-solving approaches
- Design inconsistency

Commandments of User Interface Design

- Understand your users and their tasks.
- Involve the user in interface design.
- Test the system on actual users.
- Practice iterative design.

Human Engineering Guidelines

- The user should always be aware of what to do next
 - Tell user what the system expects right now.
 - Tell user that data has been entered correctly.
 - Tell user that data has not been entered correctly.
 - Explain reason for a delay in processing.
 - Tell user a task was completed or not completed.
- Format screen so instructions and messages always appear in same general display area.
- Display messages and instructions long enough so user can read them.

Human Engineering Guidelines (continued)

- Use display attributes sparingly.
- Default values should be specified.
- Anticipate errors users might make.
- Users should not be allowed to proceed without correcting an error.
- If user does something that could be catastrophic, the keyboard should be locked to prevent any further input, and an instruction to call the analyst or technical support should be displayed.

Guidelines for dialogue Tone and Terminology

Dialogue is the overall flow of screens and messages for an application

Tone:

- Use simple, grammatically correct sentences.
- Don't be funny or cute!
- Don't be condescending.

Terminology

- Don't use computer jargon.
- Avoid most abbreviations.
- Use simple terms.
- Be consistent in your use of terminology.
- Carefully phrase instructions—use appropriate action verbs.

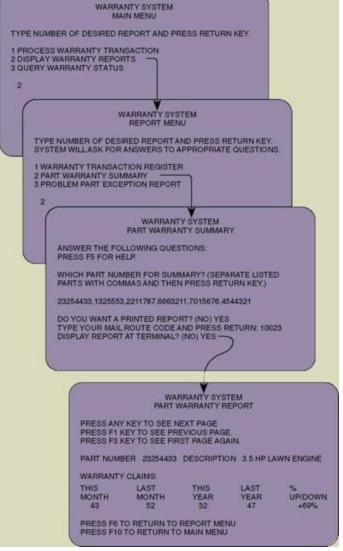
User Interface Technology

- Operating Systems and Web Browsers
 - GUI
 - Windows, Macintosh, UNIX, Linux, Palm OS, Windows CE
 - Growing importance of platform independence
- Display Monitor
 - Regular PC monitors
 - Non-GUI terminals
 - Growing importance of devices such as handhelds
 - **Paging** Display complete screen of characters at a time.
 - **Scrolling** Display information up or down a screen one line at a time.
- Keyboards and Pointers
 - Mouse
 - Pens

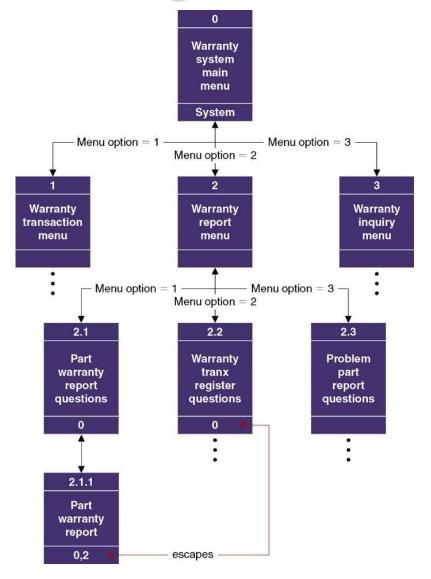
Graphical User Interfaces Styles and Considerations

- Windows and frames
- Menu-driven interfaces
 - Pull-down and cascading menus
 - Tear-off and pop-up menus
 - Toolbar and iconic menus
 - Hypertext and hyperlink menus
- Instruction-driven interfaces
 - Language-based syntax
 - Mnemonic syntax
 - Natural language syntax
- Question-answer dialogue

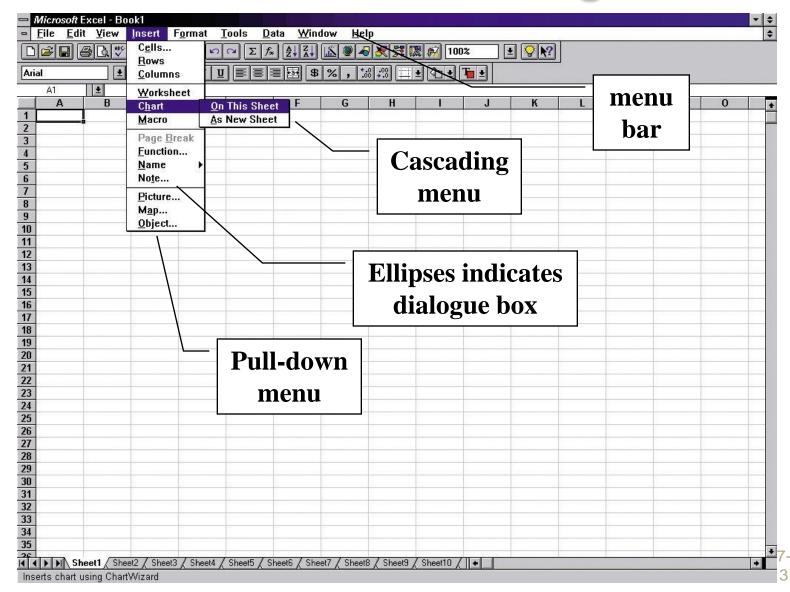
A Classical Hierarchical Menu Dialogue



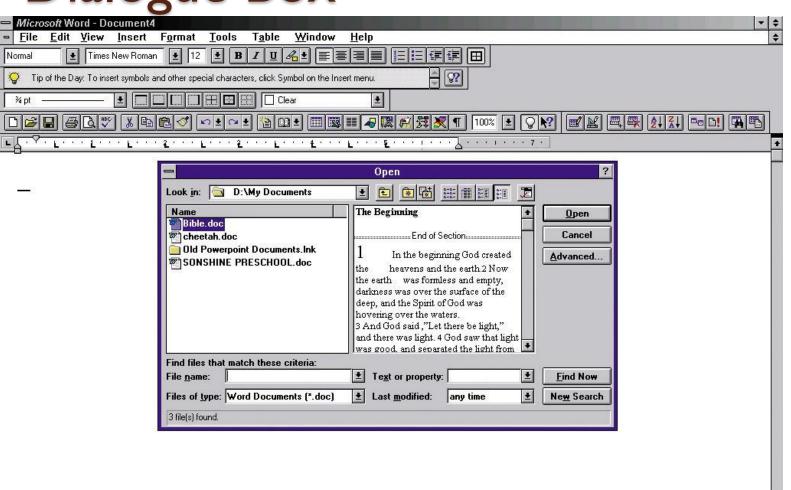
Sample Dialogue Chart



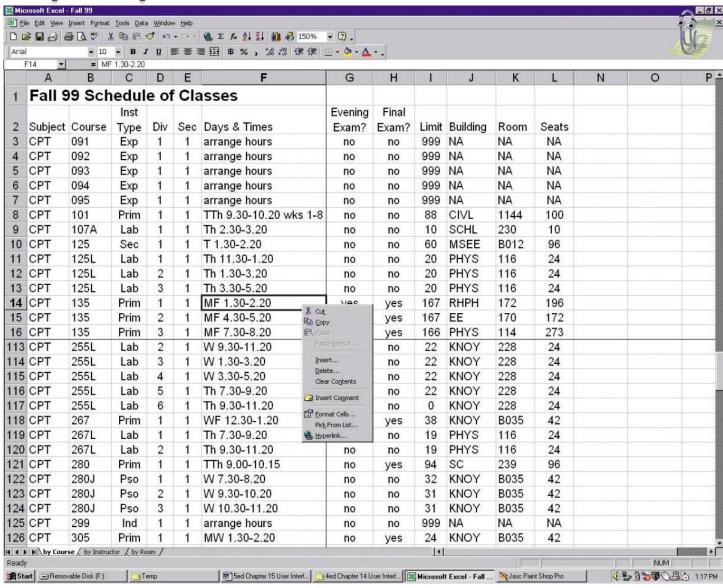
Pull-Down and Cascading Menus



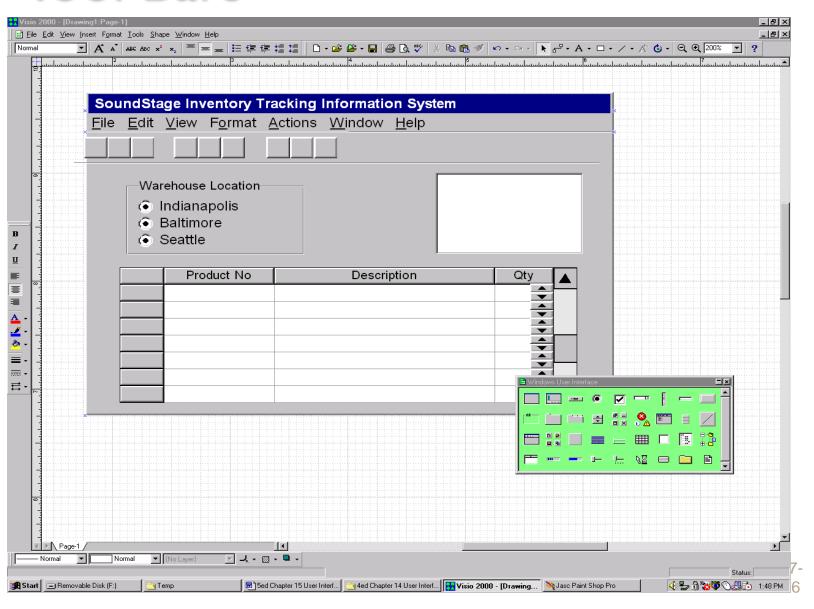
Dialogue Box



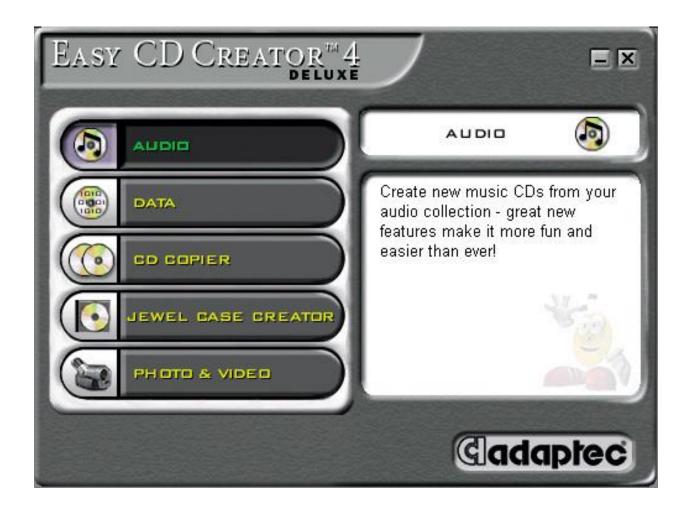
Pop-Up Menus



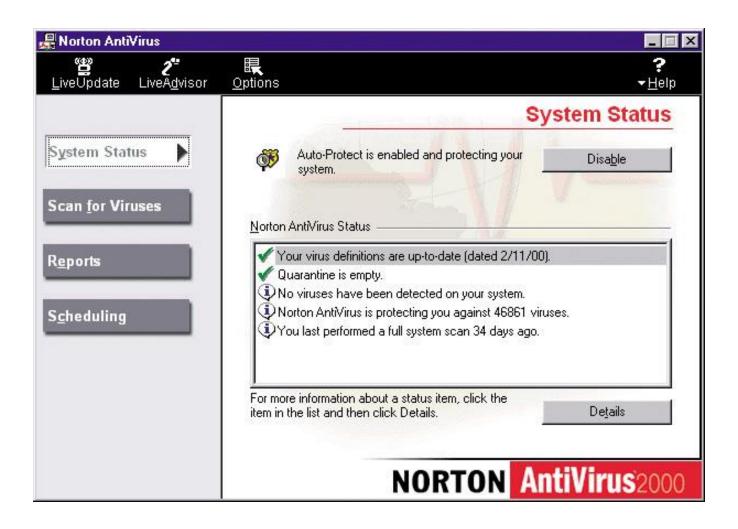
Tool Bars



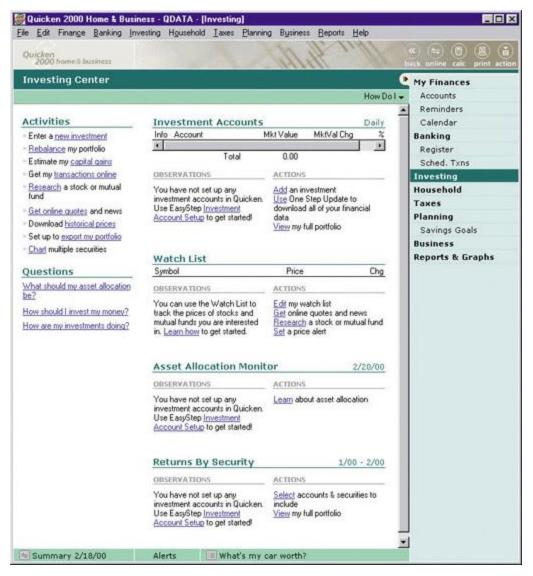
Iconic Menus



Consumer-Style Interface



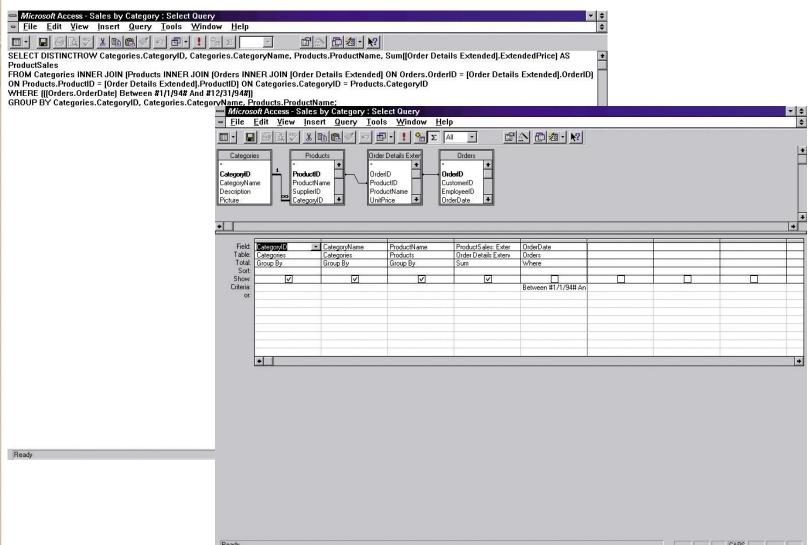
Hybrid Windows/Web Interface



Instruction-Driven Interfaces

- Language-based syntax is built around a widely accepted command language that can be used to invoke actions
 - SQL
- Mnemonic syntax is built around commands defined for custom information systems.
 - Commands unique to that system and meaningful to user
- Natural language syntax allows users to enter questions and command in their native language

Instruction-Driven Interface



Special Considerations for User Interface Design

- Internal Controls Authentication and Authorization
 - User ID and Password
 - Privileges assigned to roles
 - Web certificates
- Online Help
 - Growing use of HTML for help systems
 - Help authoring packages
 - Tool tips
 - Help wizards
 - Agents reusable software object that can operate across different applications and networks.

Authentication Log-in Screen and Error Screen

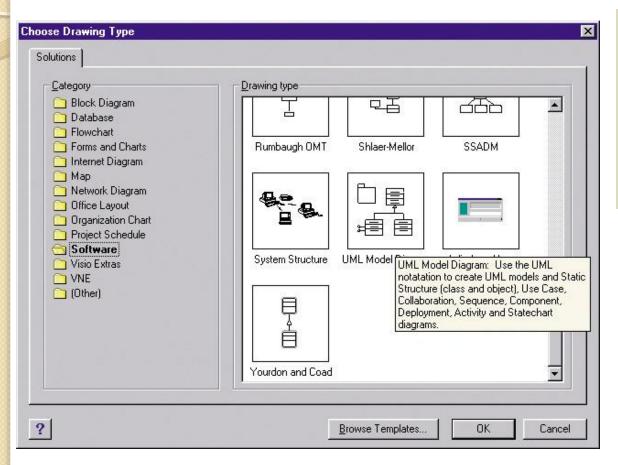
| Security Authorization | |
|--|---|
| Warning: This computer program is protected by copyright law and international treaties. Unauthorized reproduction or distribution of this program, or any portion of it, may result in civil and criminal penalties, and will be prosecuted to the maximum extent possible under the law. | Soundstage Entertainment Club User ID Information: User ID: JSmith Password: xxxx |

| Security | Authorization Failure |
|----------|--|
| 8 | Unknown User ID or incorrect password. Please try again. |
| | OK |

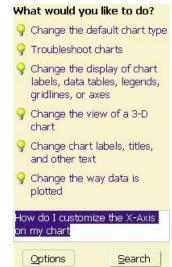
Server Security Certificate



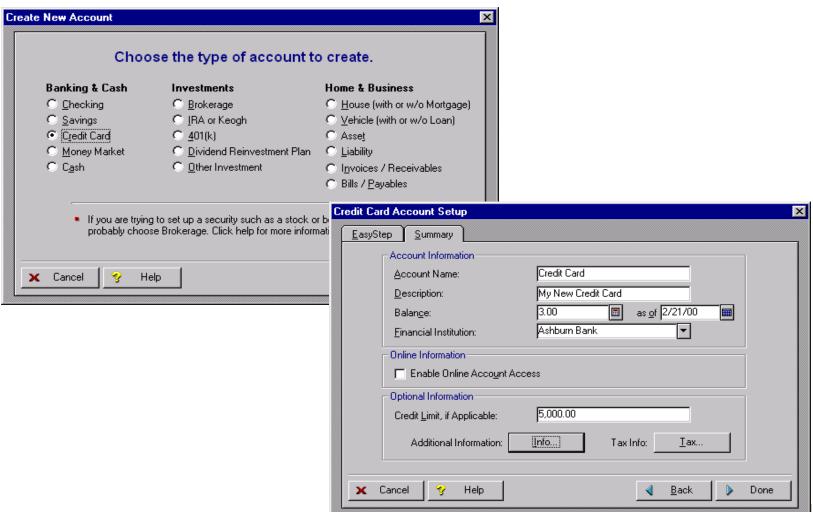
Help Tool Tip, Help Agent, and Natural Language Processing





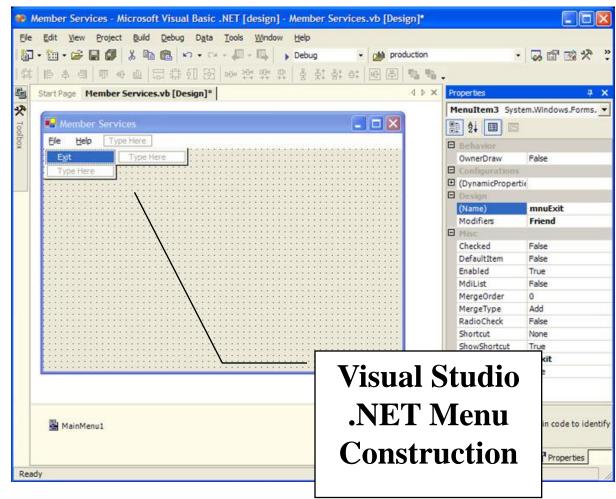


Help Wizard

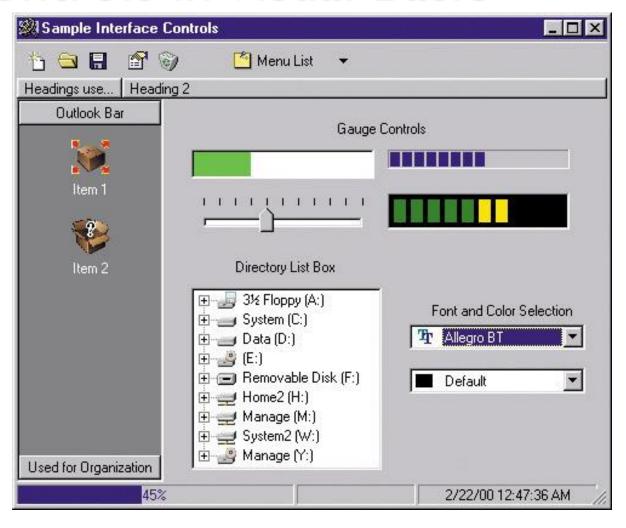


Automated Tools for User Interface Design & Prototyping

- Microsoft Access
- CASE Tools
- Visual Studio
- Excel
- Visio



Additional User Interface Controls in Visual Basic



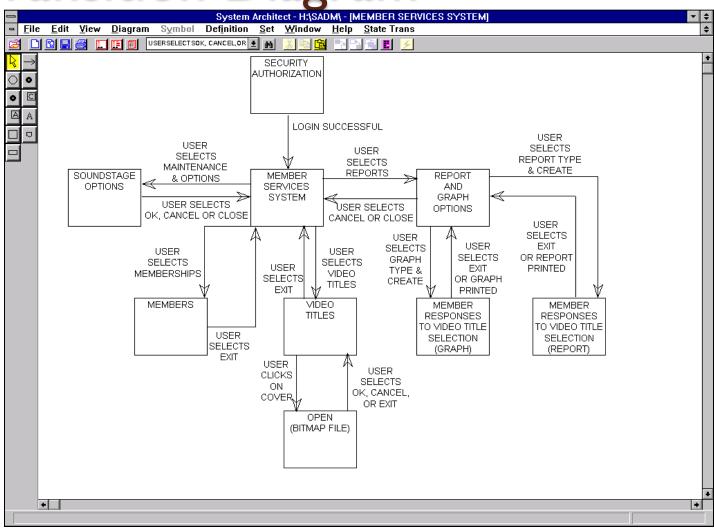
The User Interface Design Process

1. Chart the user interface dialogue.

State Transition Diagram— a tool used to depict the sequence and variation of screens that can occur during a user session.

- 2. Prototype the dialogue and user interface.
- 3. Obtain user feedback.
 - Exercising (or testing) the user interface
- 4. If necessary return to step 1 or 2

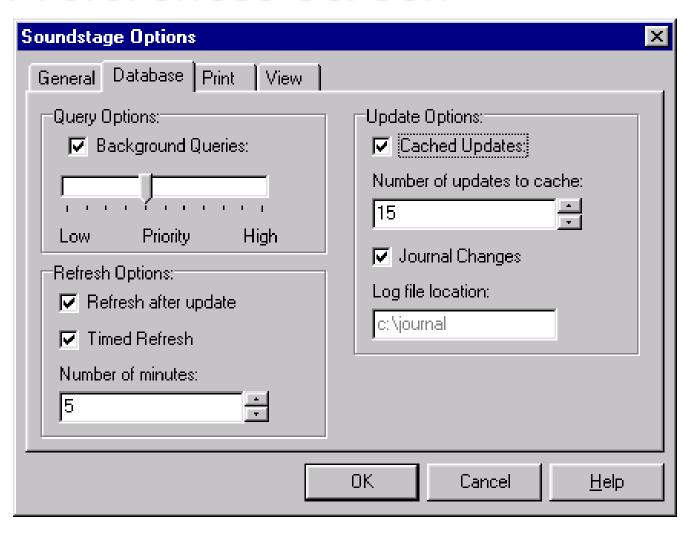
SoundStage Partial State Transition Diagram



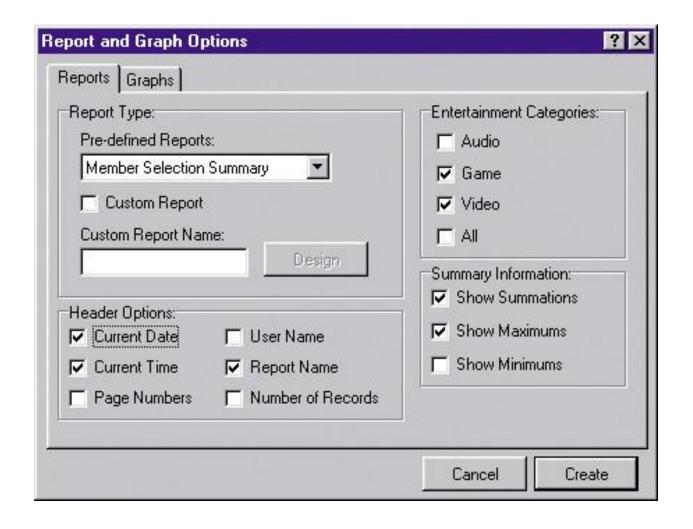
SoundStage Main Menu



SoundStage Options and Preferences Screen



SoundStage Report Customization dialogue Screen



Revision Questions

- Why should the system users be involved in the process of designing user interfaces?
- 2. Who are expert users? Why are they called expert?
- 3. Why can some user interfaces cause users to feel confused, panicky, or frustrated?
- 4. What does it mean to test the system on actual users?
- 5. What should we do to ensure the system users are aware of what to do in the system?
- 6. How should the interfaces handle errors?
- 7. What are some factors that should be considered in terms of the terminology used in computer dialogues?

- 8. Why are Web browsers becoming more important when designing applications?
- Explain paging and scrolling.
- 10. What should we consider when we design function keys for our applications?
- 11. Why are pens used in applications?
- 12. What is the relationship between windows and frames?
- 13. What are characteristics of a pop-up menu?
- 14. What are steps of the user interface design process?
- 15. What is the tool used to facilitate the charting of the dialogue?