

INTERFACE DESIGN

Wurzer Daniel



► Zwei User Interface Interaction Modelle:

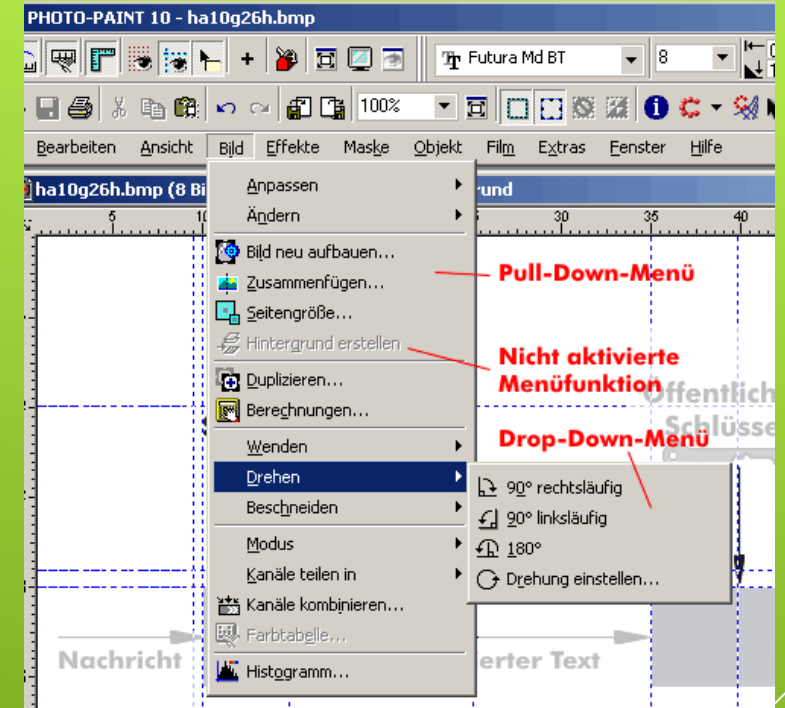
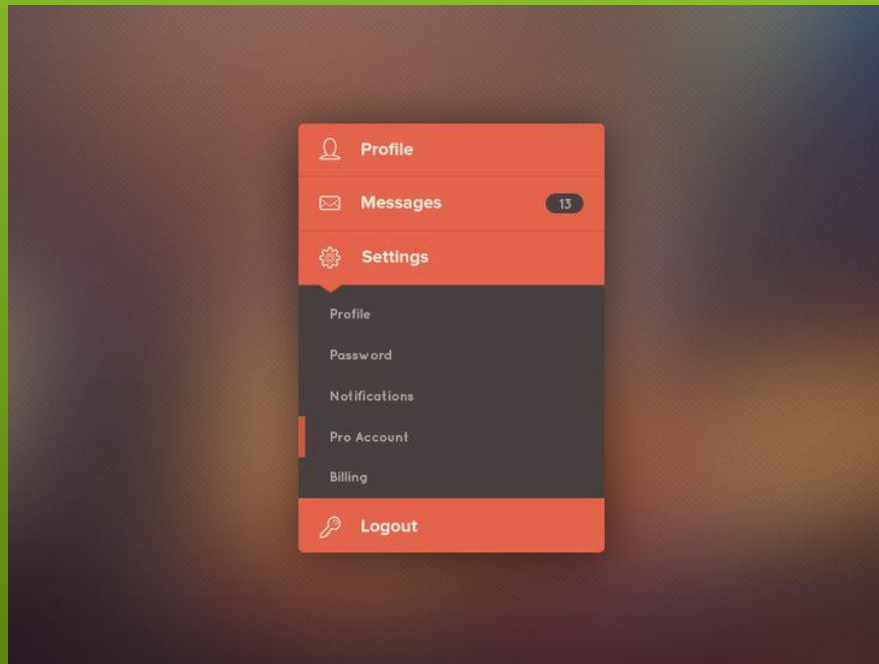
- 1) Action-object interaction
- 2) Object-action interaction

MODELLE



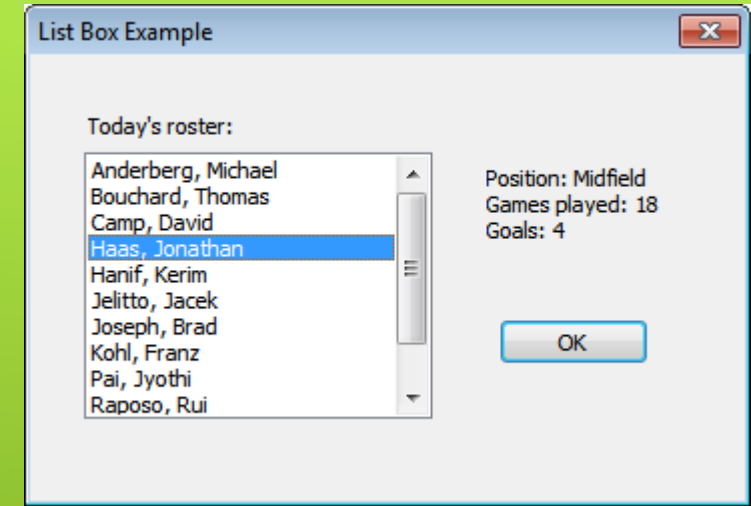
- Leichtere Interaktionen

MENÜ



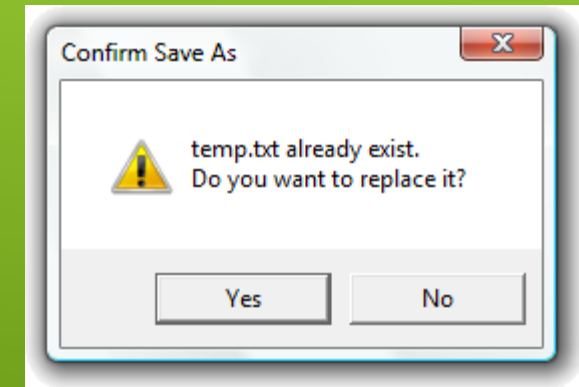
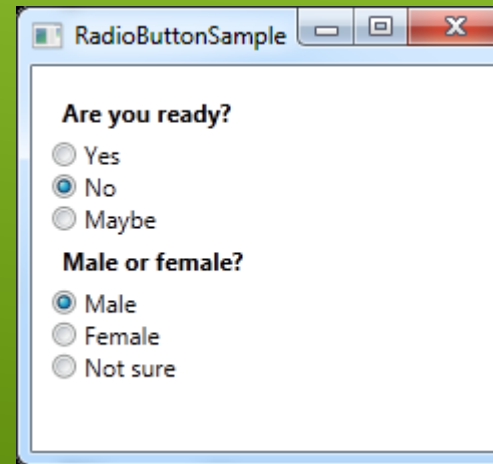


Toolbar



► = Controller

OBJEKTE



dialog box

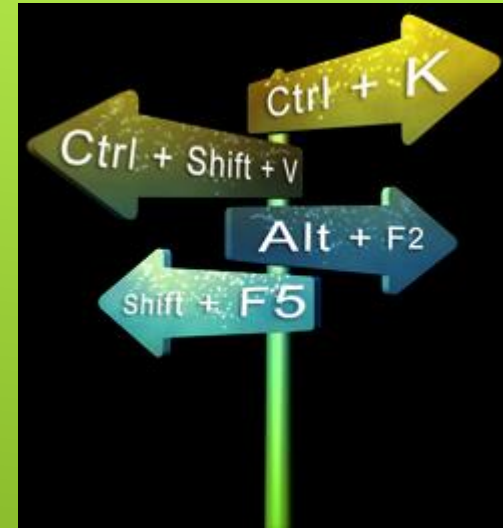
- Farben
- Soundeffekte
- Lokalisierung



VERBESSERUNG



- ▶ Check Box
- ▶ Form
- ▶ Human-machine interaction
- ▶ Metapher
- ▶ Screen Reader
- ▶ Shortcut
- ▶ VRT



- ☐ Checkbox
- ☐ Checkbox Disabled
- ☒ Checkbox selected

WEITER BEGRIFFE



DANKE FÜR EURE
AUFMERKSAMKEIT!!!

