CSE 3421 UI and UX

SUMMER 2021
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Why This Lesson?

This is the face of your software. Don't you take care of your appearance?

UX vs. UI



UX vs. UI

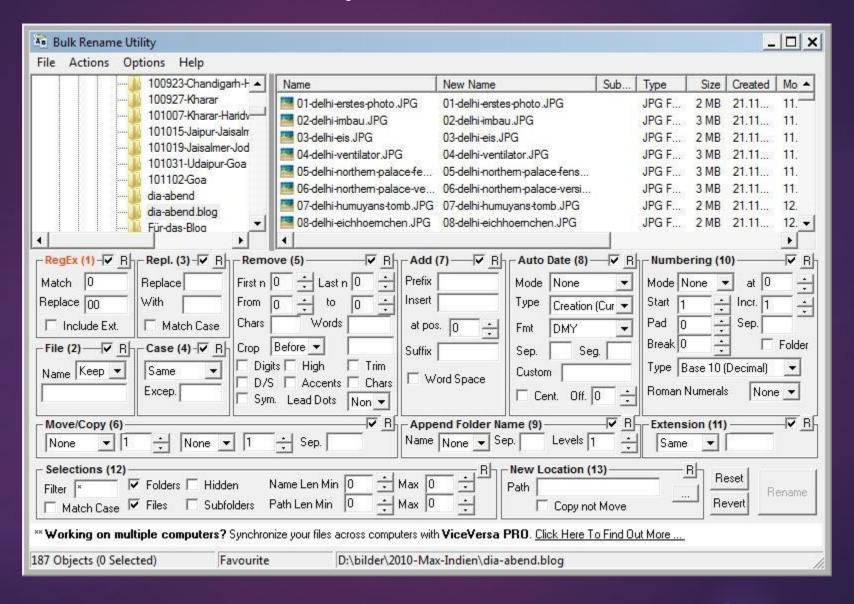




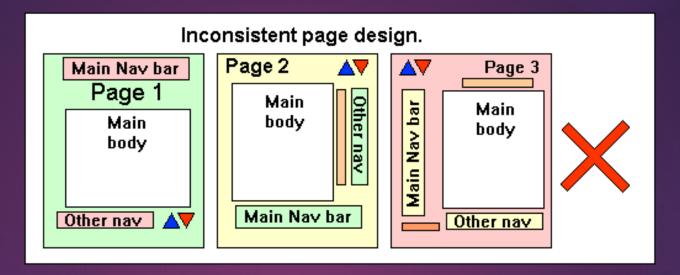
Bad UX

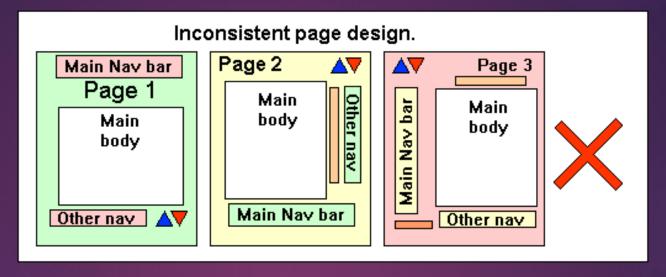


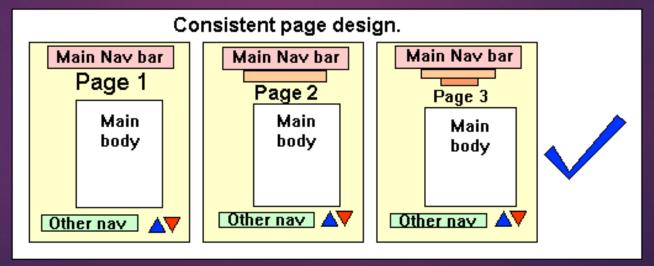
Better UX



Registration		
New to Amazon.com? Register E	selow.	
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My e-mail address is:		
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If you do not want to receive cer	tain types of emails from Amaz	amazon
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Protect your information with a	password	Create account
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E-mail

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Password

Password incorrect. If you don't remember your password, reset it





LOG IN

E-mail adress

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LOGIN ME

SIGN UP

FORGOT PASSWORD?

LOG IN

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SIGN UP

Forgot Password?

















NEW IN

CLOTHING

SHOES

ACCESSORIES

S GIFTS

SALE

BRANDS

BOUTIQUES

THE EDIT

ALL CATEGORIES - SP

SPRING/SUMMER 2018 *



Comics! Cowboys! Playing cards! Decoding the SS18 shows



In an era when your event style can make a statement about your political and social stance (see the Golden Globes black dress movement), it's safe to say that occasion dressing has changed



It's time to re-evaluate old notions of what's acceptable. Neon, bold prints and shorter lengths are now worth considering. When in doubt, think: 'What would Andre Agassi have worn to the beach in the eighties?'



This season, swimwear comes with a side of eighties attitude. We went to Miami to put SS18's best styles through their paces.

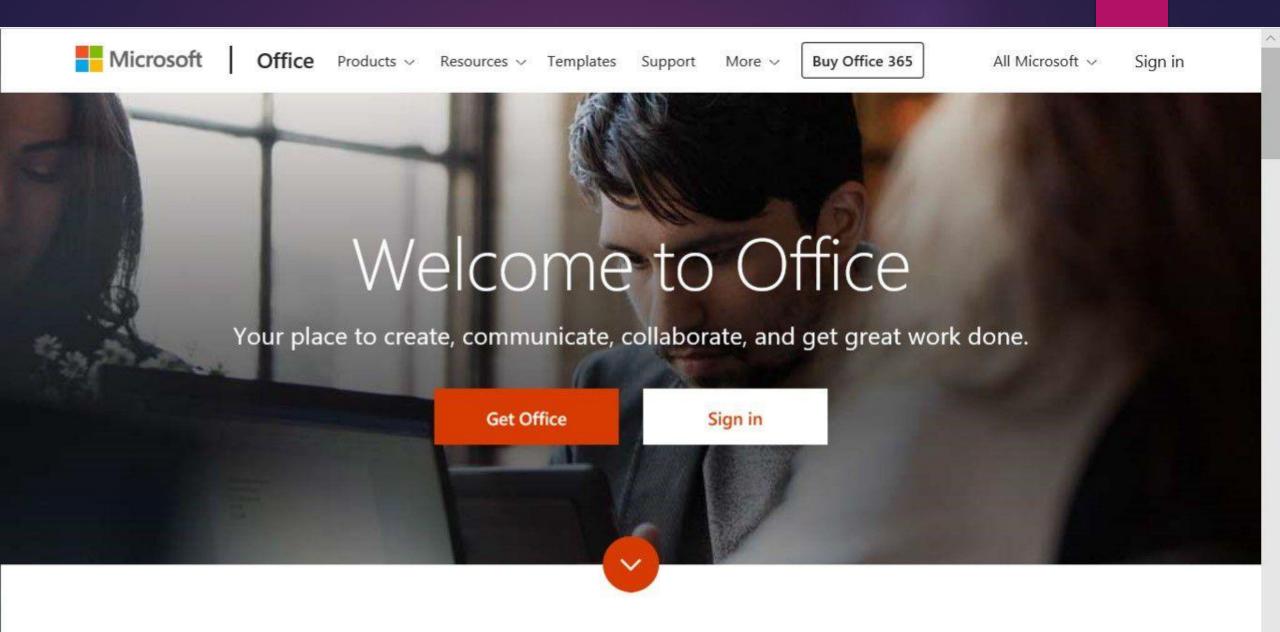












What is Office 2652

Most Important Thing

Usability

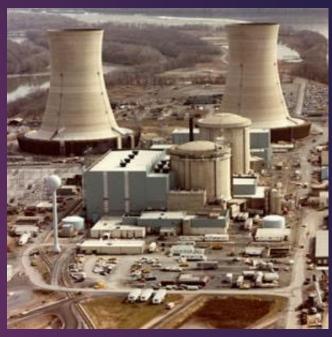
The effectiveness with which users can accomplish tasks in a (software) system, as measured by

- -Learnability: is it easy to learn?
- -Efficiency: once learned, is it fast to use?
- -Safety: are errors few and recoverable?

Usability matters: the cost of getting it wrong

50% of all "malfunctioning" electronic devices returned to stores are in full working order, but users can't figure out how to operate them.

[Elke den Ouden, 2006]



Three Mile Island:
nuclear reactor
meltdown caused by
an ambiguous user
interface

10 Usability Heuristics



Visibility

Show system status, tell what's happening



Mapping

Use familiar metaphors & language



Freedom

Provide good defaults & undo



Consistency

Use same interface and language throughout



Error Prevention

Help users avoid making mistakes



Recognition

Make information easy to discover



Flexibility

Make advanced tasks fluid and efficient



Minimalism

Provide only necessary information in an elegant way



Error Recovery

Help users recognize, diagonize and recover from errors



Help

Use proactive and in-place hints to guide users

A good user interface is hard to design

- You are not the user
 - Most software engineering is about communicating with other programmers.
 - ▶ Ul is about communicating with users.
- Users are always right ...
 - Consistent problems are the system's fault.

Achieving usability: best practices

- User testing and field studies
- Evaluations and reviews by UI experts
- Not getting overwhelmed by additional technicalities

Steps in UI design

- Planning
- Prototyping and sketching
- Optimization
- Implement

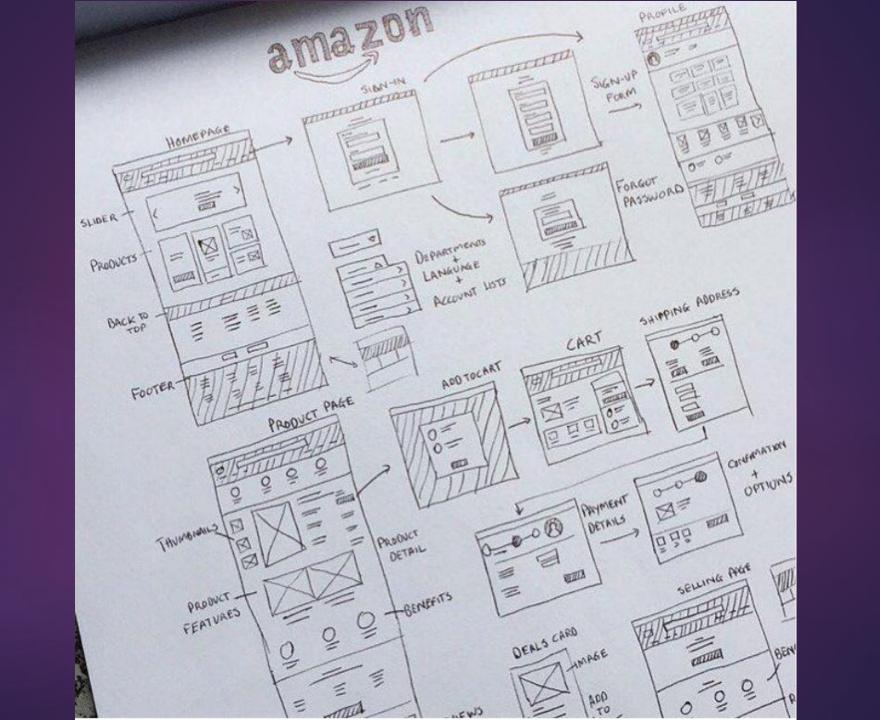
Planning

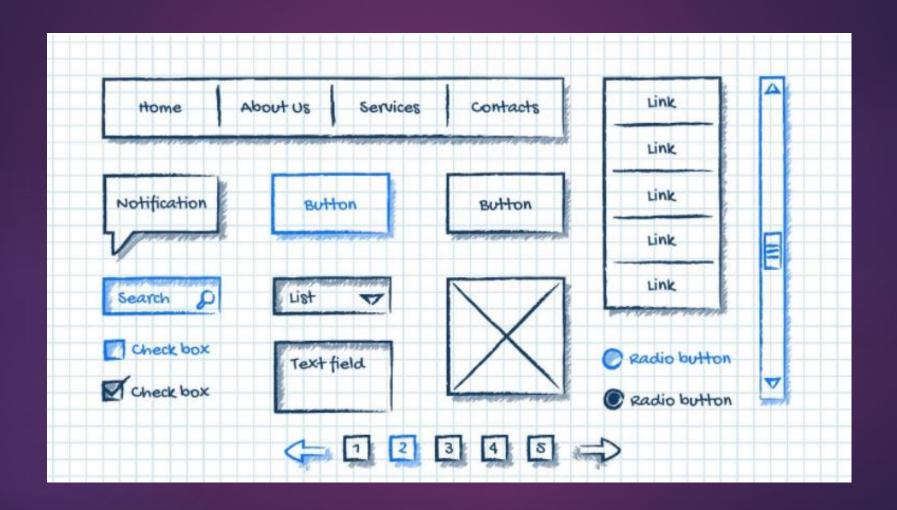
- understand the values standing behind our customer
- Brainstorming and research
- Make Feature List

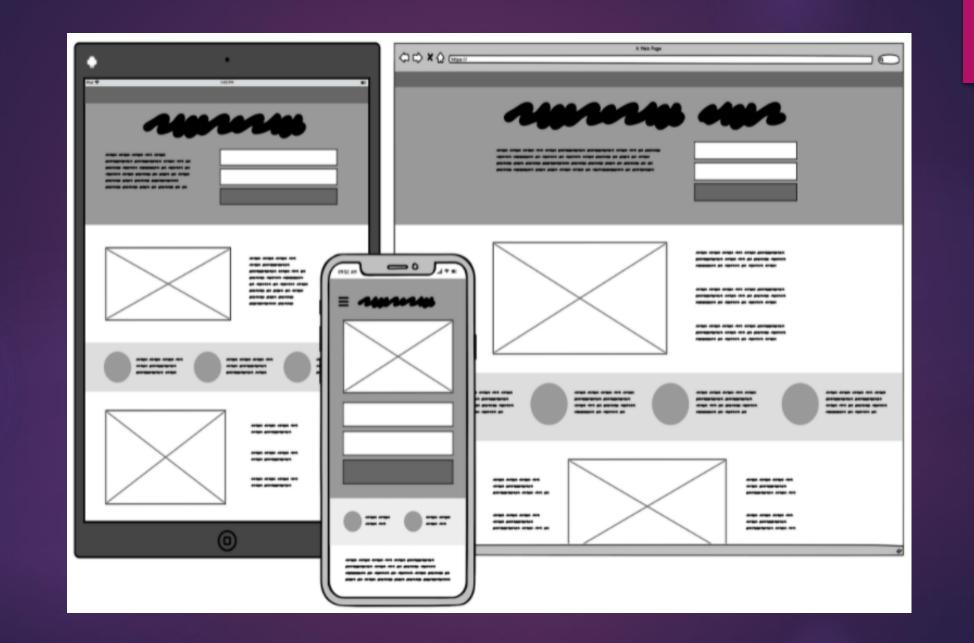
Plan the navigation

Sketching & Prototyping

- Also known as wireframe modeling
- It is the skeleton of the eventual user interface.
- Can be done
 - Manually (paper-pencil, pen tablet)
 - ► Electronically (Adobe XD, Photoshop, Figma)









- Benefits of prototyping:
 - ► Aids UI implementation
 - help discover requirements
 - help discover test cases and provide a basis for testing
 - allows interaction with user to ensure satisfaction

Two types of User Interace

Graphical User Interface

- GUI permits users to use the graphics to interact with an operating system.
- It includes windows, scrollbars, buttons, wizards, images, icons etc.
- It's intuitive, simple to find out and reduces psychological feature load.

Command-line User Interface

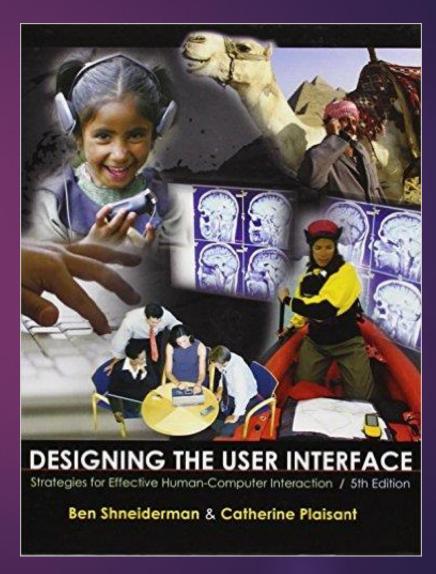
- CLI permits users to put in writing commands in terminal or console window to interact with an operating system
- For this users are compelled to remembering command for performing the task.

Think about the following properties for GUI and CLI:

- User friendliness,
- memory use,
- Processing speed,
- handling complex task,
- flexibility,
- interface upgrades

UI Design Consideration

Schneiderman's 8 Golden Rules



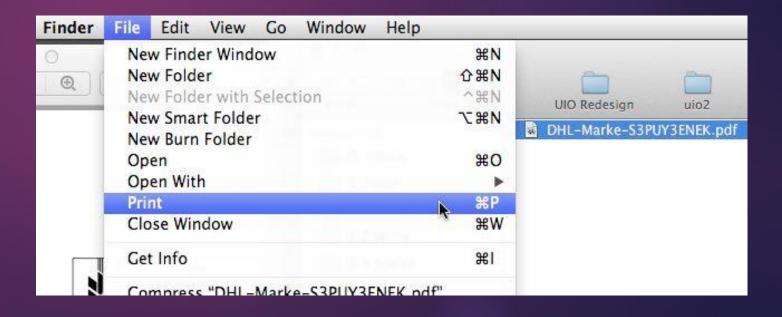
Rule 1: Strive for consistency.

Consistent sequences of actions should be required in similar situations; identical terminology should be used in prompts, menus, and help screens; and consistent commands should be employed throughout.



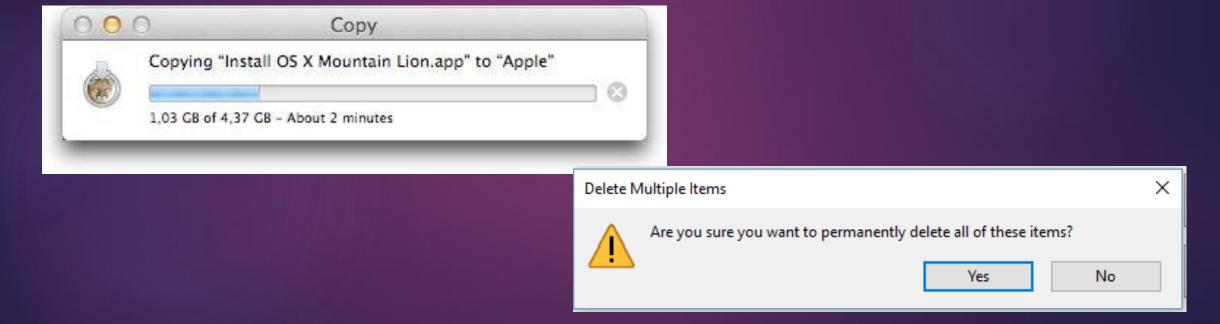
Rule2: Enable frequent users to use shortcuts

As the frequency of use increases, so do the user's desires to reduce the number of interactions and to increase the pace of interaction. Abbreviations, function keys, hidden commands, and macro facilities are very helpful to an expert user.



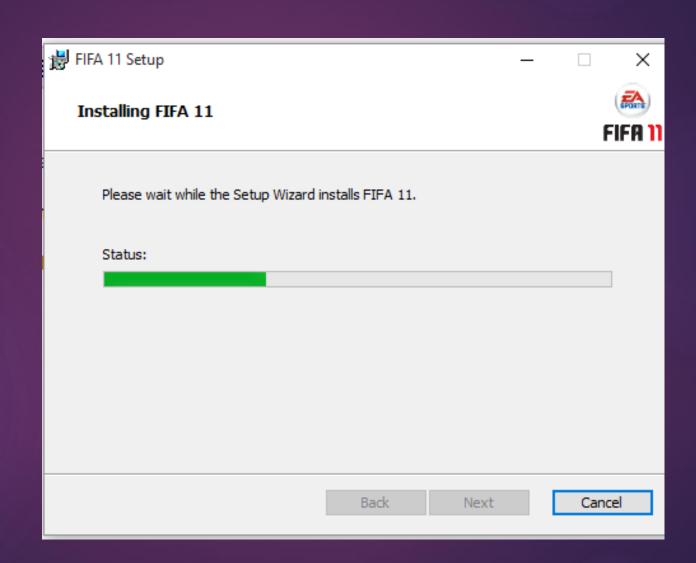
Rule 3: Offer informative feedback

For every operator action, there should be some system feedback. For frequent and minor actions, the response can be modest, while for infrequent and major actions, the response should be more substantial.



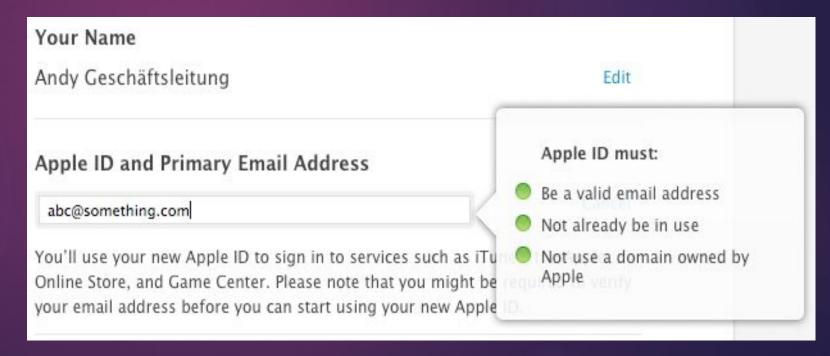
Rule 4: Design dialog to yield closure

Sequences of actions should be organized into groups with a beginning, middle, and end. The informative feedback at the completion of a group of actions gives the operators the satisfaction of accomplishment, a sense of relief, the signal to drop contingency plans and options from their minds, and an indication that the way is clear to prepare for the next group of actions.



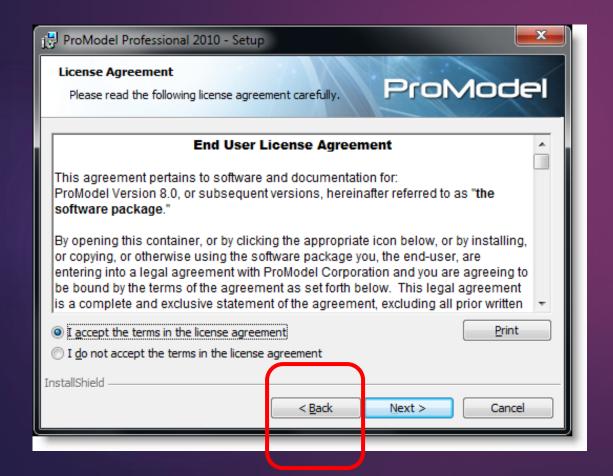
Rule 5: Offer simple error handling

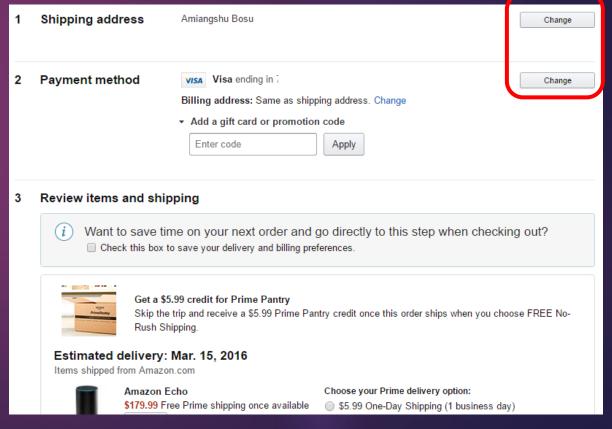
As much as possible, design the system so the user cannot make a serious error. If an error is made, the system should be able to detect the error and offer simple, comprehensible mechanisms for handling the error.



Rule 6: Permit easy reversal of actions

This feature relieves anxiety, since the user knows that errors can be undone; it thus encourages exploration of unfamiliar options. The units of reversibility may be a single action, a data entry, or a complete group of actions.

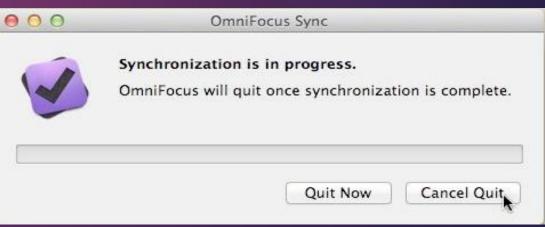




Rule 7: Let the user be in control.

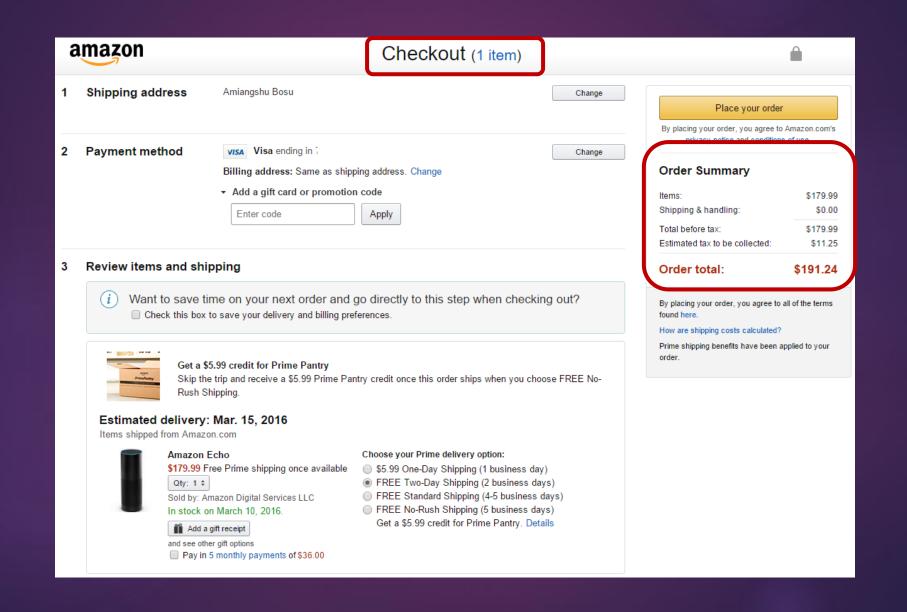
Experienced operators strongly desire the sense that they are in charge of the system and that the system responds to their actions. Design the system to make users the initiators of actions rather than the responders.





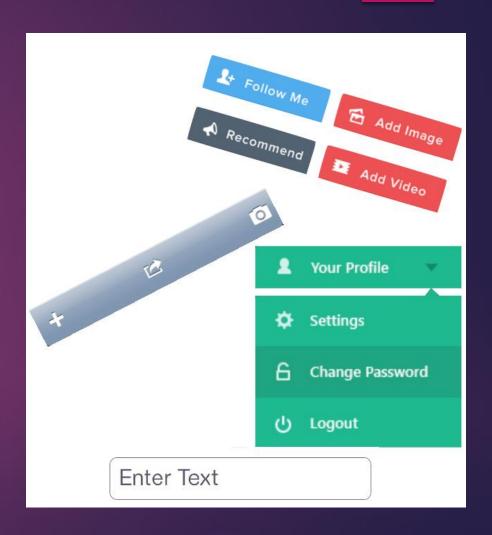
Rule 8: Reduce short-term memory load on the user.

The limitation of human information processing in short-term memory requires that displays be kept simple, multiple page displays be consolidated, window-motion frequency be reduced, and sufficient training time be allotted for codes, mnemonics, and sequences of actions.



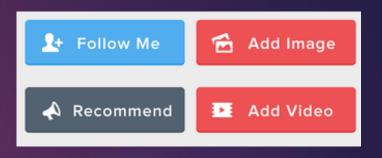
UI Design Components

- button
- check box
- radio button
- text field
- ► list
- combo box
- menu
- dialog box

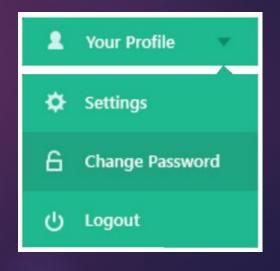


Ul design: buttons, toolbars, menus

- Use buttons for single independent actions that are relevant to the current screen.
 - Use button text with verb phrases such as "Save" or "Cancel", not generic: "OK", "Yes", "No"
 - Use Mnemonics or Accelerators (Ctrl-S)
- Use toolbars for common actions.
- Use menus for infrequent actions that may be applicable to many or all screens.
 - Users hate menus! Try not to rely too much on menus. Provide another way to access the same functionality (toolbar, hotkey, etc.)







UI design: toggle, check boxes and radio buttons

- Use check boxes for independent on/off switches.
- Use radio buttons for related choices, when only one choice can be activated at a time.
- ► Toggle for Boolean choice



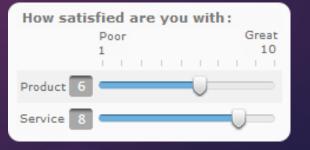
1. Do you have pets?	2. Which pets do you have?
Yes	☐ Dog
O No	
	Bird

UI design: text fields, lists, combo boxes, sliders

- Use **text fields** (usually with a label) when the user may type in anything they want.
- Use List/combo boxes when there are many fixed choices; don't take up screen real estate by showing them all at once.
- Use a slider or spinner for a numeric value.



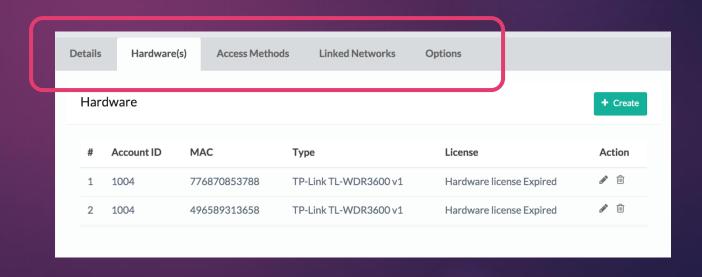




UI design: dialogs and panes

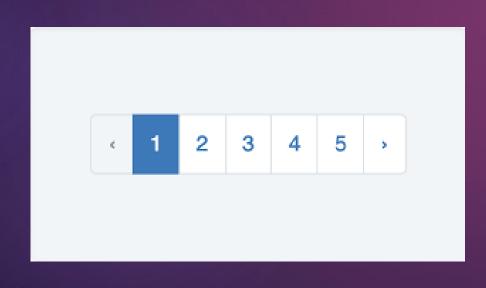
- Use a tabbed pane when there are many screens that the user may want to switch between at any moment
- Use dialog boxes or option panes to present temporary screens or options

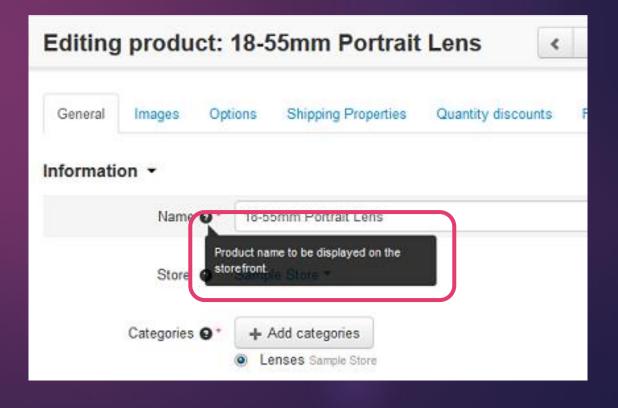




UI design: pagination

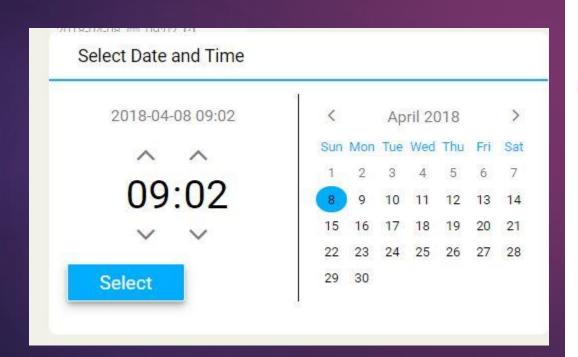
- Use a pagination panel for incorporating multiple page/table view
- ► **Tooltip** is used for showing help/information



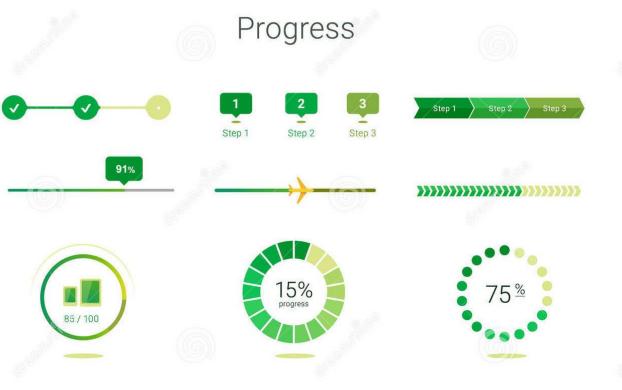


UI design: progress and picker

- Use elements for showing progress
- Date and time pickers are used for setting time and date







Thank You