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Question 3

A Requirements Analysis is a phase in the design process that mainly involves collecting all necessary requirements for an interactive system or device and yields a requirements specification or document as its outcome (Shneiderman, Plaisant and Cohen). From a requirements analysis, an interface designer hopes to determine benchmark estimates of the speed of tasks, what specific tasks the user will perform, and a general idea of the group of people who will be using the interface. Shneiderman suggests that requirements analysis often have three components which are functional requirements, non-functional requirements, and user experience requirements. Functional requirements are actions that the interface must be able to do to facilitate the user’s needs. Shneiderman uses the example of an ATM that facilitates the action of inputting the users PIN code for identification, it is then cross referenced with the one on file. Next, a non-functional requirement generally describes how an interface should be. Going back to the ATM example, Shneiderman suggests that the ATM system should permit users 15 seconds to make selections and they will be warned that the session will end, if no selections are made. Finally, a user experience requirement is classified by Shneiderman as explicit specifications of non-functional requirements for the user interaction. He continues to use the ATM example of prompts and instructions on-screen that would be clear and accessible. The ATM would analyze and return the users inputs within half a second. After those requirements are documented, the next stage of the design process would be the preliminary and detailed design stage which uses the requirements from the previous stage to plan out the specifics of each interaction. Which leads to building and implementation, where the planning from both previous stages are actually creating user codes. Then, The evaluation stage, where the design is tested. Finally, it all depends on the results of testing, the design can be made into a final project or it can be sent through design process again to adjust for unforeseen casualties.