Module 1

Topics

1.1 Introduction

- Introduction to interface design
- Understanding & conceptualizing interface
- Understanding user's conceptual cognition
- Core elements of user experience.
- Working of UX elements.

⇒ Introduction to Interface Design:

* Interface (UI) design, or User Interface design, it is the point of interaction between humans & computers. It is process of designing how the interfaces looks or website or behave.
for Ex: If you are using an app on your smartphone to book flights. The screens you navigate, the buttons you tap & the forms we fill out are all part of the user interface.

* Following be the elements.

1) Input Controls: These interactive elements that enable a user to enter information. It includes: checkboxes, buttons, text field & dropdown list.

2) Navigational Elements: These help the user to navigate an interface in order to

complete their desired task. It includes search fields, sliders etc.

3) Informational Components: These communicate useful information to the user like through message boxes, notifications & progress bars.

4) Containers: Containers are used to group content into meaningful sections. A container hold various elements, keeping them to a reasonable maximum width based on the users screen size.
for Ex: A vertically stacked list of headers that can be clicked to hide or show content.

Types of User Interface:

1) GUI (Graphical User Interface):
GUI enables a person to communicate with a computer through the use of symbols, visual metaphors & pointing device.

2) Form based Interface: Form-based user interfaces provide a small number of options for users to choose from while entering data into a program or application.

3) Touch User Interface: Haptic input is used by most of the smartphones, tablets & other devices.

Making explicit your implicit assumptions & claims.
Assumptions that are formed to be vague can highlight design ideas that need to be better formulated. This involves identifying human activities & interactivities that are problematic & working out how they might be improved through being supported with a different form of interaction.
A framework for analyzing the problem space:

1) Are there problems with an existing product.
2) Why do you think there are problems
3) Why do you think your proposed ideas might be useful?
4) How would you see people using it with their current way of doing things?
5) How will it support people in their activities?

Having a good understanding of the problem space can help inform the design space, but before deciding upon these it is important to develop a conceptual model.

Menu drive Interface: when an UI uses a menu of option to navigate a program or website is known as a menu driven UI.

⇒ Understanding & Conceptualizing Interface:
In the process of creating interactive product it can be tempting to begin at the 'nuts & bolts' level of the design which means how to design the physical interface & what interaction styles to use.
A problem with trying to solve a design problem beginning at this level is that critical usability goals & user needs may be overlooked. It is certainly necessary at some points to decide on the design of physical aspects. It could be better to make these kinds of design decisions after understanding the nature of the problem space:

1) Conceptualizing what you want to create & articulate why you want to do so.
2) This requires thinking through how your design will support people in their everyday or work activities.
3) Need to ask yourself whether the interactive product you have in mind will achieve & How?