Topics/Content outline:
Topics include: using prototyping tools to apply the principles of good user interface design to input and output screens and reports at an intermediate level; compare and contrast a variety of interfaces.

Expanded Outcomes
Outcome 1 • The fundamental principles of good forms design (GUI and text based). (Range: GUI and text based standards, designing paper forms, designing and managing electronic forms, direct entry, image processing, menus, dialogue, code structures, visual touch and sound).
Outcome 2 • The development of user interface strategies (including the congruence of interface design with user's tasks). Critically evaluate the interface usability.
Outcome 3 • The principles of prototyping (Range: I/O requirements, design and prototype source documents, prototype layouts, implementation issues).
Outcome 4 • The design of input and output screens and reports (Input and output media formats, data capture, data entry and data input, design of data fields).
Outcome 5 • The development of on-line help, on-screen documentation and on-line tutorials (the design hypertext and hypertext links, critically assess on-line help creation software packages).

Assessment:

Weighting	**Nature of assessment**	**Learning outcomes**
30%	Assignment on development of an intermediate level interface design	1, 2,4
30%	Assignment – report comparing and contrasting interface designs	3,5
40%	Final Exam	1, 2, 3, 4, 5

Learning and teaching approaches: Lectures, Laboratory work, Self directed study.

Learning resources required:
Textbook: refer to the current programme booklist.

Learning resources recommended: