

## HMI Assignment 4

Q) How does the screen navigation and flow plays a role in designing of an interface.

→ 1) Screen navigation should be obvious and easy to accomplish.

2) Navigation can be made obvious by grouping and aligning screen controls and judiciously using line borders to guide the eye.

3) Sequentially direct a person's attention to elements in terms of their importance.

4) Using the various display techniques, focus attention on the most important parts of a screen.

5) Always tab through a screen in the logical order of the information displayed, and locate command buttons at the end of the tab order sequence.

6) The direction of movement between screen items should be obvious, consistent, and rhythmic.

7) The eye, or pointer, should not be forced or caused to wander long distances about the display seeking the next item.

8) The eye can be guided through the screen with lines formed through use of white space and display elements.



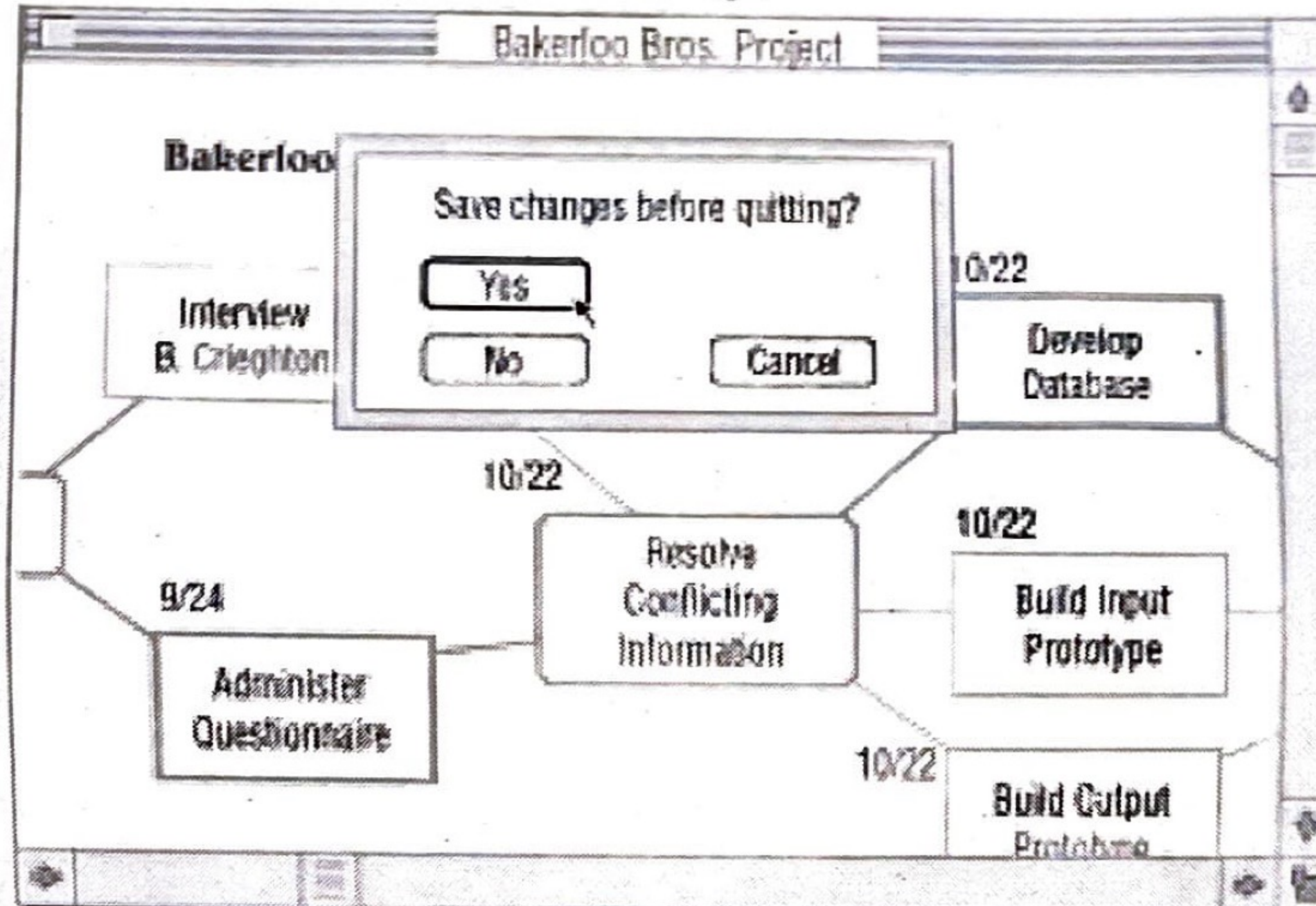
9) Aligning elements will also minimize screen scanning and navigation movements.


10) In establishing eye movement through a screen, also consider that the eye tends to move sequentially, for example:

- i) From dark areas to light areas
- ii) From big objects to little objects
- iii) From unusual shapes to common shapes
- iv) From highly saturated colors to unsaturated colors.



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