* **User Interface** is the means by which a user and a computer system interacts.
* **User Interface Design** is the design of Websites, appliances, computers, and software applications
* **Information Architecture**-It focuses on organizing, structuring, and labelling content in an effective and sustainable way.
* **Interaction design**-It focuses on creating engaging interfaces with well thought out behaviors.
* **Visual design**-It focuses on the aesthetics of a site and its related materials.
* The overall goal of the UXD is to make the user’s experience and interaction as simple and efficient as possible.
* Input controls define the way the system captures the information
* Navigational components provide the way for the users to tell the system what to do.
* Informational components include tooltips, notifications, progress bars, message boxes, and modal window.
* Containers are designed to contain page elements to a reasonable maximum width based on the size of a user's screen.
* The UI design principles include:

1. Structure
2. Simplicity
3. Visibility
4. Tolerance
5. Feedback
6. Reusability

* User interfaces can be classified into six categories
* In designing the user interface, four model types are especially important

1. User model
2. Design model
3. Mental model
4. Implementation model

* Graphical User Interface (GUI)
* Syntactic knowledge-Describes the mechanics of interaction that are required to use the interface effectively
* Semantic knowledge-Focuses on the user's understanding of the functions performed by the application, the meaning of input and output, and overall objectives of the system
* User Experience (UX)-It is the experience resulting from using a system. It is the interaction itself.
* Responsive Web Design (RWD)
* Responsive Web Design (RWD) is a way of laying-out and coding a Website so that the Website can provide an excellent viewing experience.
* Graceful Degradation is used in fields other than Web design, such as fault tolerant, mechanical, and electrical system.
* The basis for Graceful Degradation is to first build for the latest device and then for less capable devices.
* Progressive Enhancement starts with the basic version and then adds enhancements for those browsers which can handle them.
* Responsive Work Design workflow consists of four main processes: Discover, Design, Develop, and Deploy.
* Project Analysis: Helps in determining the requirements of the project, from a technical, creative, and organizational perspective.
* Content and Search Strategy: Helps in creating a site map for a project and show where everything belongs.
* Content Migration: Helps clients to create and maintain useful and usable content.
* RWD is highly significant in regard with:

 Time and Money

 Pervasion of Mobile Devices

 User Experience

 Device Agnostic

 Way Ahead

* Content strategy is planning for the creation, delivery, and governance of useful content.
* A Content Audit is the action where all the content on a Website is checked and complied into a big list.
* Content audit should be recorded in a spreadsheet, mainly because they are flexible.
* Breakpoints are portal widths that have a media query declaration to change the layout once the browser is within the declared range.
* A Navigation Drawer is used for top-level navigation in an application to swiftly navigate between different parts of the application.
* A Stacking refers to positioning of content elements on top of each other.
* Pagination is the process of dividing a document into discrete pages, either electronic pages or printed pages.
* Fluid image is a responsive configuration based picture stack.
* A tab bar is a navigation that provides access to different views in an application.
* Slide Down menu is used to create mobile version of menu.
* Usability studies means evaluating performance to enhance the usability of a product or service while the end users work on that particular product or service.
* Usability study is also known as Black Box technique.
* Usability testing checklists categorized into three parts:

Accessibility

Navigation

Content

\_\_\_\_\_\_\_\_\_\_\_\_\_\_ A navigation aid that allows the user to keep track  
of the location within programs

**Breadcrumb**

**Feedback Principle** informs users about the actions, changes of state or condition, and errors or exceptions that they will face on performing particular actions

**Tolerance** emphasizes the  
importance of designing  
the user interface to  
prevent users from making  
errors

**Natural Language Interface**

Emphasizes the  
importance of designing  
the user interface to  
prevent users from making  
errors

**Command Language-based Interface**

It is a means of interacting with a computer  
program where the user issues commands to the program  
in the form of successive lines of text

**First Step - Interface Analysis**▪It involves understanding the:  
▪End-users who will interact with the system through the  
interface  
▪Tasks that end-users would need to perform to do their  
work  
▪Content that will be presented as a part of the interface  
▪Environment in which these tasks will be conducted

**Second Step - Interface Design**▪It involves the commencement of interface design activity

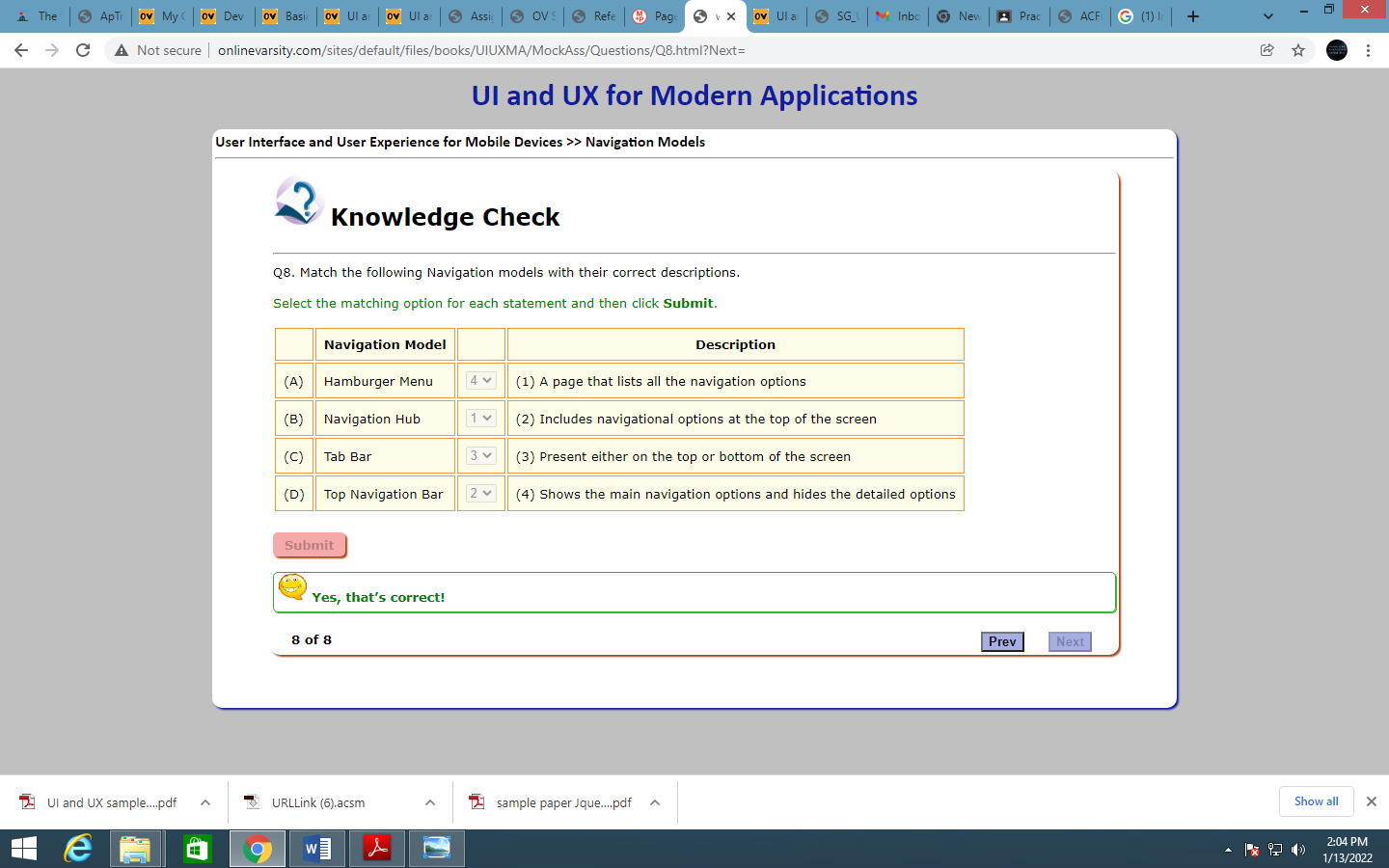
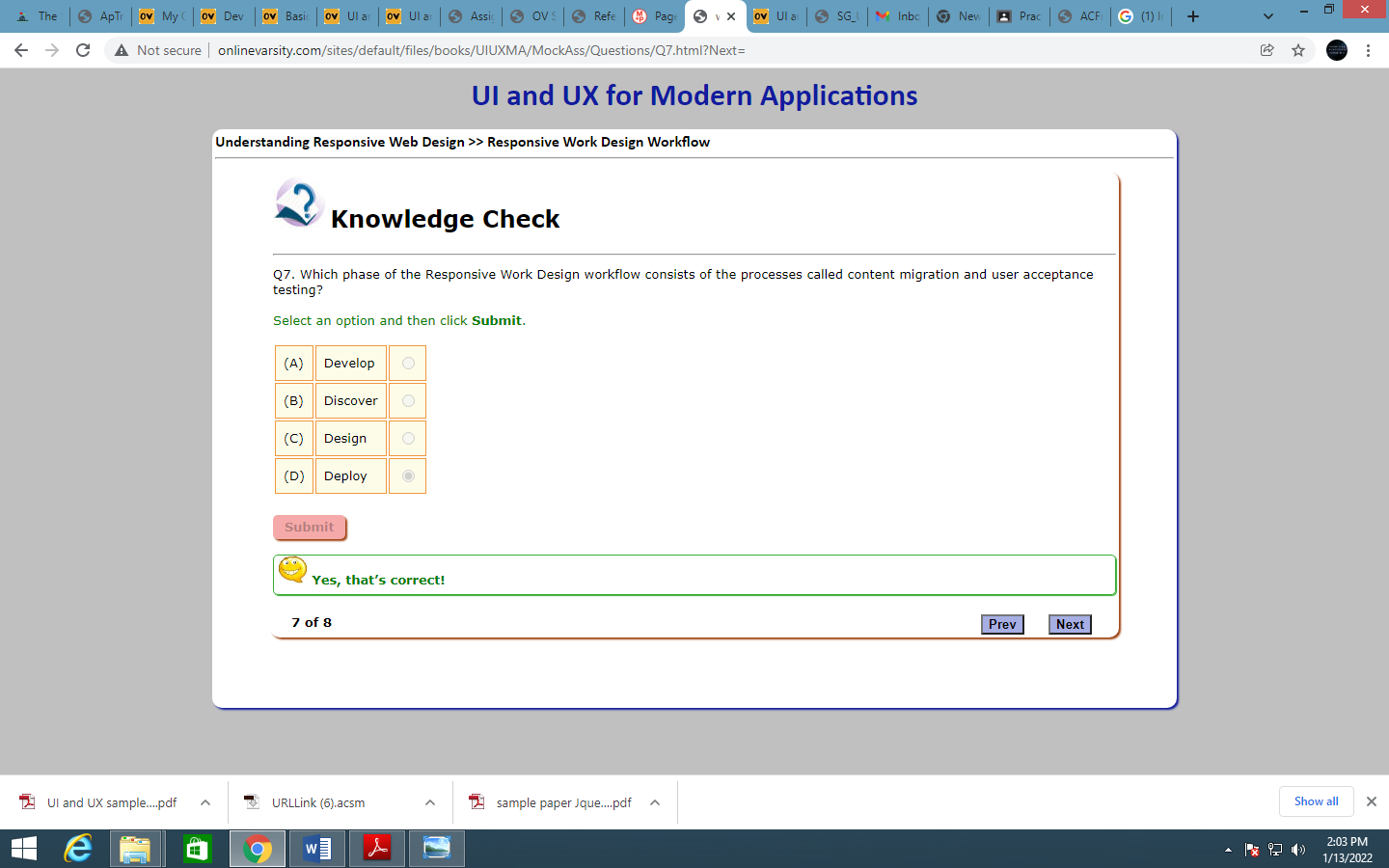
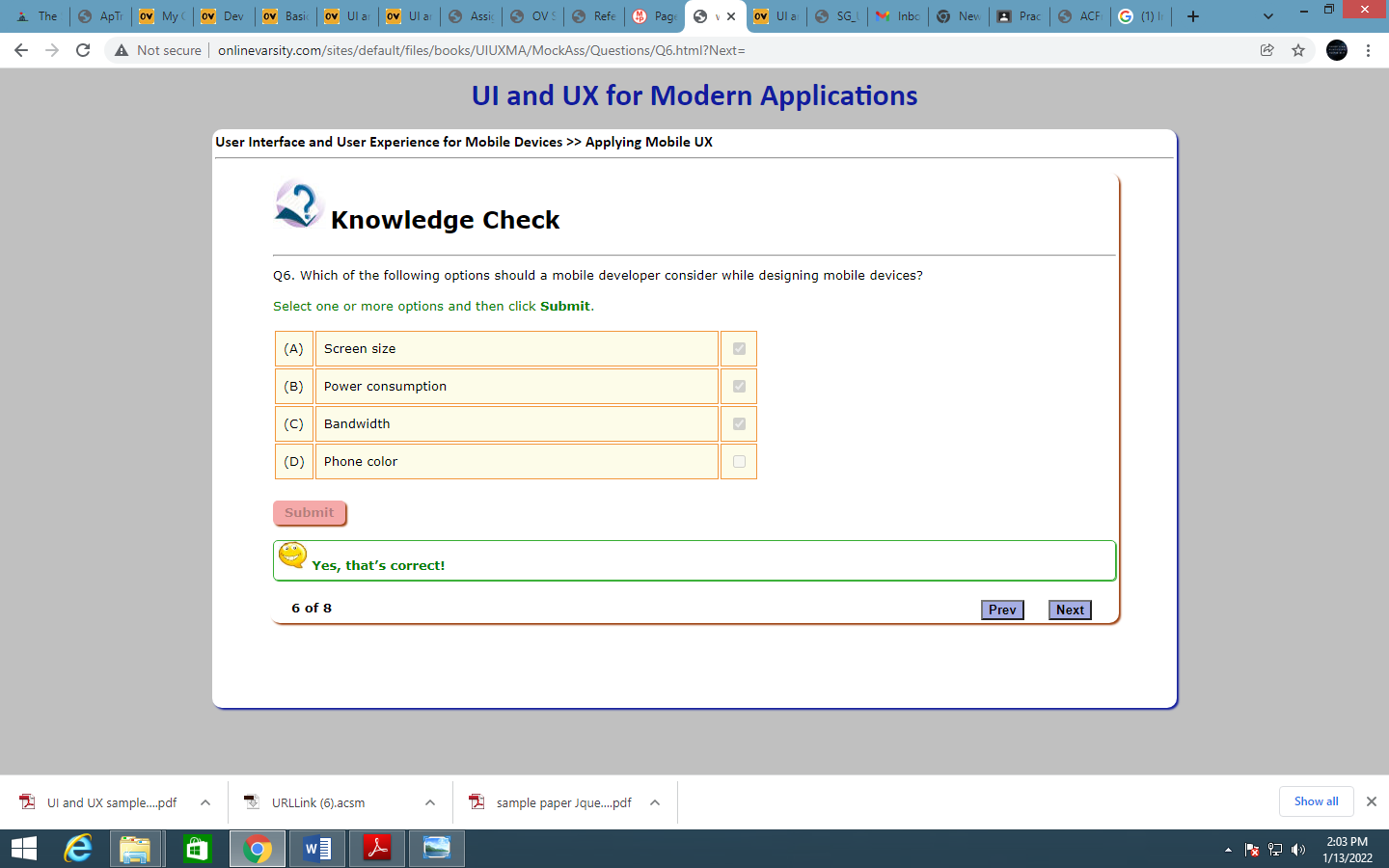
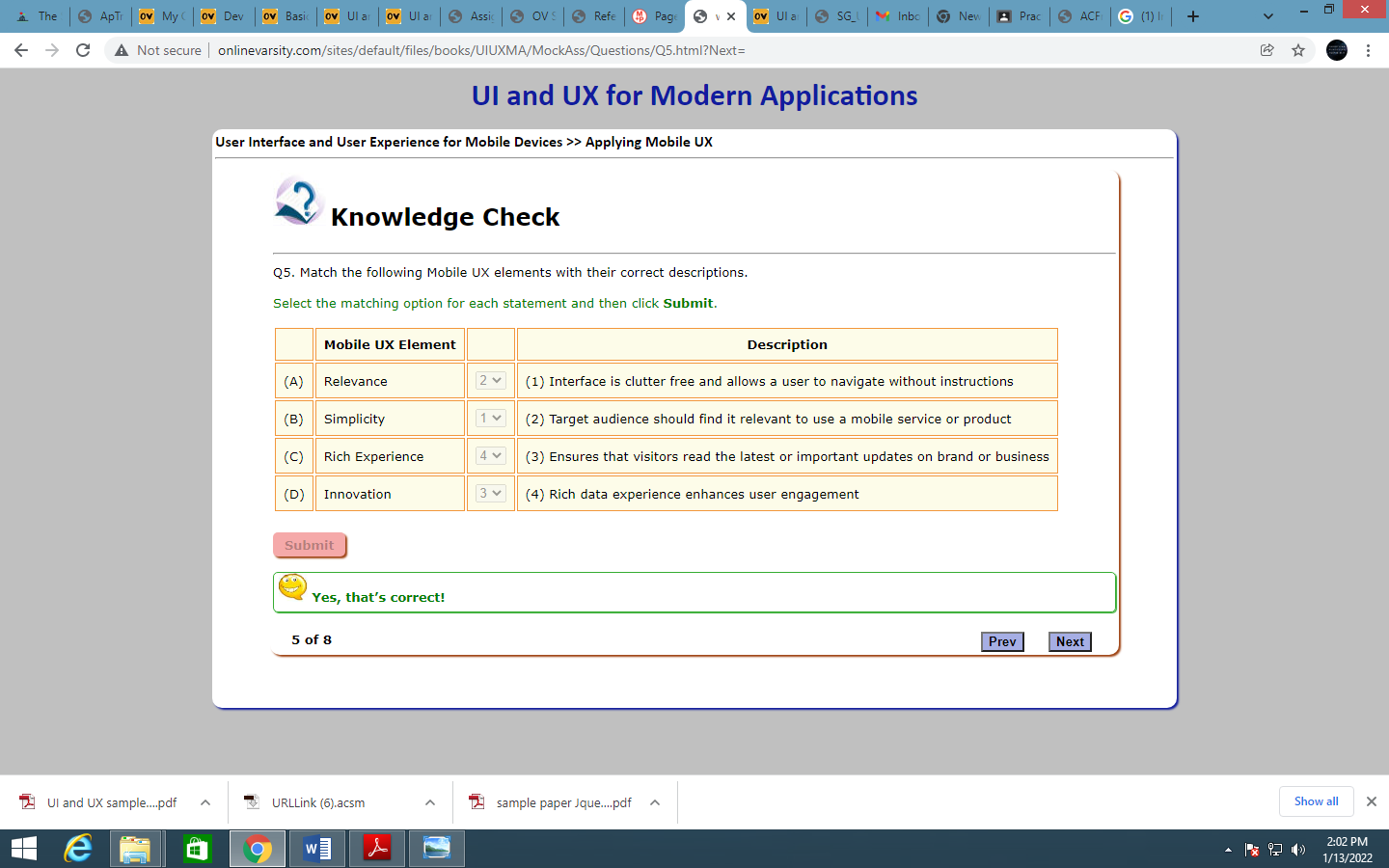
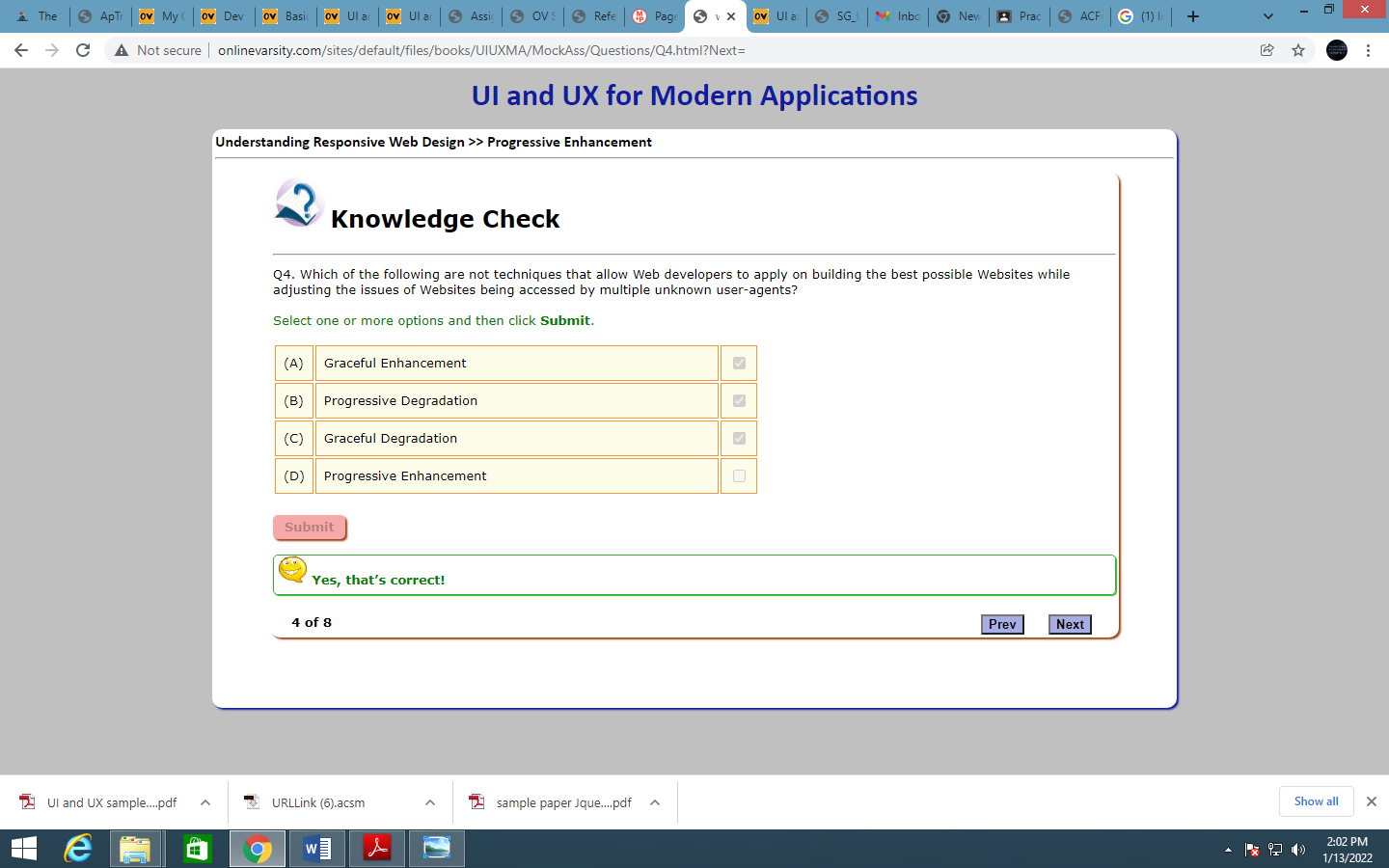
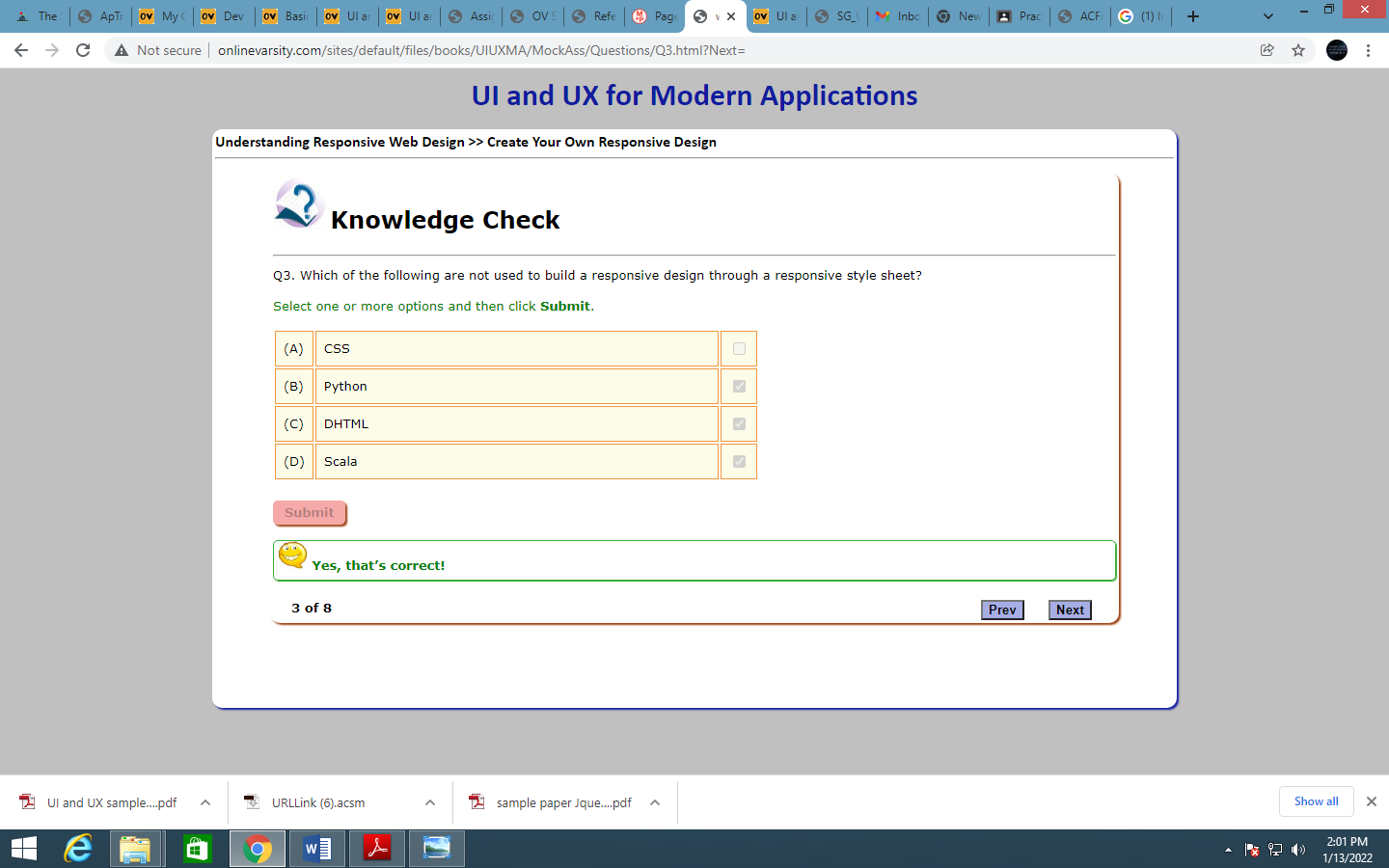
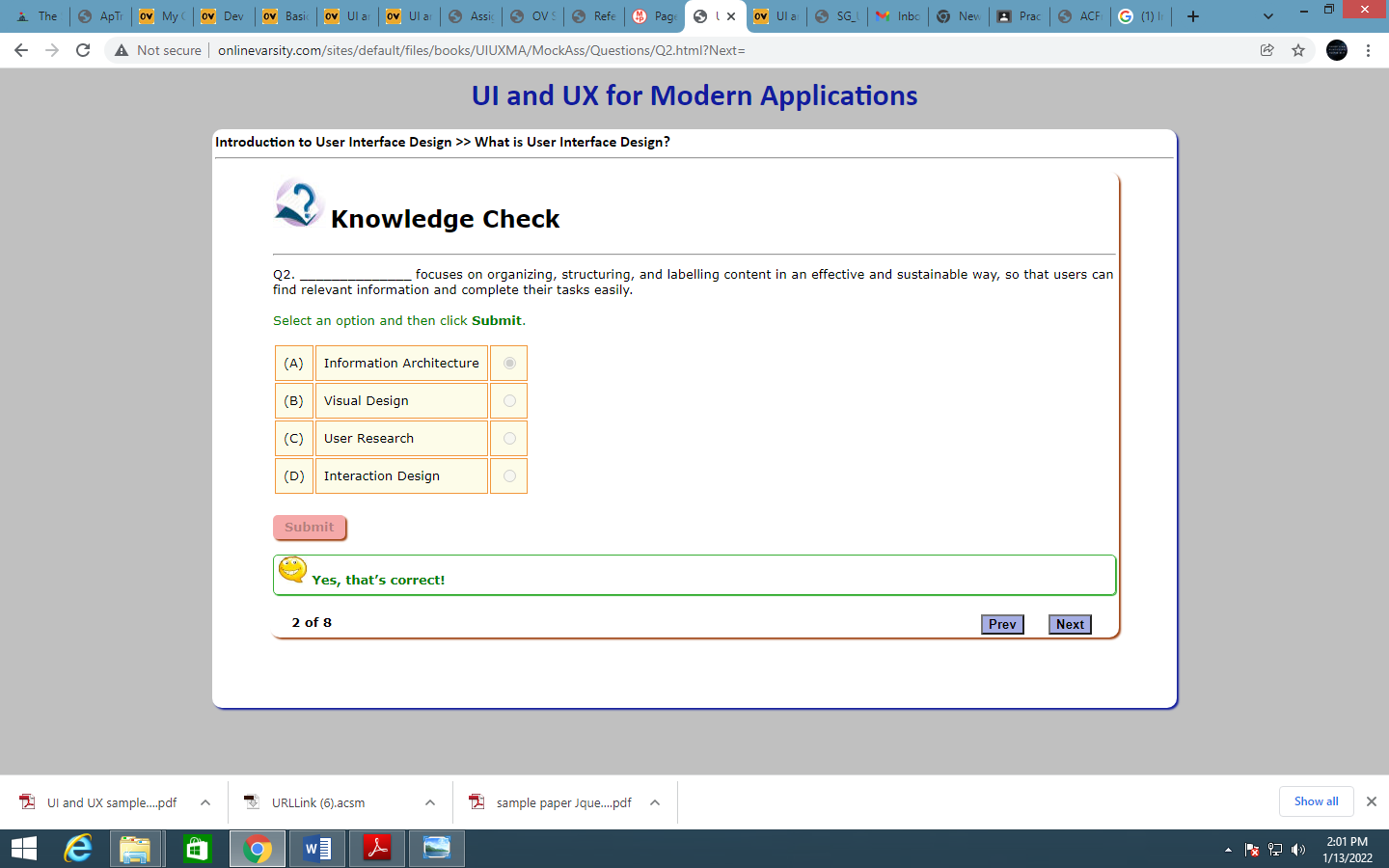
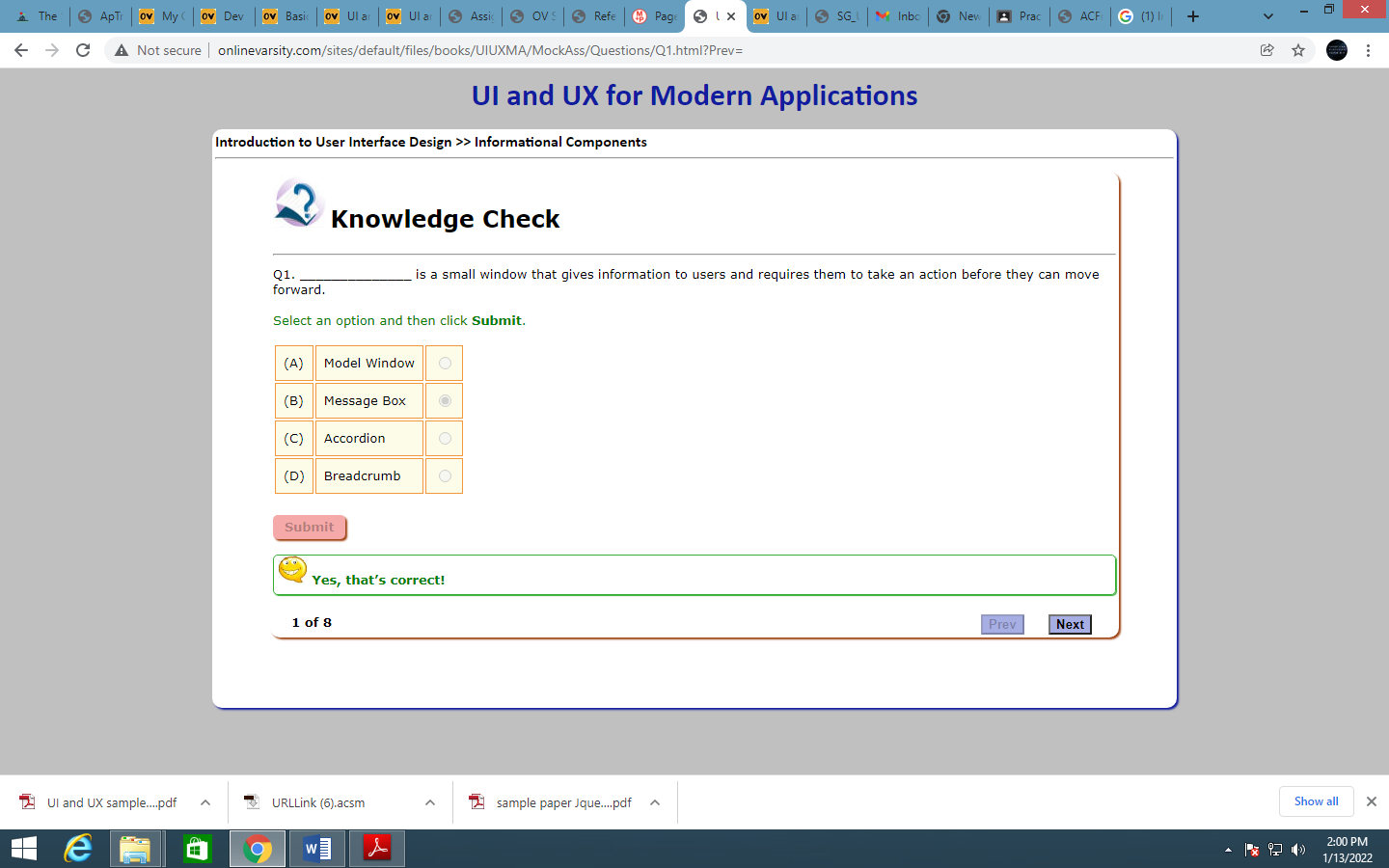
**Third Step - Interface Construction/Implementation**▪It involves implementation of the design model as a  
prototype

**Fourth Step - Interface Evaluation**▪It involves evaluation of the design prototype to determine  
whether it meets the needs of the user

**Topic Level Assessments**

**Open following link to start your test**

[**http://www.onlinevarsity.com/sites/default/files/books/UIUXMA/MockAss/index.html**](http://www.onlinevarsity.com/sites/default/files/books/UIUXMA/MockAss/index.html)

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