Week 12 Interface Design

Design Evaluation

- Usability
  - Effectiveness
  - Efficiency
  - Satisfaction

User interface Design

- Creates an effective communication medium between a human a computer

Interface Design Process

- ❶ Interface analysis and modeling
  - User analysis
    - User interview
    - Sales input
    - Marketing input
    - Support input
  - Task analysis
- ❷ Interface design
  - Patterns --stylized description of good design practice
- ❸ Interface construction
- ❹ Interface validation
  - Iterative (ref to diagram)
- Design Issues
  - Response time
  - Gelo facilities
  - Error handling
  - Poli atinó accessibility
  - Internationalization

The Golden Rules

- ❶ Place the user in control
  - Define interaction modes
  - Provide for flexible interaction
  - Allow user interaction to be interruptible and undoable
  - Design for direct interaction with object that appear on the screen
  - Show the visibility of system status
- ❷ Reduce the user's memory load
  - Reduce demand on short-term memory
  - Establish meaningful defaults
  - Avoid jargon and system-oriented terms (easy language)
  - Visual layout based on a real-world metaphor
- ❸ Make the interface consistent
  - All visual information is organized according to design rules that are maintained throughout all screen displays