



Course Code: COMP 468/INTE 451

Course Name: User Interface Design

Lecture 1: Introduction to User Interface Design

Lecturer:



Devotional Meditation

Psalm 23:1

The LORD is my shepherd, I shall not be in want.



Lecture Outline

1. Course Outline Overview
2. Introduction to User Interface Design.
3. Good UI design vs bad UI design
4. Why user interface design matters?
5. Goals of user interface design
6. Introduction to Human Computer Interaction
7. Class activities (On Moodle)



Introduction to UI Design

1. What is a user interface?

- It is the point of interaction between the user and the computer e. g displays, keyboards, mouse etc.

2. Types of user interfaces.

- Graphical user interfaces
- Voice user interfaces
- Tangible user interfaces
- Hardware interfaces

“Everything is a user interface; User interface is everything.”



Elements of User Interface

1. Input controls
2. Navigation components.
3. Informational components
4. Containers.



Good UI Design

1. It should represent the capabilities of the entire system.
2. It should help the user build a “mental model”.
3. It should make the system feel natural to use.
4. It should be adaptive.
5. It should help users absorb information.
6. It should meet the UI design goals



Bad UI Design

1. Bad interfaces are frustrating for the users to use.
2. It leads to dissatisfaction
3. It will also lower productivity.
4. It can lead to catastrophes.
5. It can lead to lack of use of the system.



Why does UI design matter?

1. It will lead to a good user experience for the users of the system.
2. It will prevent users from making errors that might be catastrophic.
3. It will help cater for the needs of the users.

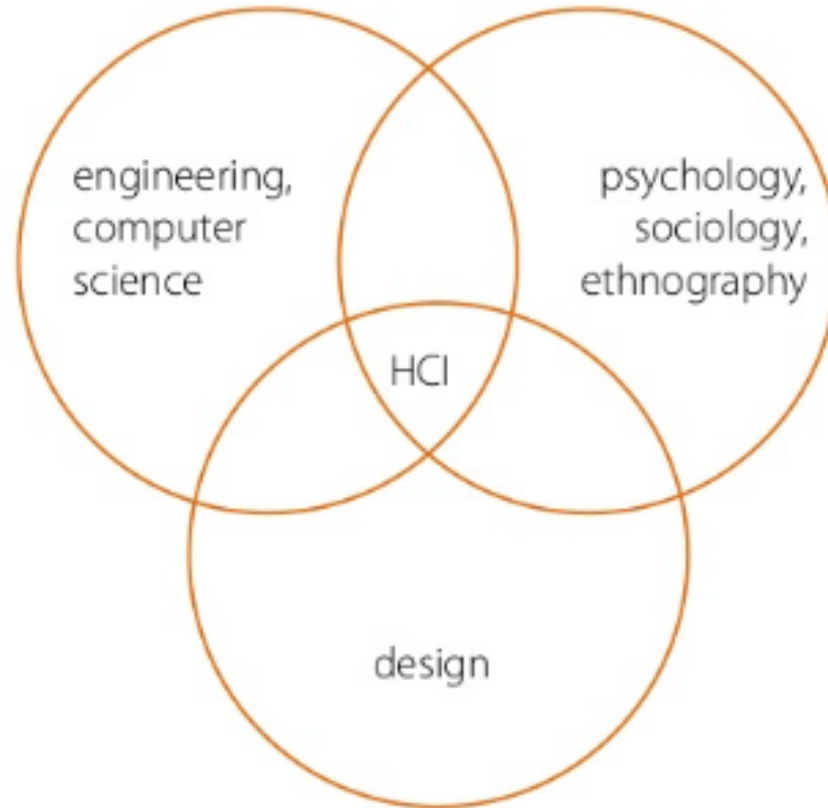


Human Computer Interaction

- HCI also involves the design, implementation and evaluation of interactive systems in the context of the users, task and work.
- HCI is about designing computer systems that support people so that they can carry out their activities productively and safely.



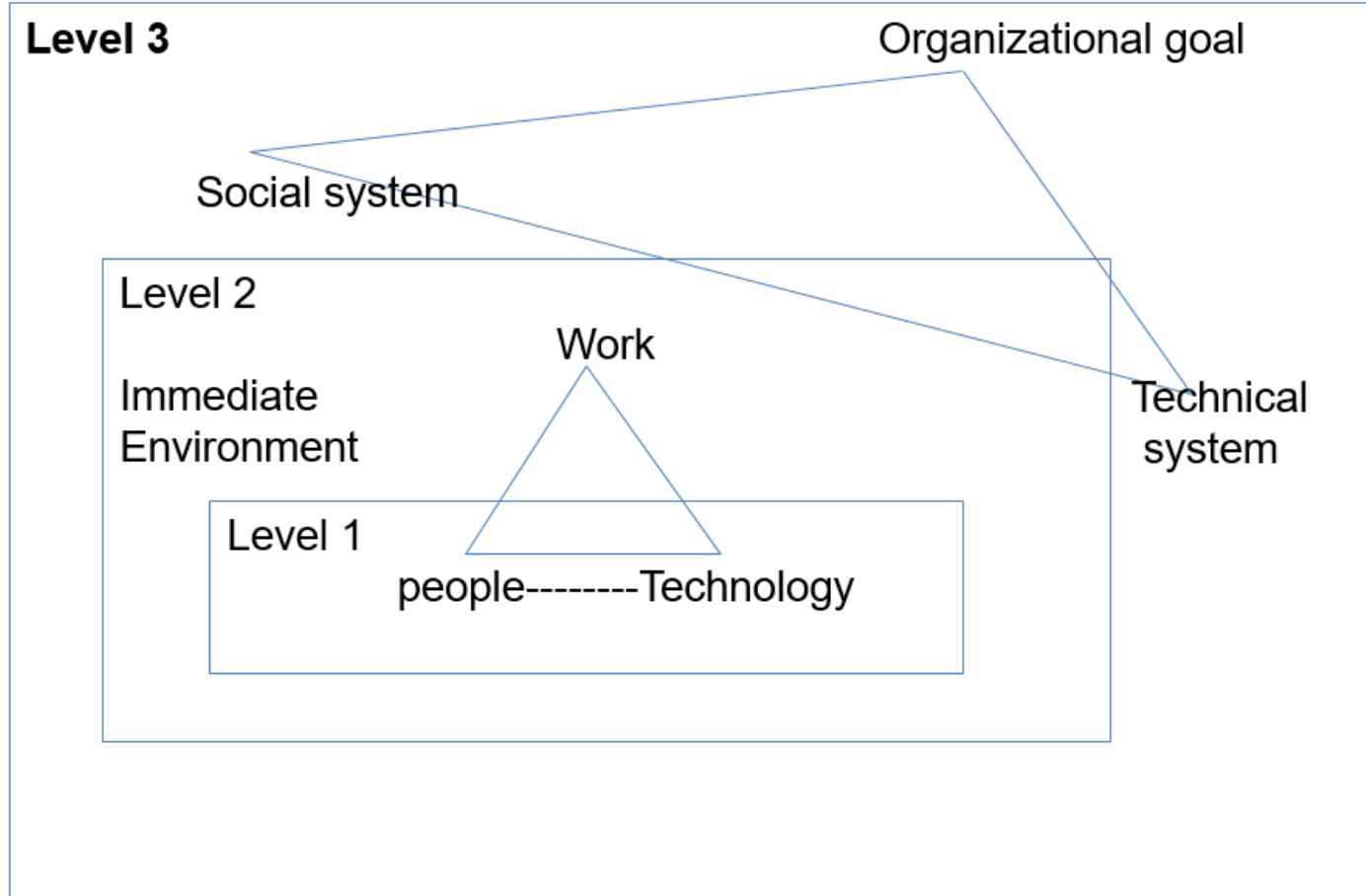
The Multi-disciplinary Field of HCI





Conceptual Model of HCI

Broader
environment





Conclusion / Wrap up

- User interface
- Characteristics of Good UI.
- Consequences of Bad UI.
- HCI