

Greenland Glacier Atlas

Engineering Standards

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Standard Developing Organization

IEEE

- IEEE-SA (Standards Association)
 - Telecommunications
 - Information technology
 - Power generation

Standard

ISO/IEC/IEEE International Standard - Systems and software engineering -- Design and development of information for users

Abstract

This document covers the development process for designers and developers of information for users of software. It describes how to establish what information users need, how to determine the way in which that information should be presented, and how to prepare the information and make it available. It is not limited to the design and development stage of the life cycle, but includes information on design throughout the life cycle, such as design strategy and maintaining a design. This document provides requirements for the structure, information content, and format of information for users of software. This document can be applied to developing the following types of information, although it does not cover all aspects of them: - information for users of products other than software; - multimedia systems using animation, video, and sound; - computer-based training (CBT) packages and specialized course materials intended primarily for use in formal training programs; - maintenance information describing the internal operation of systems software; - information for users incorporated into the user interface itself. This document is applicable to information architects and information developers, including a variety of specialists: - information architects who plan the structure and format of information products; - usability specialists and business analysts who identify the tasks that the intended users can perform with the software; - developers and editors of the written content of information for users; - graphic designers with expertise in electronic media; - user interface designers and ergonomics experts working together to design the presentation of the information on the screen. This document is also a reference for those with other roles and interests in the process of developing information for users: - managers of the software development process or the information-development process; - acquirers of information for users prepared by suppliers; - usability testers, reviewers of information for users, subject-matter experts; - developers of tools for creating information for users; - human-factors experts who identify principles for making information for users more accessible and easily used.

Abstract from: <https://standards.ieee.org/ieee/26514/7467/>

Relation to Project

This standard relates to this project because the Glacier Atlas that we are creating is designed to be user-friendly, so that whoever uses it can get all the information that they need. For the Atlas, the user, so far, can view the names of the glaciers and the coordinates that are associated with those names. In making sure that the information is accessible and easily used, viewing the data that was gathered about the glaciers will be beneficial to the user. For the Atlas, access to information is part of what makes it for users who have little knowledge about the software and for those who have more knowledge on it.

Procedure

To ensure that the product follows the standard, something that can be done is to have multiple trial tests with people from different backgrounds. There would be people who have worked with a program similar to the Atlas and have an idea of how to use it. Also, there would be people who have never used this type of program before. With those tests, if the people with little knowledge can navigate the Atlas effectively, then we can have a solid gauge on if it is user friendly.