Usability guidelines

The interface system is designed through Microsoft Windows operating system platform which follows most of the dialogue principles and Nielsen’s heuristics .

**Suitability of the task** principle was satisfied as the dialogue has clear and simple technology of the task which enables the user of focusing on performing the task itself. Help is presented in supporting the user succeeding the task needed. Additionally, the format used for inputting and outputting was appropriate for the user. Each of our interface prototype requires an appropriate steps to successfully move to the next. Login Screen, for example, has the title showing the current section addition to clear inputting value to be inserted by the user and through one of the interactive elements; submitting buttons, in order to complete the task.

The interface system follows the **Self-descriptiveness** principle, where manual and external information is minimized as the user interacts with the system. Also, In a case of requesting an input from the user, information will be provided to that specific task. For instance, Login Screen requires two boxes to be inputted from the user where a hint is provided to assist the user. As well as when introducing interactive buttons as they will have a clear label explaining what it does, for example, submit, clear ..etc.

The system is built with familiar language and vocabulary to the user, making performance easier, which is supportive to the **Conformity with user expectations** principle. Moreover, Information that is provided from the user is personal and specific for the university, which are clearly has their own format and server verification, so no further format or value checking is required.

The system doesn’t tend to have an ambiguity in functions and standards, as the user wouldn’t wonder whether that function means another purpose, helps achieving the **Consistency and Standards** concept.

Further, user can have the choice of exploring the system and try unexpected inputs in order to see the result, as the system will have an error handling concept without a negative consequences, where an error occurs and either start over the task or a dialogue message with a hint shows instead, being supportive to the **Suitability of Learning** concept.

The user as well have control of how to proceed with the dialogue. Switching between task can be achieved as well via interactive tools, for example, submitting and go to next task or undo and return to previous task. This achieving the **Controllability** principle.

In order to **Tolerate Errors,** a kind of interactive system is needed to avoid mistakes. The user will be assisted if there was an input needed, a hint might be provided for some tasks, otherwise the task will be obvious and clear.