**Template 2 Tugas Proyek IMK**

Nim : \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Nama Mahasiswa : \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Kelas : \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**“ANALISIS DESAIN”**

**Metode Pencapaian Tujuan**

Tuliskan metode yang Anda gunakan untuk melakukan disain sistem informasi yang dipilih sebagai tugas proyek

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**Platform**

Jelaskan platform apa yang akan digunakan dan mengapa platform tersebut digunakan!   
Jelaskan pula jika Anda merasa bahwa platform saat ini adalah platform yang sudah tepat!

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**Skenario dan *Storyboard***

Bagian ini menguraikan deskripsi naratif beserta *storyboard* yang menjelaskan bagaimana pengguna menggunakan sebuah sistem yang ingin Anda tawarkan.

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***The Eight Golden Rules of Interface Design***

Shneiderman, B. and Plaisant, C., Designing the User Interface: Strategies for Effective Human-Computer Interaction: Fifth Edition, Addison-Wesley Publ. Co., Reading, MA (2010), 606 pages.

| **Rules** | **Kondisi Saat ini dan ekspektasi ke depan** |
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| 1. **Strive for Consistency:**   Consistent sequences of actions should be required in similar situations; identical terminology should be used in prompts, menus, and help screens; and consistent color, layout, capitalization, fonts, and so on should be employed throughout. |  |
| 1. **Cater to Universal Usability – Enable frequent users to use shortcuts**   As the frequency of use increases, so do the user's desires to reduce the number of interactions and to increase the pace of interaction. Abbreviations, function keys, hidden commands, and macro facilities are very helpful to an expert user. |  |
| 1. **Offer Informative Feedback**   For every user action, there should be system feedback. For frequent and minor actions, the response can be modest, whereas for infrequent and major actions, the response should be more substantial. |  |
| 1. **Design Dialogs to yield Closure**   Sequences of actions should be organized into groups with a beginning, middle, and end. Informative feedback at the completion of a group of actions gives operators the satisfaction of accomplishment, a sense of relief, a signal to drop contingency plans from their minds, and an indicator to prepare for the next group of actions. |  |
| 1. **Prevent Errors**   As much as possible, design the system so the user cannot make a serious error. If an error is made, the system should be able to detect the error and offer simple, comprehensible mechanisms for handling the error. |  |
| 1. **Permit Easy Reversal of Actions**   This feature relieves anxiety, since the user knows that errors can be undone; it thus encourages exploration of unfamiliar options. The units of reversibility may be a single action, a data entry, or a complete group of actions. |  |
| 1. **Support Internal Locus of Control**   Experienced operators strongly desire the sense that they are in charge of the system and that the system responds to their actions. Design the system to make users the initiators of actions rather than the responders. |  |
| 1. **Reduce Short-Term Memory Load**   The limitation of human information processing in short-term memory requires that displays be kept simple, multiple page displays be consolidated, window-motion frequency be reduced, and sufficient training time be allotted for codes, mnemonics, and sequences of actions. |  |

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