Design

User Interfaces

* Conceptual Design: Abstractly describes an interface’s behaviour. E.g., “It’s a machine in a wall that knows who the person is because they give it a card and a code. The person asks for an amount of money. Then the machine talks to the bank while the person waits, and if the bank says yes, the machine gives that person the amount of money they requested.
* Physical Design: Physical design Addresses the concrete physical, layout and design features needed to carry out the conceptual task. E.g., A cashpoint needs to be outside, needs to have a card slot and numbered buttons, a connection to the bank, it needs to be secure, it needs rollers to dispense money, it needs electricity, it needs to open with a key to be refilled ...

In the paragraphs cover:

* How we overcame usability problems
* How they match stakeholder needs/requirements
* Aesthetics of the design
* Usability (Readable, interaction good, easy to use, colors/fonts/icons)

Concept Development

Shape

Description automatically generatedGraphical user interface, text, application

Description automatically generated

\*Change select week to select Day

Ebz Calendar

Maya Direction

Map - Klaidas

Graphical user interface

Description automatically generated

Graphical user interface, text, application

Description automatically generated

Text

Description automatically generated

Text

Description automatically generated with medium confidence

Graphical user interface

Description automatically generatedA picture containing icon

Description automatically generated