

**OBJECTIVES:**

- To understand the basics of User Interface Design. □ To design the user interface, design, menu creation and windows creation
- To understand the concept of menus, windows, interfaces, business functions, various problems in windows design with colour, text, Non-anthropomorphic Design.
- To study the design process and evaluations.

**UNIT I INTERACTIVE SOFTWARE AND INTERACTION DEVICE 9**

Human-Computer Interface – Characteristics Of Graphics Interface –Direct Manipulation Graphical System – Web User Interface –Popularity –Characteristic & Principles.

**UNIT II HUMAN COMPUTER INTERACTION 9**

User Interface Design Process – Obstacles –Usability –Human Characteristics In Design –Human Interaction Speed –Business Functions –Requirement Analysis – Direct – Indirect Methods – Basic Business Functions – Design Standards – General Design Principles –Conceptual Model Design – Conceptual Model Mock-Ups.

**UNIT III WINDOWS 9**

Characteristics– Components– Presentation Styles– Types– Managements– Organizations–Operations– Web Systems– System Timings - Device– Based Controls Characteristics–Screen – Based Controls — Human Consideration In Screen Design – Structures Of Menus Functions Of Menus– Contents Of Menu– Formatting – Phrasing The Menu – Selecting Menu Choice– Navigating Menus– Graphical Menus. Operate Control – Text Boxes– Selection Control– Combination Control– Custom Control– Presentation Control.

**UNIT IV MULTIMEDIA 9**

Text For Web Pages – Effective Feedback– Guidance & Assistance Internationalization– Accessibility– Icons– Image– Multimedia – Coloring- Case Study: Addressing usability in Ecommerce sites

**UNIT V DESIGN PROCESS AND EVALUATION 9**

User Interface Design Process - Usability Testing - Usability Requirements and Specification procedures and techniques- User Interface Design Evaluation

**TOTAL: 45 PERIODS**

**OUTCOMES:**

- Knowledge on development methodologies, evaluation techniques and user interface building tools
- Explore a representative range of design guidelines
- Gain experience in applying design guidelines to user interface design tasks.
- Ability to design their own Human Computer

**REFERENCES:**

1. Wilbent. O. Galitz ,“The Essential Guide To User Interface Design”, John Wiley& Sons, 2001.
2. Deborah Mayhew, The Usability Engineering Lifecycle, Morgan Kaufmann, 1999Ben Shneiderman, “Design The User Interface”, Pearson Education, 1998.
3. Alan Cooper, “The Essential Of User Interface Design”, Wiley – Dream Tech Ltd., 2002.
- Sharp, Rogers, Preece, ‘Interaction Design’, Wiley India Edition, 2007
4. Alan Dix et al, " Human - Computer Interaction ", Prentice Hall, 1993.
5. Ben Schneiderman, " Designing the User Interface ", Addison Wesley, 2000.

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