

Module 1

1. Common Usability problems
 - a. Discussion
 - b. Examples
2. Response of people to poor design
 - a. Explanation
 - b. Examples
 - c. Identify the response from the given scenarios
3. Methods to collect business definitions/ requirement analysis/requirements from users
 - a. Discussion
 - b. Examples
 - c. Apply appropriate methods to collect business definitions/ requirement analysis/requirements from given scenarios/use cases
4. Problems in requirement collection
 - a. Discussion
 - b. Example with personas
5. Understanding user's work
 - a. Discussion
 - b. Examples
6. Human Consideration in design
 - a. Discussion
7. Screen Distraction factors and varieties/types
 - a. Discussion
 - b. Discussion on example with the diagram of screen distraction factors and varieties/types
8. Ordering of Screen Data and Content
 - a. Discussion
 - b. Example
9. Screen Navigation and Flow
 - a. Discussion
 - b. Example
10. Visually pleasing composition with the following qualities:
 - Balance
 - Symmetry
 - Regularity
 - Predictability
 - Sequentially
 - Economy
 - Unity
 - Proportion
 - Simplicity
 - Groupings
 - a. Discussion
 - b. Example
 - c. Design

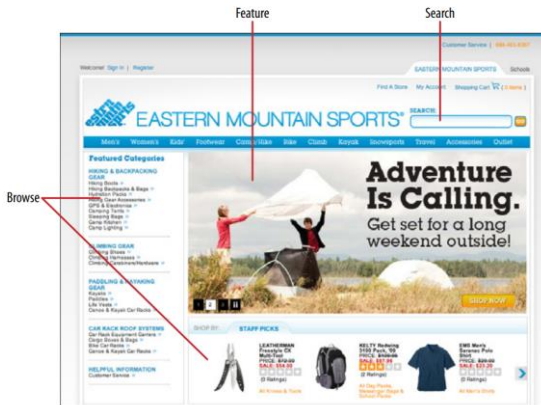
Module 2

1. Information Architecture

1. What is it, and what it covers?
 - i. Show one single thing, such as a map, book, video, or game
 - ii. Show a list or set of things
 - iii. Provide tools to create a thing
 - iv. Facilitate a task

2. Organizational Pattern

1. Feature, Search, and Browse
2. News Stream
3. Picture Manager
4. Dashboard
5. Canvas Plus Palette
6. Wizard
7. Settings Editor
8. Alternative views
9. Many Workspaces
10. Multi Level Help

Name of the pattern	Feature, Search, and Browse
What	Put three elements on the main page of the site or app: a featured article or product, the search box, and a list of items or categories that can be browsed
When	Your site offers users long lists of items—articles, products, videos, and so on—that can be browsed and searched. You want to engage incoming users immediately by giving them something interesting to read or watch.
Why	Searching and browsing go hand in hand as two ways to find desired items: some people will know what they're looking for and zero in on the search box, while others will do more open-ended browsing through the lists and categories you show them.
Example	

Name of the pattern	News Stream
What	
When	
Why	
Example	

Name of the pattern	Picture Manager
What	
When	
Why	
Example	

Name of the pattern	Dashboard
What	
When	
Why	
Example	

Name of the pattern	Canvas Plus Palatte
What	
When	
Why	
Example	

Name of the pattern	Wizard
What	
When	
Why	
Example	

Name of the pattern	Settings Editor
What	
When	
Why	
Example	

Name of the pattern	Alternative Viwes
What	
When	
Why	
Example	

Name of the pattern	Many Workplaces
What	
When	
Why	
Example	

Name of the pattern	Multilevel Help
What	
When	
Why	
Example	

3. Define
 - a. Signpost
 - b. Wayfinding

4. Helpful features for wayfinding
 - i. Good Signage
 - ii. Environmental Clue
 - iii. Maps
 - a. Discuss
 - b. Example

5. Navigational Models
 - a. Hub and Spoke
 - b. Fully Connected
 - c. Multi-Level
 - d. Step Wise
 - e. Pyramid

Name of the Navigational Model	
What	
Diagram	
Example	
Apply for the given scenario	

6. Patterns addressing the navigational model
 1. Clear Entry Points
 2. Menu Page
 3. Pyramid
 4. Modal Panel
 5. Deep-linked State
 6. Escape Hatch
 7. Fat Menu
 8. Sitemap Footer
 9. Sign in Tools
 10. Sequence Map
 11. Breadcrumb
 12. Annotated Scrollbar

Name of the pattern addressing the navigational model	
What	
When	
Why	
Example	
Apply for the given scenario	

* If more than one pattern is asked, one screen per pattern will be enough

Module 3

1. Types of In-Page Editing
 - a. Discussion
 - b. Example
 - c. Design for the given scenario or application
2. Challenges associated with In-Page Editing
 - a. Discussion
3. Guidelines for Choosing Specific Editing Patterns
 - a. Discussion
4. Drag and Drop principle
 - i. Events
 - ii. Two common approaches to targeting a drop of the dragged object
 - a. Discussion
 - b. Example
 - c. Design for the given scenario or application
5. Drag and Drop List
 - a. Discussion
 - b. Example
 - c. Design for the given scenario or application
6. Drag and Drop Object
 - a. Discussion
 - b. Example
 - c. Design for the given scenario or application
7. Fitts Law
 - a. Discussion