

Chapter 8 : Designing the User Interface

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Outline

- Understanding the User Experience and the User Interface
- Fundamental Principles of User-Interface Design
- Transitioning from Analysis to User-Interface Design
- User-Interface Design
- Designing Reports, Statements, and Turnaround Documents

Overview

- Information systems interact with people and other systems
- Poorly designed user interfaces are a source of errors and inefficiency
- User interface design must consider the entire user experience
- Good user interfaces are based on good design principles visibility, affordance, feedback, etc.
- Poorly designed user interface can make the information system unusable
- Story boards are a powerful tool for UI design

System and User Interfaces

- System interface _ the inputs and outputs that require minimal human intervention
 - Inputs capture automatically
 - Outputs direct to other systems
 - Printed and distributed outputs (Statements, reports)
- User Interface inputs and outputs that directly involve a human user/actor
 - A dialog goes on between actor and system

User Centered Design

- Design techniques that embody the view that the user interface is the system to the user
 - Dates back to 1980s (more for Mac)
- Principles of User Centered Design
 - Focus early on users and their work
 - Evaluate designs to ensure usability
 - Use iterative development
- Usability is the objective

Note that contemporary A&D finally incorporates these principles.

User Interface Design Concepts

- Human Computer Interaction (HCI)
 - A field of study concerned with the efficiency and effectiveness of user interaction with computer systems, human –oriented input and output technology, and psychological aspects of user interfaces

Components of the User Interface (Physical, Perceptual and conceptual)

Equipment—Screen, keyboard, mouse, keypad, printed forms, documents, reports, webcam, desk, chair, light Application—Functions, organization, screen content, advertisements, distractions, links, views, complexities

Screen elements—Windows, screens, menus, buttons, pictures, animations, fonts, sounds, colors

Mobile equipment—Touch screen, screen size, brightness, resolution, hotspots, connections, response times





Metaphor of Human Computer Interaction

Direct manipulation metaphor

- metaphor in which objects on a display are manipulated to look like physical objects (pictures) or graphic symbols that represent them (icons)
 - Recycling bin,

Desktop metaphor

 metaphor in which the visual display is organized into distinct regions, with a large empty workspace in the middle and a collection of tool icons around the perimeter

Document metaphor

metaphor in which data is visually represented as paper pages or forms

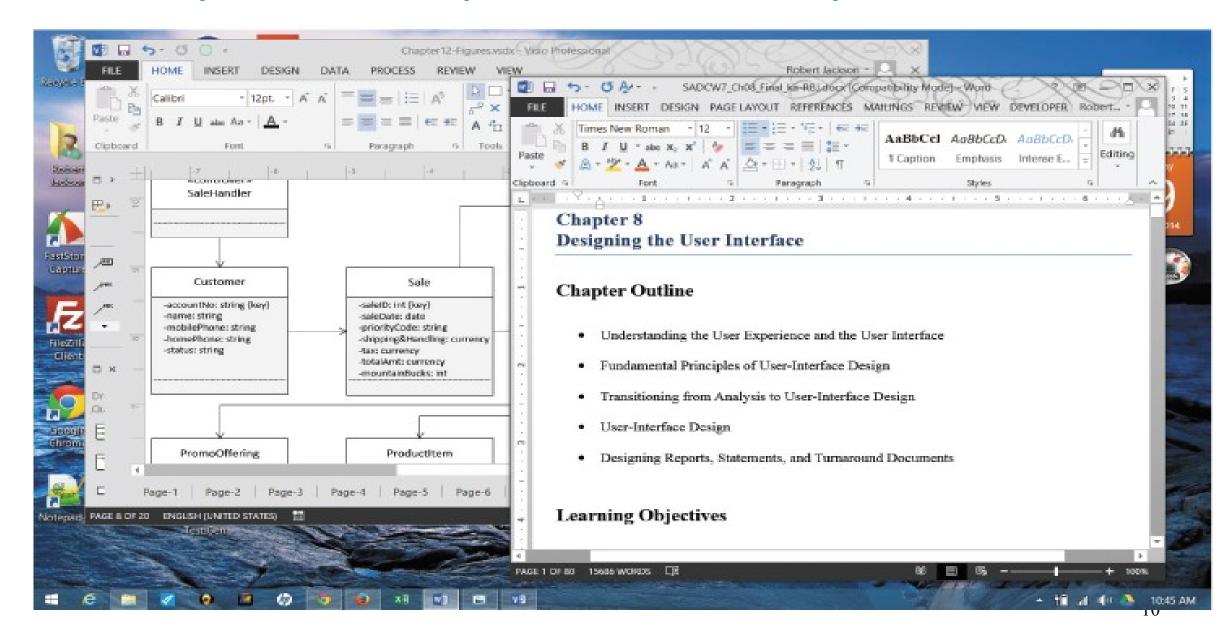
Dialog metaphor

 metaphor in which user and computer accomplish a task by engaging in a conversation or dialog via text, voice, or tools such as labeled buttons

Metaphor Details

Metaphor	Description	Example
Direct manipulation	Manipulating objects on a display that look like physical objects (pictures) or that represent them (icons)	The user drags a folder icon to an image of a recycle bin or trash can to delete a collection of files.
Desktop	Organizing visual display into distinct regions, with a large empty workspace in the middle and a collection of tool icons around the perimeter	At computer startup, a Windows user sees a desktop, with icons for a clock, calendar, notepad, inbox and sticky notes (the computer interface version of a physical Post-It note).
Document	Visually representing the data in files as paper pages or forms; these pages can be linked together by references (hyperlinks)	The user fills in a form field for a product he or she owns, and the manufacturer's Web site finds and displays the product's manual as an Adobe Acrobat file, which contains a hyperlinked table of contents and embedded links to related documents.
Dialog	The user and computer accomplishing a task by engaging in a conversation or dialog by using text, voice, or tools, such as labeled buttons	The user clicks a button labeled "troubleshoot" because the printer isn't working. The computer prints questions on the display, and the user responds by typing answers or selecting responses from a printed list.

Direct Manipulation, Desktop, and Document Metaphors on One Screen



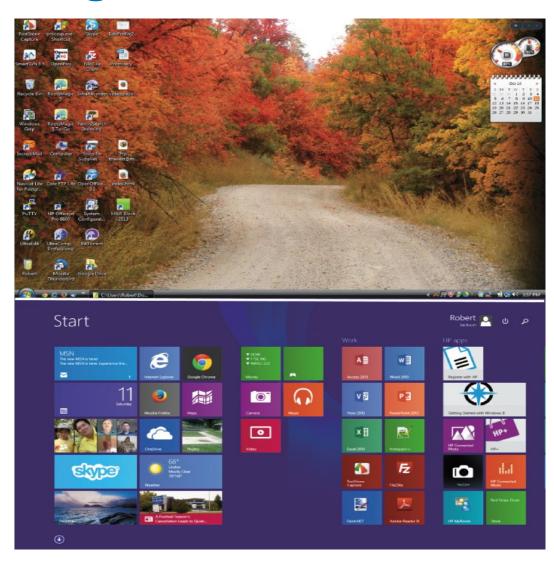
Dialog Metaphor



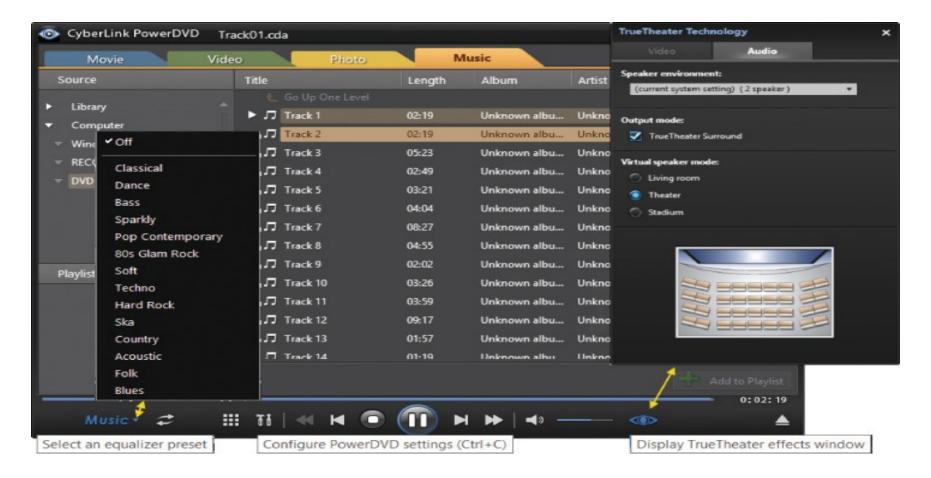
- Human-Interface Objects
- Visibility and Affordance
 - To be usable, a control must be visible to the user and its appearance should suggest its functionality.
 - Media player controls, buttons, scroll bars.
 - Visible with Feedback
 - Both visible on the display and provides a response to a user action (feedback)



- Consistency
 - Across platforms
 - Within a suite of applications
 - Within a particular application
- Continuity
 - Consistency across releases over time
 - Example : Windows 7&8

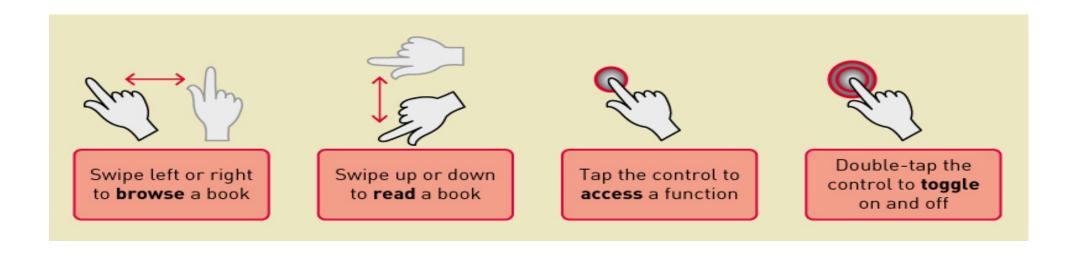


- Discoverability
 - To help users discover "hidden" features or objects
 - Active discovery mouse hovers, pop-ups, tool tips



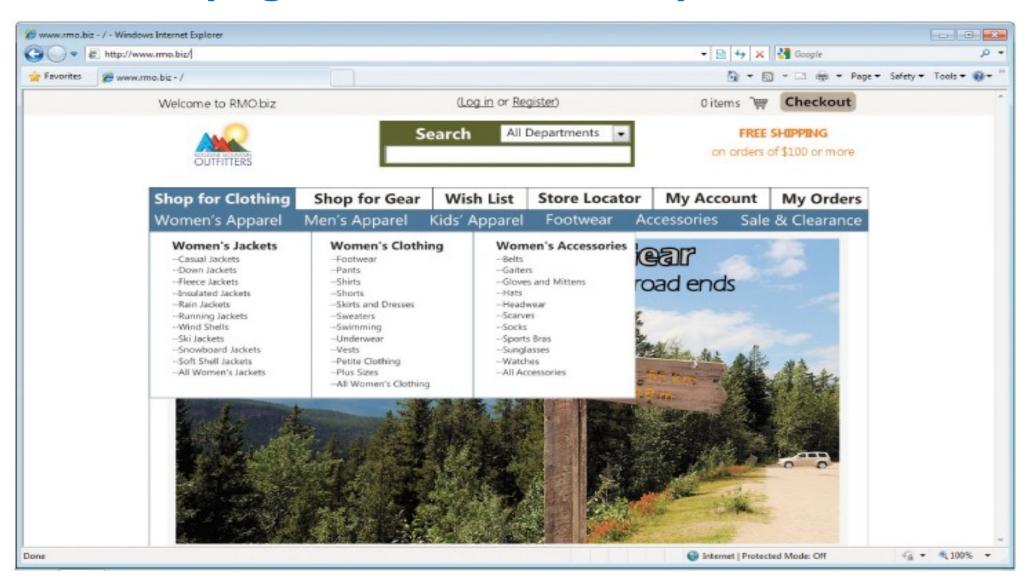
Principle of User-Interface Design (Cont'd)

- Discoverability
 - Visual Diagrams to guide users



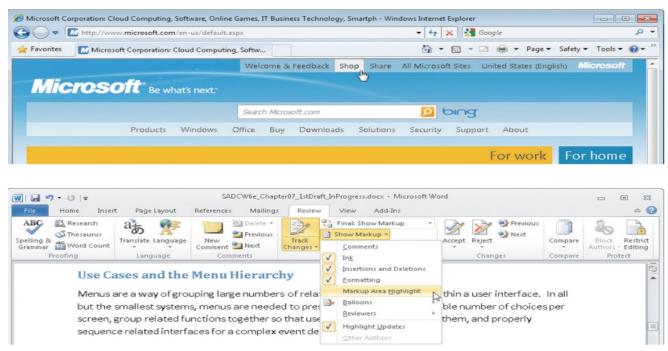
- Closure
 - Closure on Dialogues End of a series of actions
 - Protect user's work at end and for partially complete work
 - Provide undo to reverse actions
- Readability and Navigation
 - Readable text for all users (type, size, color)
 - Clear navigation
 - Reverse navigation a way out breadcrumbs navigation
- Usability and Efficiency
 - Shortcut keys for experienced users
 - Meaningful error messages
 - Simplicity KISS

RMO Homepage – Clean and Simple



Transition from Analysis to UI Design

- Use Cases and the Menu Hierarchy
 - We design use case by use case
 - Menus are a typical way to organize access to use case functionality
 - Different types of users might have different menus
 - Useful to design an overall menu hierarchy and then subsets for different users
 - Once the hierarchy is established, menus can be implemented in a variety of ways



Some RMO Use Cases

Grouped by Actor and Subsystem

Subsystem	Use case	Users/actors
Sales	Search for item	Customer, customer service representative, store sales representative
Sales	View product comments and ratings	Customer, customer service representative, store sales representative
Sales	View accessory combinations	Customer, customer service representative
Sales	Fill shopping cart	Customer
Sales	Empty shopping cart	Customer
Sales	Check out shopping cart	Customer
Sales	Fill reserve cart	Customer
Sales	Empty reserve cart	Customer
Sales	Convert reserve cart	Customer
Sales	Create phone sale	Customer service representative
Sales	Create store sale	Store sales representative
Order fulfillment	Ship items	Shipping
Order fulfillment	Manage shippers	Shipping
Order fulfillment	Create backorder	Shipping
Order fulfillment	Create item return	Shipping, customer
Order fulfillment	Look up order status	Shipping, customer, management
Order fulfillment	Track shipment	Shipping, customer, marketing
Order fulfillment	Rate and comment on product	Customer
Order fulfillment	Provide suggestion	Customer

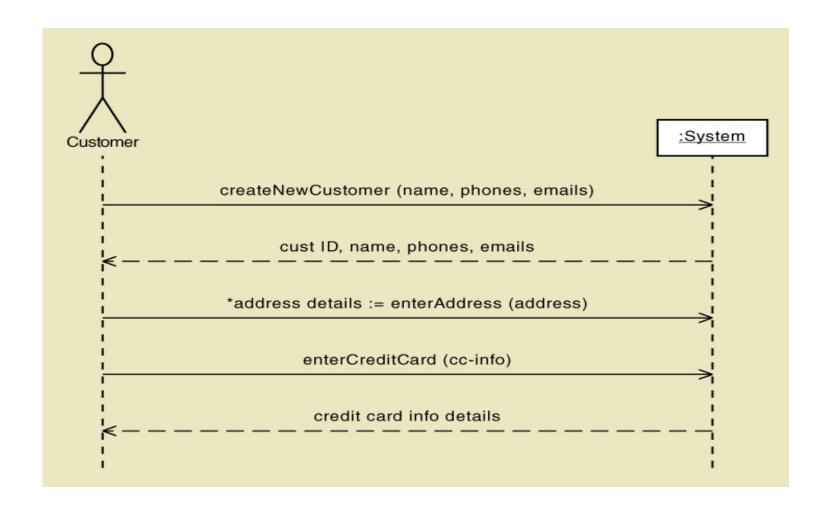
RMO Use Cases

Grouped into First Cut Menu Hierarchy

Menu description	Menu choices (use cases)	Intended user(s)
Shopping cart functions (primary or reserve)	Search for item View product comments and ratings View accessory combinations Switch carts (primary to reserve or vice versa) Fill shopping cart Empty shopping cart Check out shopping cart	Customer
Sale creation	Search for item View product comments and ratings View accessory combinations Create sale	Customer service and store sales representatives
Order shipment	Ship items Manage shippers Create backorder Create item return Look up order status Track shipment	Customer service and store sales representatives
Customer order control	Look up order status Track shipment Create item return Rate and comment on product Provide suggestion	Customer

Analysis Models and Input Forms

SSD defines input messages, which indicates what forms



Sample Customers Form

First draft of RMO Customer Form from SSD information



Dialogs and Storyboards

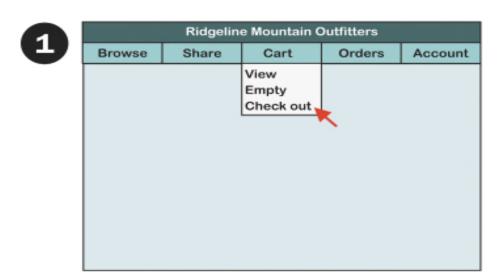
- For each use case, think of the natural flow of a dialog between user and computer
 - Based on the flow of activities in use case description and/or the system sequence diagram
 - Use natural language to emphasize feedback to user
 - Create a storyboard of the dialog, showing the sequence of sketches of the screen each step of the dialog. (storyboarding)
 - Review the storyboard with users

From Dialog to Storyboard – Example

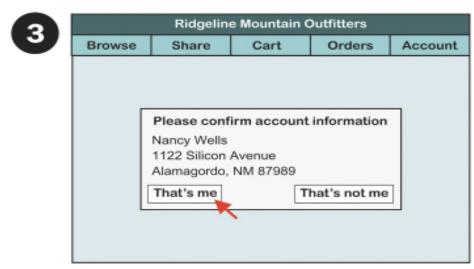
RMO "check out shopping cart" use case

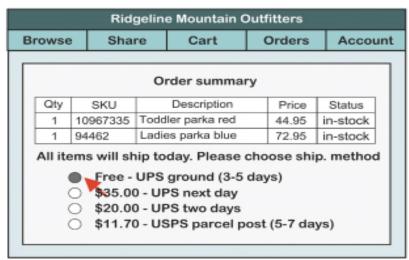
System	What would you like to do?.
User	I'd like to check out.
System	Okay. What is your e-mail address or account number?
User	My e-mail address nwells22@gmail.com.
System	Fine. You are Nancy Wells at 1122 Silicon Avenue. Correct?
User	Yes.
System	All items in your cart are in stock and can be shipped today. Because your order subtotal is over \$100, you qualify for free UPS ground shipping (3–5 days). Other shipping options include next day (\$35.00), two day (\$20.00), and USPS parcel post (\$11.70, 5–7 days). How would you like your items to be shipped?

From Dialog to Storyboard – Example









In- Class Activity #1

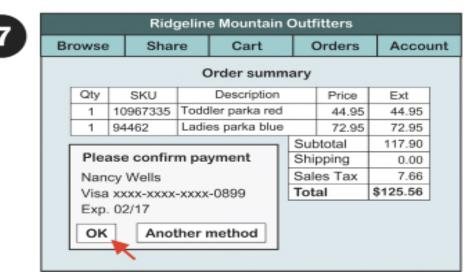
RMO "checkout shopping cart" use case.

User	Free UPS ground shipping.
System	We have a shipping address on file for you (1122 Silicon Avenue). Do you want your order shipped to that address?
User	No.
System	To what address would you like the order shipped?
User	John Wells, 1612 Jefferson Street NE, Albuquerque, NM 87123.
System	Okay, the total charge is \$125.56 (\$117.90 item subtotal plus \$7.66 sales tax). Shall I charge that amount to your credit card on file (a Visa with an account number ending in 0899)?
User	Yes.
System	Your payment has been approved, and your order is being prepared for shipment. A confirmation e-mail has been sent to you, and another will be sent with a shipment tracking number when the order is shipped later today. Can I help you with anything else?
User	No.

In- Class Activity #1 - Possible Storyboard







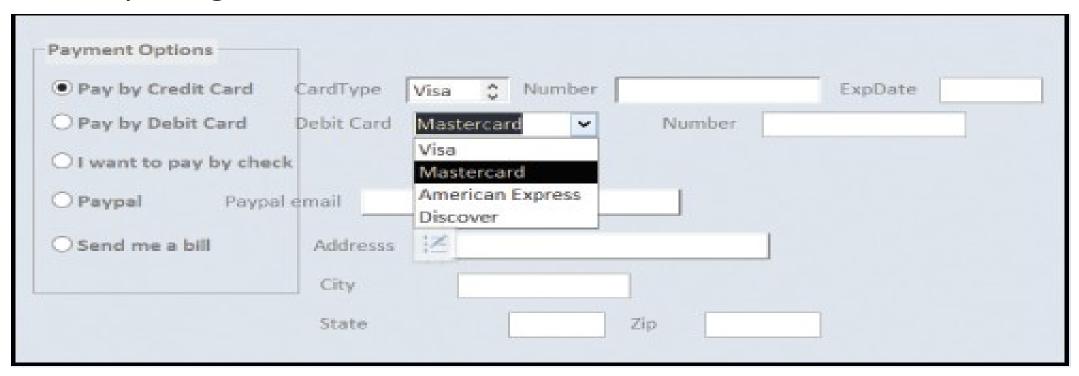


User Interface Design

- Is the system a custom application or browser based?
- What kinds of devices will the user-interface need to support?
- What operating systems will the user-interface run on?

User Interface Design (Cont'd)

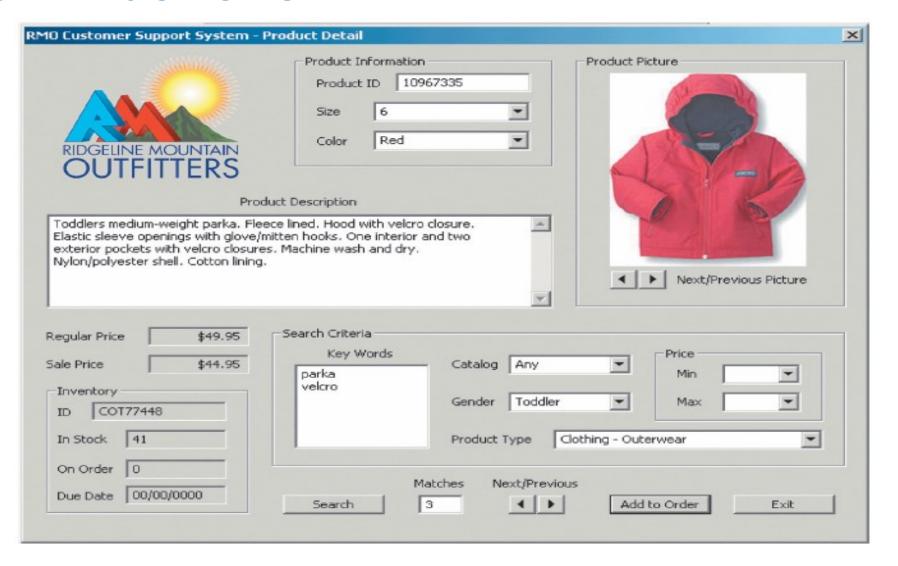
- Desktop and Laptop UIs
 - Layout and Formatting
 - Purposeful designs, location and grouping, no sloppiness or errors
 - Poorly designed form



User Interface Design (Cont'd)

- Data Entry
 - Text box, list box, combo box, radio buttons, check boxes
 - Include online editing to minimize errors
- Navigation and Visibility
 - Minimize, maximize, close, scroll bars, resize

RMO Windows Form



Consideration for Web-Based Applications Uls

Consistency

 Cascading style sheets (CSS)- Web page encoding standard that enables a website designer to specify parts of a page that will always look the same and parts that will vary by tasks or audience.

Performance consideration

Sensitive to network connection, amount of information transmitted, type of information transmitted

Pictures, video, and sound

Powerful , but compatibility issues arise

Users with Disabilities

Assistive technologies – software (such as text-to-speech and voice recognition utilities)
that adopts user interfaces to the special needs of persons with disabilities.

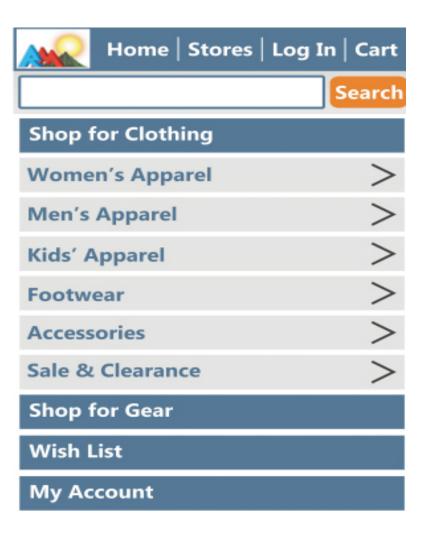
Smartphones and Small Mobile Devices

- Challenges
 - Small screen size, small keyboards and touch screens, limited network capacity, app design guidelines and toolkits
- Layout and formatting
 - Rotating view, resizing, visible navigation, scrolling
- Data entry and user actions
 - Fat finger and accidental touches
- Navigation and visibility
 - Show site map
 - Use action bar
 - Visual clues
 - Back button



Smartphones and Small Mobile Devices - Example

Sample prototype for RMO home page display



UI for Tablets

• Similar to smartphones, except more real estate to display



Designing Reports, Statements, and Turnaround Documents

Report Types

- Detailed reports -- reports that contain specific information on business transactions
- Summary reports -- reports that summarize detail or recap periodic activity
- Exception reports -- reports that provide details or summary information about transactions or operating results that fall outside a predefined normal range of values
- Executive reports -- reports used by high level managers to assess overall organizational health and performance

Electronic Reports

- Drill down to view additional detail related to an item
- Linking reports to other reports
- View data grouped various categories
- Graphical and Multimedia Reports
 - Charting and graphing of data

RMO Reports - Example

Shopping cart order report



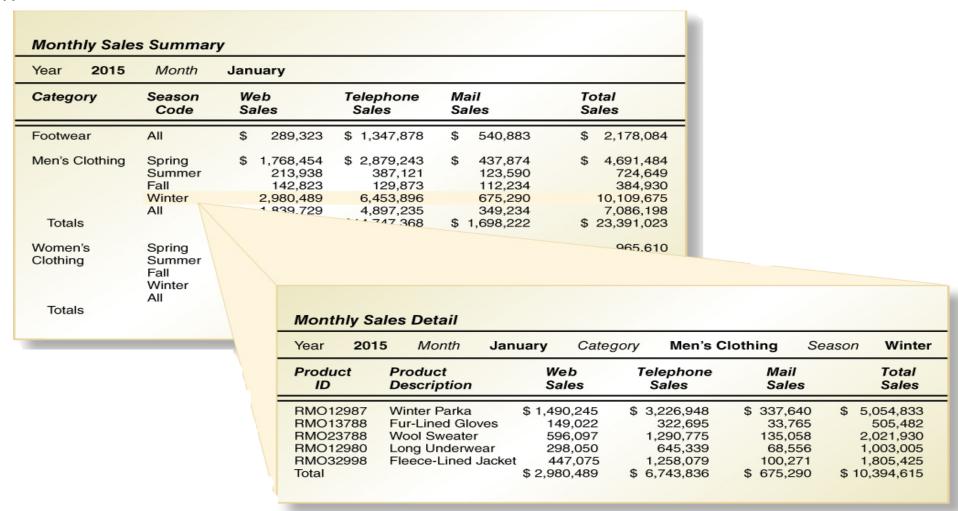
RMO Reports - Example

Inventory Report

ID	Sea	ason	Category	Supplier	Unit Price	Special Price	Discontinue
RMO12	2587 Sp	r/Fall	Mens C	8201	\$39.00	\$34.95	No
Descri	ption Outdo	or Nylon	Jacket with Li	ning			
	Size	Color	Style	Units in Stock	Reor	der Level	Units on Orde
	Small	Blue		691	1	50	
		Green		723	1	50	
		Red		569	1	50	
		Yellow		827	1	50	
	Medium	Blue		722	1	50	
		Green		756	1	50	
		Red		698	1	50	
		Yellow		590	1	50	
	Large	Blue		1289	1	50	
		Green		1455	1	50	
		Red		1329	1	50	
		Yellow		1370	1	50	
	Xlarge	Blue		1498	1	50	
		Green		1248	1	50	
		Red		1266	1	50	
		Yellow		1322	1	50	
ID	Se	ason	Category	Supplier	Unit Price	Special Price	Discontinue
RMO28	8497 AI	I	Footwea	7993	\$49.95	\$44.89	No
				d Tread Durable	Uppers		
Descri	ption Hiking	g Walkers	with Patternet				
Descri	Size	Color	Style	Units in Stock	Reor	der Level	Units on Orde
Descri		200 Day 25 to 100 C		Units in Stock		der Level	Units on Orde
Descri	Size	Color Brown		Units in Stock		100	Units on Orde
Descri	Size	Color		Units in Stock			Units on Orde
Descri	Size 7	Color Brown Tan		Units in Stock 389 422		100	Units on Orde
Descri	Size 7	Color Brown Tan Brown Tan		389 422 597		100 100 100	Units on Orde
Descri	7 8	Color Brown Tan Brown		389 422 597 521		100 100 100	Units on Orde
Descri	7 8	Color Brown Tan Brown Tan Brown		389 422 597 521 633		100 100 100 100 100	Units on Orde
Descri	7 8 9	Color Brown Tan Brown Tan Brown Tan Brown Tan		389 422 597 521 633 654		100 100 100 100 100 100	Units on Orde
Descri	7 8 9	Color Brown Tan Brown Tan Brown Tan Brown Tan Brown		389 422 597 521 633 654 836		100 100 100 100 100	Units on Orde
<u>Descri</u>	Size 7 8 9 10	Brown Tan Brown Tan Brown Tan Brown Tan Brown Tan Brown Tan Brown		389 422 597 521 633 654 836 954 862		100 100 100 100 100 100	Units on Orde
Descri	Size 7 8 9 10	Brown Tan Brown Tan Brown Tan Brown Tan Brown Tan Brown Tan		389 422 597 521 633 654 836 954		100 100 100 100 100 100 100	Units on Orde
Descri	Size 7 8 9 10	Color Brown Tan Brown		389 422 597 521 633 654 836 954 862 792 754		100 100 100 100 100 100 100 100	Units on Orde
Descri	Size 7 8 9 10	Brown Tan		389 422 597 521 633 654 836 954 862 792		100 100 100 100 100 100 100 100	Units on Orde

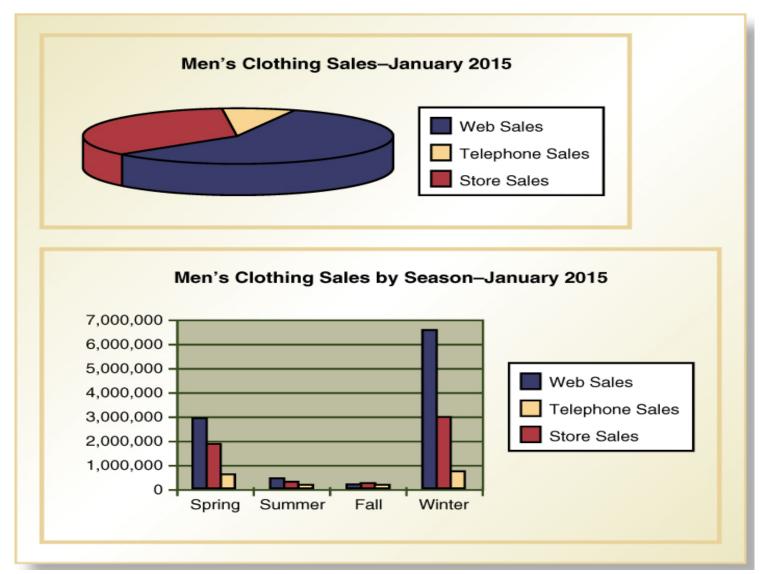
RMO Reports, Electronic Reports - Example

Drill down



RMO Reports, Electronic Reports - Example

Charts and graphs



Summary

- User interfaces involve direct user interaction with the system.
- The design of the user interface has a long history as human computer interaction (HCI) and relies on user-centered design, which focuses early on users, evaluates designs to ensure usability, and uses iterative development
- Metaphors are used to think about the nature of the user interface, and they include direct manipulation, desktop, document, and dialog metaphors.
- Key user interface concepts include affordance and visibility for controls
- Other key principles include consistency, shortcuts, feedback, dialog closure, error handling, and reversal of actions
- Use cases are organized into one or more menu hierarchies to arrange functionality for users
- Dialogs and storyboards are used to design the interaction for each use case based on use case flow of activates and system sequence diagrams
- Guidelines are available for designing for Windows, Web browsers, and Handheld devices
- Designing inputs involves identifying devices and mechanisms, identifying inputs and the data content, and determining the controls necessary
- Designing outputs includes designing detailed reports, summary report, exception reports, and executive reports
- Electronic reports and other outputs can include drill down, graphics, and multimedia