Modern Systems Analysis and Design

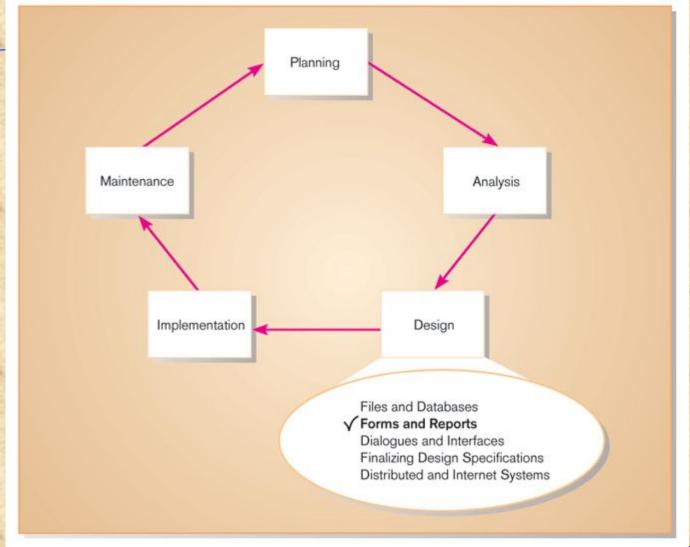
Chapter 4 Designing Forms and Reports

Learning Objectives

- Explain the process of form and report design.
- Apply general guidelines for formatting forms and reports.
- Use color and know when color improves the usability of information.
- ✓ Format text, tables, and lists effectively.
- Explain how to assess usability and describe factors affecting usability.



Figure 11-1 Systems development life cycle with logical design phase highlighted



Forms vs. Reports

Form

- A business document that contains some organizational related data and may include some areas where additional data are to be filled in.
- An instance of a form is typically based on one database record.

Report

- A business document that contains only predefined data.
- A passive document for reading or viewing data.
- Typically contains data from many databases records or transactions.



Common Types of Reports

- Scheduled: produced at predefined time intervals for routine information needs
- Key-indicator: provide summary of information on regular basis
- Exception: highlights data outside of normal operating ranges.
- Drill-down: provide details behind summary of key-indicator or exception reports.
- Ad-hoc: respond to unplanned requests for non-routine information needs.



The Process of Designing Forms and Reports

- User-focused activity
- Follows a prototyping approach
- Requirements determination:
 - Who will use the form or report?
 - What is the purpose of the form or report?
 - When is the report needed or used?
 - Where does the form or report need to be delivered and used?
 - How many people need to use or view the form or report?

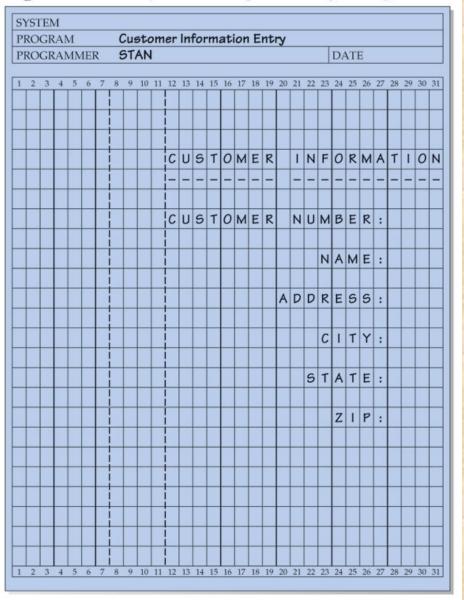


The Process of Designing Forms and Reports (cont.)

- Prototyping
 - Initial prototype is designed from requirements
 - Users review prototype design and either accept the design or request changes
 - If changes are requested, the construction-evaluation-refinement cycle is repeated until the design is accepted



Figure 11-2 The layout of a data input form using a coding sheet

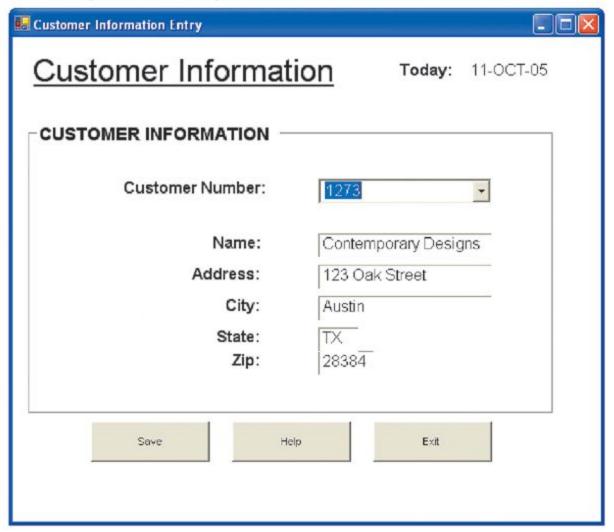


A coding sheet is an "old" tool for designing forms and reports, usually associated with text-based forms and reports for mainframe applications.

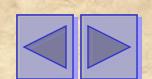


Figure 11-3

A data input screen designed in Microsoft's Visual Basic .NET



Visual Basic and other development tools provide computer aided GUI form and report generation.



Form/Report Design Specification

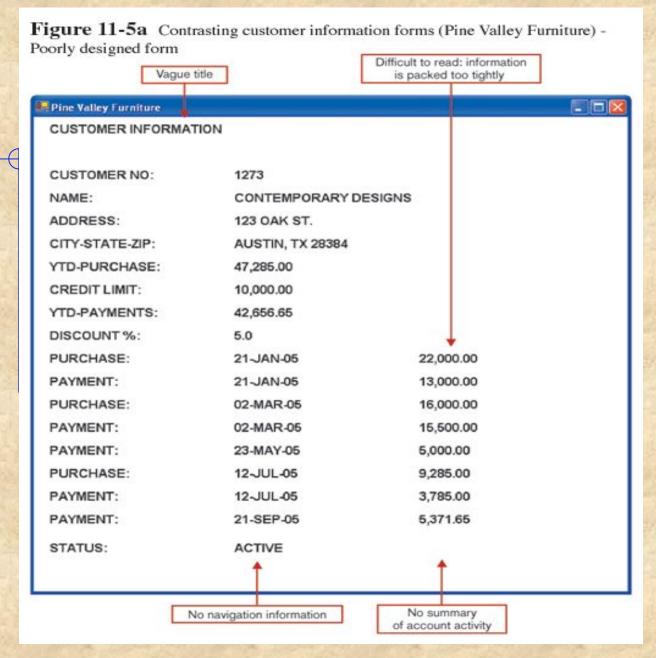
- The major deliverable of interface design
- Involves three parts:
 - Narrative overview: characterizes users, tasks, system, and environmental factors
 - Sample design: image of the form (from coding sheet or form building development tool)
 - Assessment: measuring test/usability results (consistency, sufficiency, accuracy, etc.)



Guidelines for Form and Report Design

- Meaningful titles: clear, specific, version information, current date
- Meaningful information
 include only necessary information
- Balanced layout: adequate spacing, margins, and clear labels
- Easy navigation system: show how to move forward and backward, and where you are currently





A poor form design



Figure 11-5b Contrasting customer information forms (Pine Valley Furniture) - Improved design for form



A better form design



Uses of Highlighting in Forms and Reports

- Notify users of errors in data entry or processing.
- Provide warnings regarding possible problems.
- Draw attention to keywords, commands, high-priority messages, unusual data values.



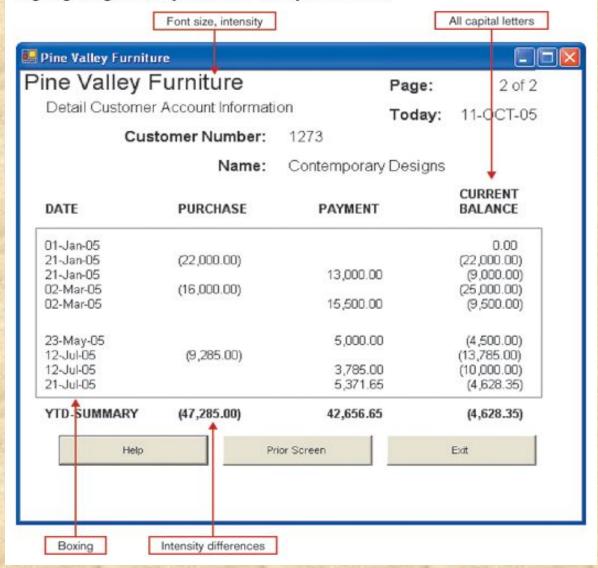
Methods for Highlighting

- Blinking
- Audible tones
- Intensity
 differences
- Size differences
- Font differences

- Boxing
- Underlining
- All capital letters



Figure 11-6 Customer account status display using various highlighting techniques (Pine Valley Furniture)



Highlighting can include use of upper case, font size differences, bold, italics, underline, boxing, and other approaches.

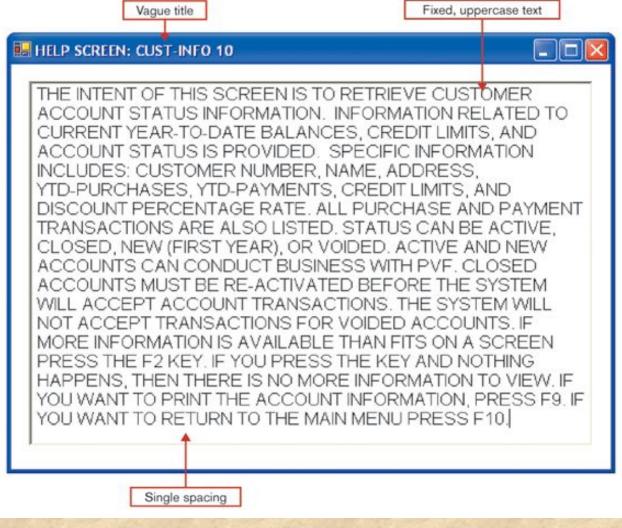


Guidelines for Displaying Text

- Case: mixed upper and lower case, use conventional punctuation
- Spacing: double spacing if possible, otherwise blank lines between paragraphs
- Justification: left justify text
- Hyphenation: no hyphenated words between lines
- Abbreviations: only when widely understood and significantly shorter than full text



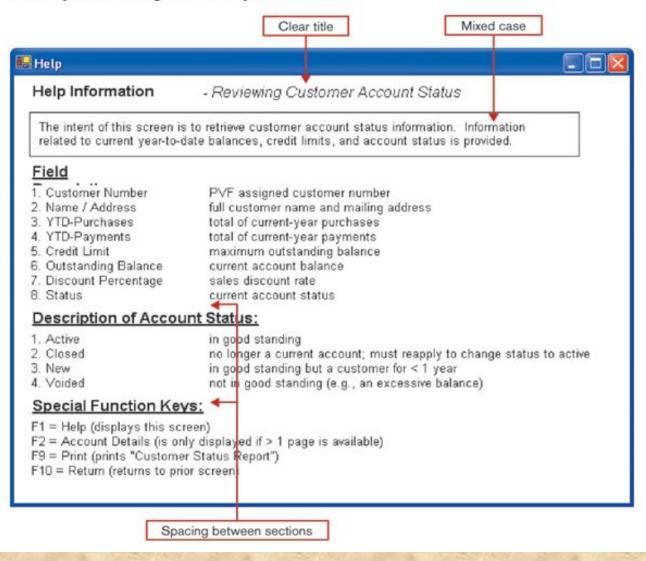
Figure 11-7a Contrasting the display of textual help information Poorly designed help screen with many violations of the general
guidelines for displaying text



A poor help screen design



Figure 11-7b Contrasting the display of textual help information - An improved design for a help screen



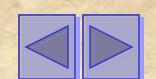
A better help screen design



Guidelines for Tables and Lists

Labels

- All columns and rows should have meaningful labels.
- Labels should be separated from other information by using highlighting.
- Redisplay labels when the data extend beyond a single screen or page.



Guidelines for Tables and Lists (cont.)

- Formatting columns, rows and text:
 - Sort in a meaningful order.
 - Place a blank line between every five rows in long columns.
 - Similar information displayed in multiple columns should be sorted vertically.
 - Columns should have at least two spaces between them.
 - Allow white space on printed reports for user to write notes.
 - Use same family of typefaces within and across displays and reports.
 - Avoid overly fancy fonts.

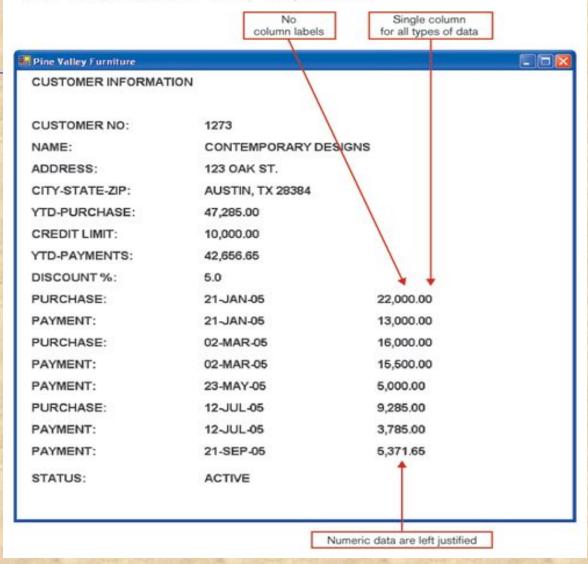


Guidelines for Tables and Lists (cont.)

- Formatting numeric, textual and alphanumeric data:
 - Right justify numeric data and align columns by decimal points or other delimiter.
 - Left justify textual data. Use short line length, usually 30 to 40 characters per line.
 - Break long sequences of alphanumeric data into small groups of three to four characters each.

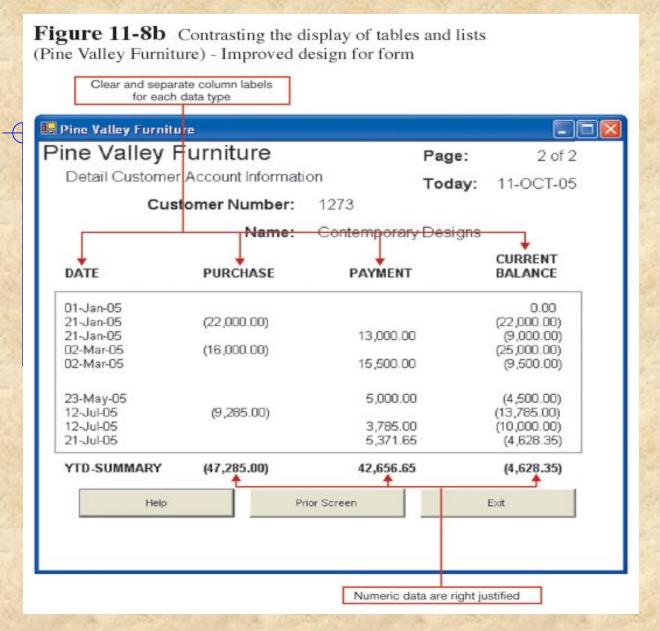


Figure 11-8a Contrasting the display of tables and lists (Pine Valley Furniture) - Poorly designed form



A poor table design





A better table design



Tables vs. Graphs

- Use tables for reading individual data values
- Use graphs for:
 - Providing quick summary
 - Displaying trends over time
 - Comparing points and patterns of variables
 - Forecasting activity
 - Simple reporting of vast quantities of information

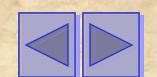


Figure 11-9 Tabular report illustrating numerous design guidelines (Pine Valley Furniture) Place meaningful Use a Box the table data to Alphabetic text labels on all meaningful improve the appearance is left justified columns and rows of the table title Pine Valley Furniture Salesperson Annual Summary Report, 2004 Page 1 of 2 January 10, 2005 **Ouarterly Actual Sales** Region Salesperson SSN First Second Third Fourth Northwest & Mountain Baker -999-99-9999 133,000 195,000 146,000 120,000 Hawthorne 175,000 213,000 999-99-9999 220,000 198,000 Hodges 999-99-9999 110,000 95,000 170,000 120,000 Midwest & Mid-Atlantic Franklin 999-99-9999 110,000 120,000 170,000 90,000 Stephenson¹ 999-99-9999 75,000 66,000 80,000 80,000 999-99-9999 110,000 98,000 100,000 90,000 Swenson New England Brightman 330,000 999-99-9999 250,000 280,000 260,000 999-99-9999 Kennedy -310,000 190,000 280,000 270,000 Sales reflect July 1, 2004 – December 31, 2004. Superscript characters Sort columns in some Long sequence of Right justify alphanumeric data all numeric data can be used to alert meaningful order reader of more (names are sorted is grouped into alphabetically smaller segments detailed information within region) Try to fit table onto a single page to help in making comparisons

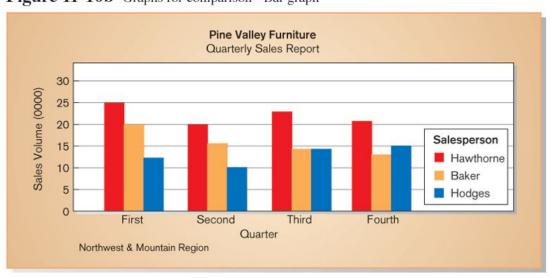


Figure 11-10a Graphs for comparison - Line graph



Bar and line graphs give pictorial summary information that can enhance reports and forms.

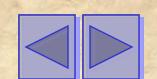
Figure 11-10b Graphs for comparison - Bar graph





Assessing Usability

- Overall evaluation of how a system performs in supporting a particular user for a particular task
- There are three characteristics
 - Speed
 - 2. Accuracy
 - 3. Satisfaction



Guidelines for Maximizing Usability

- Consistency: of terminology, formatting, titles, navigation, response time
- Efficiency: minimize required user actions
- Ease: self-explanatory outputs and labels
- Format: appropriate display of data and symbols
- Flexibility: maximize user options for data input according to preference



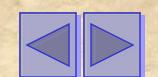
Characteristics for Consideration

- User: experience, skills, motivation, education, personality
- Task: time pressure, cost of errors, work durations
- System: platform
- Environment: social and physical issues



Methods for Assessing Usability

- Time to learn
- Speed of performance
- Rate of errors
- Retention over time
- Subjective satisfaction



Errors in Web Page Layout Design

- Non-standard widgets
- Appearance of advertising
- Bleeding edge technology
- Scrolling text and looping animations
- Outdated information
- Slow download times
- Fixed formatted text
- Long pages



Good Web Design Practices

- Lightweight Graphics: small images to quick image download
- Forms and Data Integrity
- Template-based HTML
 - Templates to display and process common attributes of higher-level, more abstract items
 - Creates an interface that is very easy to maintain



Summary

- In this chapter you learned how to:
 - Explain the process of form and report design.
 - Apply general guidelines for formatting forms and reports.
 - Use color and know when color improves the usability of information.
 - Format text, tables, and lists effectively.
 - Explain how to assess usability and describe factors affecting usability.

