

HMI ASSIGNMENT 2

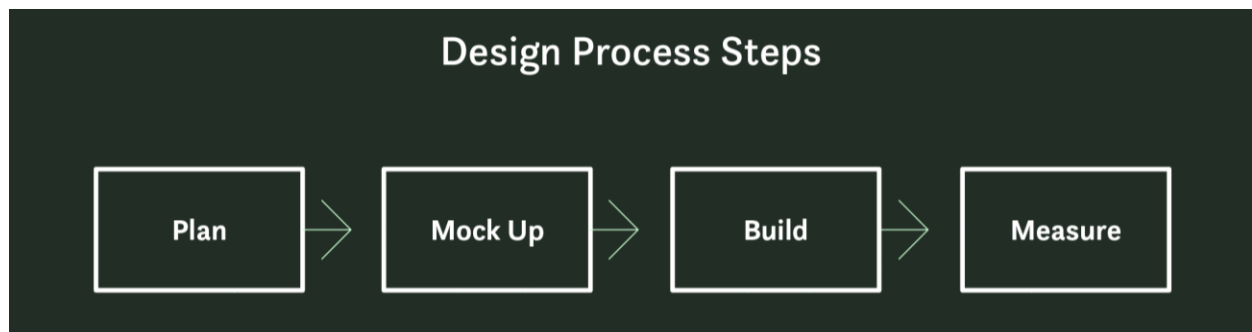
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Date of Assignment:	Date of Submission
Grade :	

Q. Explain in detail about process of Design and golden rule of Design.

ANS:

Design:

Design is a way of figuring out what you need to do, then doing it. Along the way you might solve one or more problems, try to achieve a goal, and/or create something specific.



Steps of Design Process:

1. **Plan:** The first step of the design process is critical for gathering information, requirements, and other data you need in order to make informed decisions later.
2. **Mock Up:** It's the most visual part of the process. In-depth sketching and brainstorming.
3. **Build:** Implement the solution & revise the solution.
4. **Measure:** The final step is to measure how successful the design is after it's put into use.

Golden Rules of Design:

1. **Consistency:** Whether it is the layout, the size of the button, the color code or the tone used when writing the page, it is important to be consistent throughout the site. This consistency will allow you to develop your identity and not lose users as they navigate your site.
2. **Shortcuts:** Allow your users to access all parts of the website with a minimum of clicks. To do this, you not only need to establish a good hierarchy in the menu, but also make things clear.
3. **Informative Feedback:** If your users have performed or are performing actions on your website, it is best to display feedback immediately so that they have an idea of where their processes are.
4. **Dialogue:** User must see the path in his action, by offering him the end of an interaction through feedback you reduce his mental load and improve his experience on your interface.
5. **Error Handling:** A good interface should be designed to avoid errors as much as possible. However, if something goes wrong, your system should make it easy for users to understand and resolve the problem. Simple ways to deal with errors include displaying clear error notifications and descriptive hints to resolve the problem.
6. **Permit reversal of actions:** Immediately discovering that it is easy to choose "Cancel" after making an error is a very good thing for the user. If your users know that there is an easy way to solve a problem, they will feel less anxious and more willing to explore the options.
7. **Support internal locus of control:** We need to give control and freedom to the users, so that they can feel that they are in control of the system themselves, giving them some form of free will helps to reassure the user.
8. **Reduce short-term memory load:** The limitation of human information processing in short-term memory requires that displays be kept simple, multiple page displays be consolidated, window-motion frequency be reduced, and sufficient training time be allotted for codes, mnemonics, and sequences of actions.