

Tutorial 10 GUI

1. Consistent behaviour of system when tasks are similar. Behaviour should change with different sets of tasks.
User efficiency - consider user's productivity when interfacing with the system.
Use human interface objects - think of related human objects which users can relate to - eg icons, metaphors like trashcan, etc
2. Simple watch
DVD player
Aircraft cockpit
3. Needles & Bar Graphs –chemical plant monitoring, cockpit control
Navigational Select Buttons –ATM, control panel
Tick-Box Control – survey form, registration form
4. For signalling attention - use colour appropriately
Cognitive directness – use interactions that are direct, not having to memorize a different set of actions.
Feedback – should confirm actions like keypress - also, long processes should have an indication of the time taken.
...others possible...
5. Keying in a number needs a lot of care. It is very easy to make errors. 4 x 3 format better. Assignment of day of week which are not related to the numbers. Programming functions and data entry functions should be separate. (EP/SP put elsewhere?)

VCR							
POWER							
<		>		AM	PM	EVERY	SUN
1		2		3	4	5	6
MON		TUE		WED	THU	FRI	SAT
7		8		9	0	SP	EP