**COMP 2831 Week 8 Exercise - A01029917 Andrew Hewitson**

**Chapter 8**

**1. Provide an overview of the systems design phase.**

A physical design that is created to satisfy the system requirements. The goal is to make it effective, reliable and maintainable. It is the process of defining and developing the system to satisfy the specific requirements of the user.

**3. Describe the habits of successful interface designers.**

1. Understand the Business – Designer must understand the business function and how the system supports the business. A good starting place is with a functional Decomposition diagram which will provide the designer with a check list of tasks that the system must perform for the user.
2. Maximize Graphical Effectiveness – People learn better visually. Effective visuals can allow people to learn the system faster and better and work with more information more efficiently.
3. Think like a User – See the system through the user’s eyes. The system should be flexible enough to accommodate a wide range of users. As well it should be designed to be familiar to a user who will expect useful, understandable feedback like many other machines they already use in their daily lives.
4. Use models and prototypes – A critical part of the design is to get approval from the user for the design. Information for the design can be gleamed from surveys, interviews, and usability metrics. The various stages of the design should be presented to the user with things like storyboards and working models.
5. Focus on Usability – Offer a reasonable number of choices that a user can easily comprehend. An effective strategy is to offer the most common choices as the default but allow the user to select other options.
6. Invite Feedback from the Users – Monitor system usage and solicit user suggestions. Some usability issues may not have been noticeable until the full scale system has been launched.
7. Document Everything – Document everything like screen designs for later use by programmers

**4. List the eight main guidelines for user interface design. How would you rank**

**them in order of importance? Explain your answer.**

Below are the 8 main Guidelines for UI Design. I would rank them in the order of 2,3,6,4,8,5,1,7

I rank them in this order because the importance of mental health is not always ranked high enough in UI Design. A lot of designs place the importance of successfully completing the system requirement in the least amount of time at the top. This can cause a lot of stress on users if the system is not easy to understand and navigate. Some people can handle this frustration better than others but like all systems should be designed for people with restrictions like blindness. System’s need to be designed with the least impact on the mental health of the user. Sometimes that might take a little longer to complete the objective but over the long term it will help with happier more productive users.

1. Focus on system design objectives, rather than calling attention to the interface.

2. Create a design that is easy to understand and remember. Maintain a common

design in all modules of the interface, including the use of color, screen placements,

fonts, and the overall “look and feel.”

3. Provide commands, actions, and system responses that are

consistent and predictable.

4. Allow users to correct errors easily.

5. Clearly label all controls, buttons, and icons.

6. Select familiar images that users can understand, and provide

on-screen instructions that are logical, concise, and

clear. For example, the top screen in Figure 8-6 shows four

control buttons, but none of them has an obvious meaning.

In the bottom screen, the first five messages provide little

or no information. The last message is the only one that is

easy to understand.

7. Show all commands in a list of menu items, but dim any

commands that are not available to the user.

8. Make it easy to navigate or return to any level in the menu

structure.