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Technical Briefing Project

1. The talk I will be outlining is for my User Interface class and it will be over the importance of consistency. I will open by stating how important consistency is for the user experience, and explain why consistency increases usability. The overall structure of my presentation will be informative but in a relaxed/conversational standpoint. I will emphasize important it is to maintain consistency across all aspects of your webpage or app. It is important from a design standpoint but also from a usability standpoint. If your webpage or app is consistent across all pages then users can navigate through more easily and efficiently. The graphics that I will use will be to show websites or apps that have good consistency and also some that do not use good consistency. I will show the audience how the more consistently looking ones look better and also function better. I will conclude the presentation by emphasizing how important user experience and usability is, because if users cannot figure out what to do or if it does not look good then they will not come back. And that is the main point in having a website or app.
2. The topic of this talk will again be for my User Interface class and the process will be over how I came up with the design of the webpage I was working on. The audience will be my classmates who have an interest in User Interface. The purpose of this talk will be to show how when designing a web page, thinking about it from someone else's point of view is far more important than thinking from your own point of view. I will emphasize how important it is to imagine someone that has never been to your

website before and trying to imagine their thought process. I will talk about how you will need to make sure the most important things are very clear and the flow of the website clearly shows what the flow should be. I will show my drawing outlines from start to finish and explain why I decided to put this there or make this look like that. This will clearly let the audience know my thought process and how I came to the conclusion that I did.

3. Oral Briefing II: I am presenting my final project for my User Interface class in which I had the option to create any website or app that I wanted. I decided to make a website that is an online code reviewer. I will explain to the audience what the main point of the website is and how it will relate to everyone here since everyone is a developer. I will let them know that this website could help all developers become better at what they do because they can get valuable feedback from experienced developers. I will emphasize how most developers nowadays are self-taught, so they may develop bad habits. This website could help cure those bad habits and introduce better ones. After explaining why this website will be beneficial I will then show them my website via actual website or just screen shots of main pages. As I am showing I will explain my thought process and why I did what I did. Since everyone in the audience is a developer I will show them my code as well and explain what tools and resources that I used. Once that is done I will close my talking by emphasizing my skills, creativity, and also my work ethic.