

SKILLS FRAMEWORK FOR INFOCOMM TECHNOLOGY TECHNICAL SKILLS & COMPETENCIES (TSC) REFERENCE DOCUMENT

TSC Category	Design and Architecture					
TSC Title	User Interface Design					
TSC Description	Design user interfaces for machines and software, incorporating visual, technical and functional elements that facilitate ease of access, understanding and usage. This would involve adding, removing, modifying or enhancing elements to make the user's interaction with the product as seamless as possible					
TSC Proficiency Description	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
			ICT-DES-3008-1.1	ICT-DES-4008-1.1	ICT-DES-5008-1.1	
			Identify functionalities and information flows to develop components of user interface prototypes, making tweaks to graphical user interfaces	Design the information architecture, process flow and user interface prototypes as well as graphical user interfaces	Direct the development of prototypes and user interfaces, and customise complex graphical user interfaces	
Knowledge			<ul style="list-style-type: none"> Information flows in user interface design Key technical components in and supporting a user interface Basic methodologies in graphical user interface development 	<ul style="list-style-type: none"> Design patterns and principles in psychology, navigation, visual interface and interaction Methodologies and critical components in user interface prototypes Methodologies and requirements of graphical user interface design and customisation Interpretation of usability test results Application user guide objectives and requirements 	<ul style="list-style-type: none"> Industry trends and standards in user interface design Best practices and techniques in optimising user interface design Emerging methodologies and techniques for complex graphical user interface design and customisation Key considerations in evaluating specifications in user interface prototypes Metrics for user interface performance 	

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Abilities			<ul style="list-style-type: none">• Assemble a list of functionalities and needs required• Identify information flows• Develop components of user interface prototypes• Design graphic user interfaces (GUIs), according to clear guidelines and specifications• Evaluate the effectiveness of user interface design according to the metrics set• Document changes or updates to software and/or applications' user interface design• Craft information content and materials for the product user guide• Justify aspects of the design	<ul style="list-style-type: none">• Determine features and functionalities, considering resource costs, feasibility and trade offs• Develop information architecture and process flow of the application, in relation to the user• Develop a prototype of the user interface based on established requirements• Design graphical user interfaces of moderate complexity for IT products and/or applications according to endorsed specifications from the prototype, including elements that allow ease of access and usage• Assess findings from usability tests and/or inspections, and make relevant refinements to the product's user interface• Enhance user guides to effectively implement new and/or revised user interface• Justify aspects of the design	<ul style="list-style-type: none">• Translate emerging consumer and technology trends into implications for user interface requirements• Direct processes to develop user interface prototypes• Endorse specifications in the user interface prototypes developed, ensuring alignment with business and user requirements• Design complex graphical user interfaces, providing customisation where required• Establish key metrics for usability tests to assess viability and effectiveness of user interfaces• Endorse revisions or enhancements to user interfaces designs• Oversee roll out of new or revised user interface• Justify aspects of the design	
Range of Application						