

USER INTERFACE DESIGN & IMPLEMENTATION

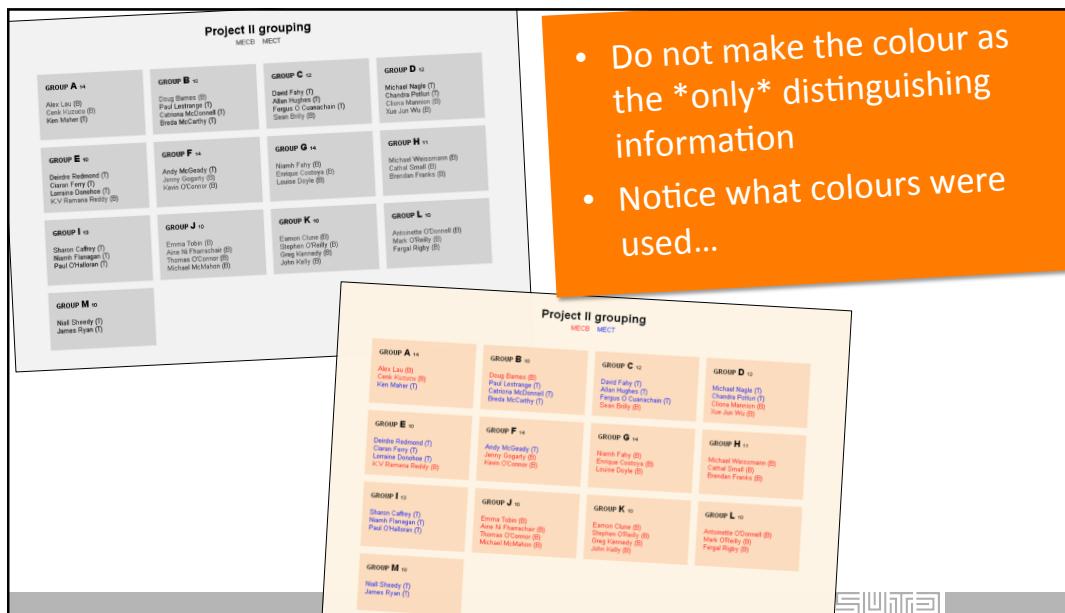
INSTRUCTORS
Hyowon Lee
Prof Larry Young

	Monday (11:30am – 1pm)	Tuesday (4:30 – 6pm)	Thursday (11am – 1pm)
Week 1 (23 Jan)	Introduction/ background	User classification	Project overview, team up
Week 2 (30 Jan)	CNY holiday	UI design concepts	Project - scoping
Week 3 (6 Feb)	UI design concepts	UI design concepts	Project - scoping
Week 4 (13 Feb)	UI design concepts	Understanding Users (Industry)	Project - scoping
Week 5 (20 Feb)	UI concepts / Impact	Evaluation	Project
Week 6 (27 Feb)	Evaluation	Evaluation	Mid-term report/presentation
Week 7 (6 Mar)	Recess Week		
Week 8 (13 Mar)	Project	Project	Project
Week 9 (20 Mar)	Project	Project	Project
Week 10 (27 Mar)	Prof Young Special Lec 1	Prof Young Special Lec 2	Project
Week 11 (3 Apr)	Prof Young Special Lec 3	Prof Young Special Lec 4	Project
Week 12 (10 Apr)	Project	Project	Project
Week 13 (17 Apr)	Project	Project	End-term report/presentation
Week 14	Final Exam		

Guideline 2: *Simple and natural dialogue*

- Minimise the *artefacts*
- Grouping – Separating - Prioritising - Sharpening
- Readable fonts
- Good use of colour

- Use Conservatively
- Use it for sharpening, prioritising, grouping, etc...
- Be careful with unintended effects
- Colour-coding



- Do not make the colour as the *only* distinguishing information
- Notice what colours were used...

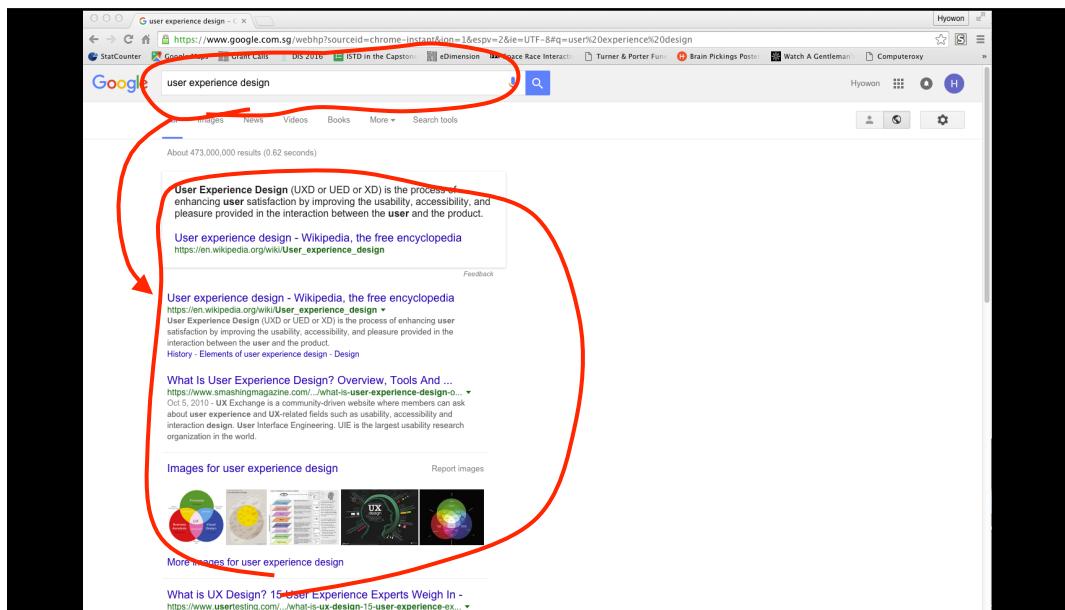
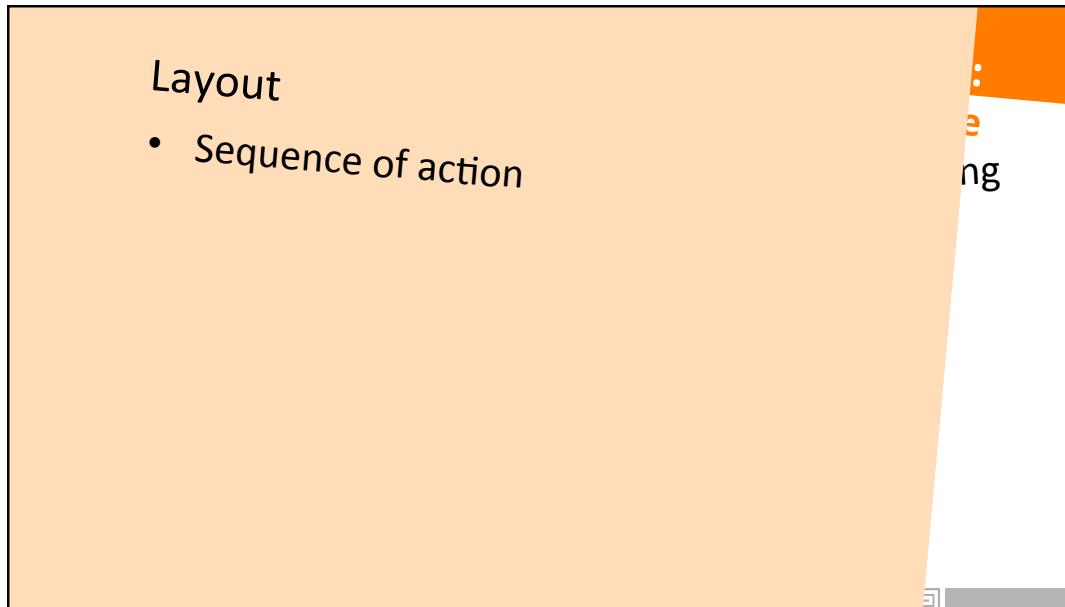


Guideline 2: *Simple and natural dialogue*

- Minimise the *artefacts*
- Grouping – Separating - Prioritising - Sharpening
- Readable fonts
- Good use of colour
- Layout concerns

Layout

- Sequence of action





ACTIVITY

Design a better Google search result page

recent trends in user experience

About 1,742,000 results (0.03 seconds)

Top 7 UX Trends For 2016 - CareerFoundry Blog

UX Trends 2016 - UX Design Trends

New and Emerging Technologies | UX Magazine

What are the recent trends in UX design for 2017? - Quora

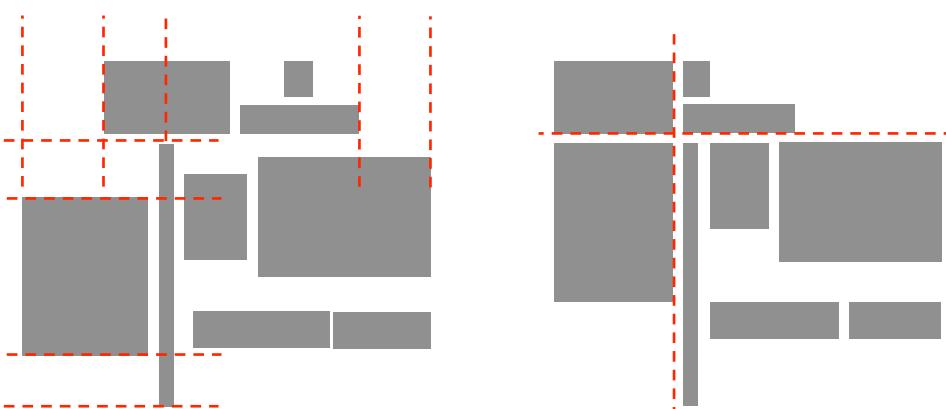
UX Trends 2015 & 2016 (free e-book) - UXPin

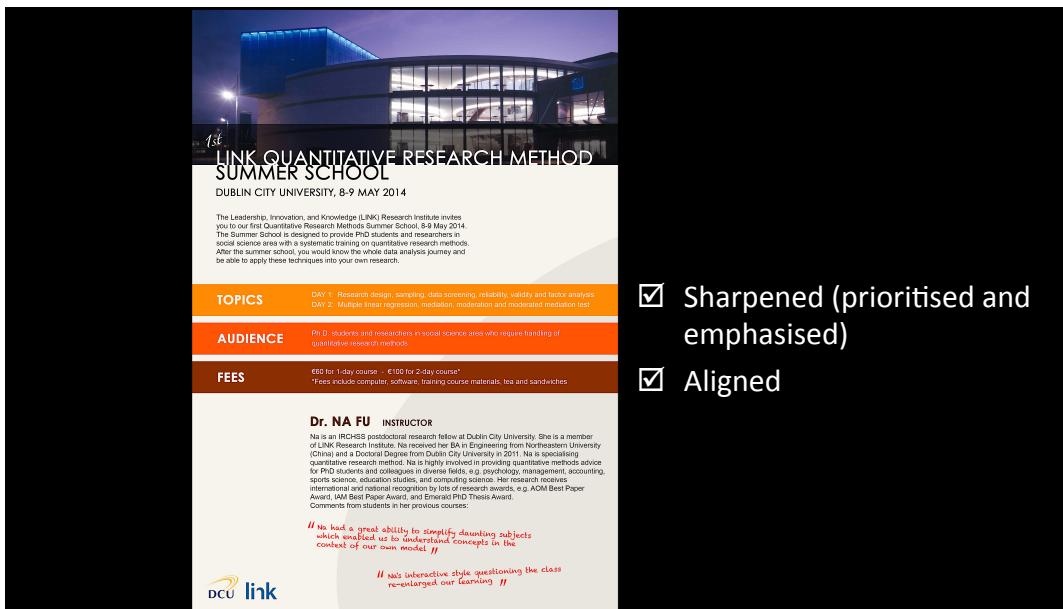
UX Trends 2017: Experts Bet On AI, Chatbots And VR - Forbes

Layout

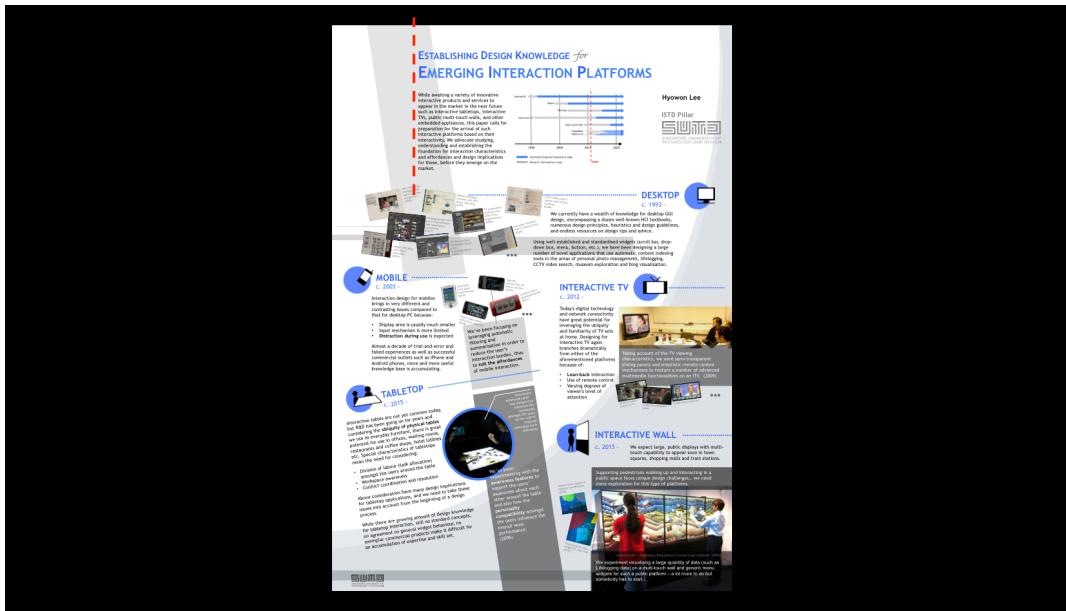
- Sequence of action
- Alignment

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- Sharpened (prioritised and emphasised)
- Aligned



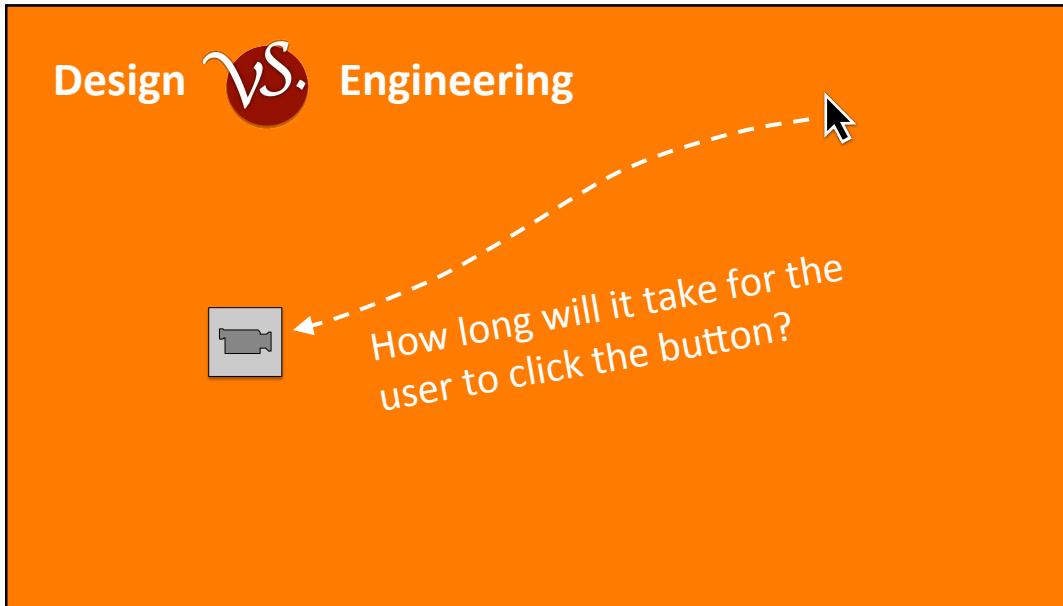
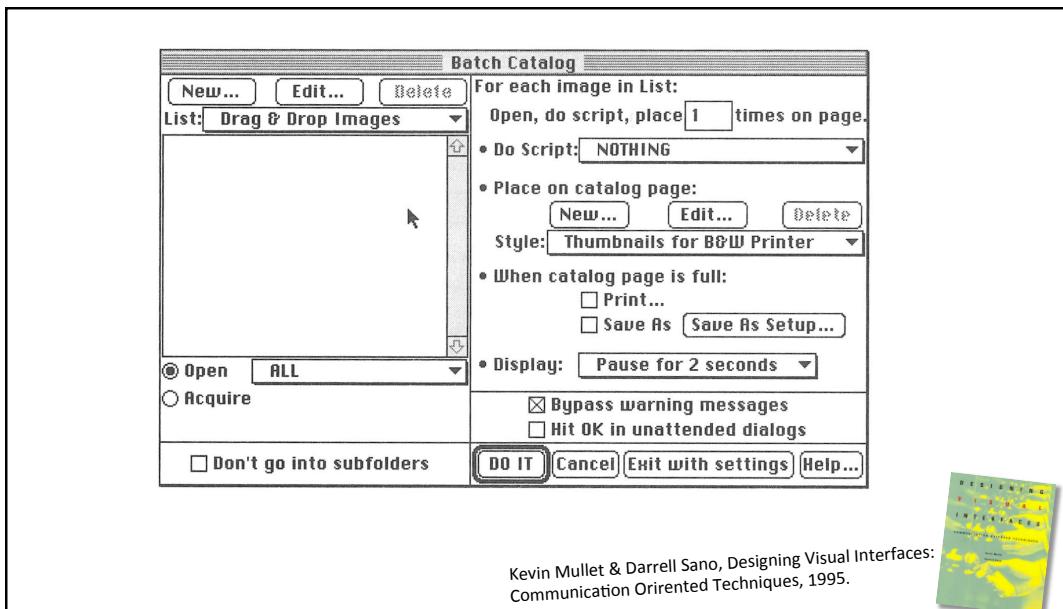
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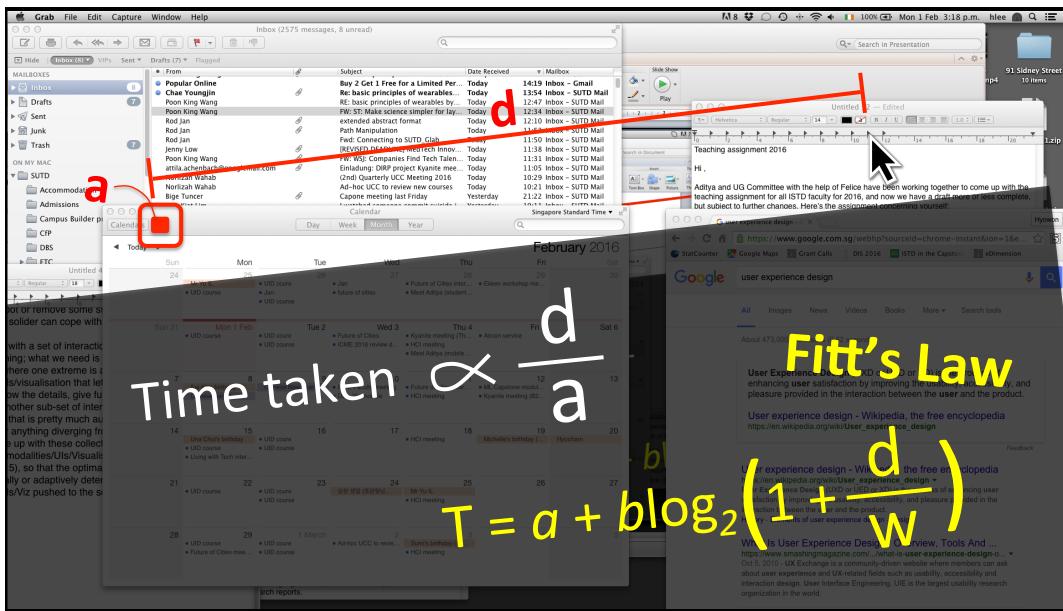
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History:	<table border="1"> <tr> <td>Submitter:</td> <td>Date:</td> </tr> <tr> <td>Generic SVR4 problem?: <input type="checkbox"/> no <input checked="" type="checkbox"/> yes</td> <td></td> </tr> <tr> <td>Dispatcher operator:</td> <td>Date:</td> </tr> <tr> <td>Evaluator:</td> <td>Date:</td> </tr> <tr> <td>Commit operator:</td> <td>Date:</td> </tr> <tr> <td>Fix operator:</td> <td>Date:</td> </tr> </table>	Submitter:	Date:	Generic SVR4 problem?: <input type="checkbox"/> no <input checked="" type="checkbox"/> yes		Dispatcher operator:	Date:	Evaluator:	Date:	Commit operator:	Date:	Fix operator:	Date:
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(b)

Bugtool	
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Synopsis:	
Keywords:	
Pub Summary:	
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Interest List:	
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Root Cause: <input type="checkbox"/> documentation-confusing Same as: _____ Resp Mgr: <input type="checkbox"/> none <input type="checkbox"/> Hook 1: _____ Resp Engr: <input type="checkbox"/> none <input type="checkbox"/> Hook 2: _____ Flags: <input type="checkbox"/> Fix Affects Documentation <input type="checkbox"/> Generic SVR4 Problem	

Kevin Mullet & Darrell Sano, Designing Visual Interfaces:
Communication Oriented Techniques, 1995.





Design VS. Engineering

“Click distance”

... How many mouse clicks are required to complete a task?

Are Fitt’s Law and Click distance useful for designer?... Design approach vs. Engineering approach

To be Continued

5 Usability Criteria

- Efficiency
- Learnability
- Memorability
- Error rate
- Satisfaction