

BUS 362

Assignment 07 - Interface Design

Ashton Charbonneau

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Interface Design

Purpose

- Interfaces have to be as simple to understand as possible
- Bad UX harms user satisfaction and usability of your product

Interfaces

- Content awareness - is it easy to tell what's on the page?
- Aesthetics - does it look good?
- User experience - is it easy to learn?
- Consistency - do you use the same styling throughout your design?
- User effort - is it easy to use your design?
- Mistakes - is it difficult to make a mistake? Can you recover if you make a mistake?
- Other questions
 - How much information is input at once?
 - In what format am I receiving information?
 - Is my design biased in any way (dark patterns)?
 - Is my design usable from multiple devices?

Storyboard

- Shows all the possible screens in your design
- Also shows how users can move from one to another

Interface Design Tools

- Use whatever feels the most comfortable
- Suggestions:
 - HTML/CSS
 - Adobe Fireworks/InDesign
 - PowerPoint
 - Pencil and paper
 - Visio
 - UI design website
 - MS Paint

Textbook Pages

- 5th Edition: Chapter 9 (pages 313 - 362)
- 6th Edition: Chapter 9 (pages 265 - 310)

Example

Example

- Pigeon management page
- Used by employees of a pigeon company
- Can see and update pigeon health, age, other details
- Close up photo of the pigeon eye is important

Assignment

Instructions

1. Prepare:
 - 1.1 Storyboard
 - 1.2 Input page wireframe
 - 1.3 Output page wireframe
 - 1.4 Information page wireframe