

BUS 362

Assignment 08 - Interface Design

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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?

Interface Structure Diagram

- Shows all the possible screens in your design
- Also shows how users can move from one to another
- Has numbers on it:
 - The top number refers to the position of the page on the ISD
 - The bottom number is a reference to the use case that the page is being used for

Interface Design Tools

- For this class, use Balsamiq
- Usually, you can use whatever feels most comfortable:
 - Visio
 - Powerpoint
 - Adobe Fireworks/Indesign
 - Pencil and paper
 - HTML/CSS
 - UI design website
 - Paint

Textbook Pages

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

Assignment

Instructions

1. Prepare a wireframe of the main screens of the REI case using Balsamiq. There should be a minimum of three pages designed.
2. Write several paragraphs explaining why you made the design decisions you made.