CS468 – Project Stage 3
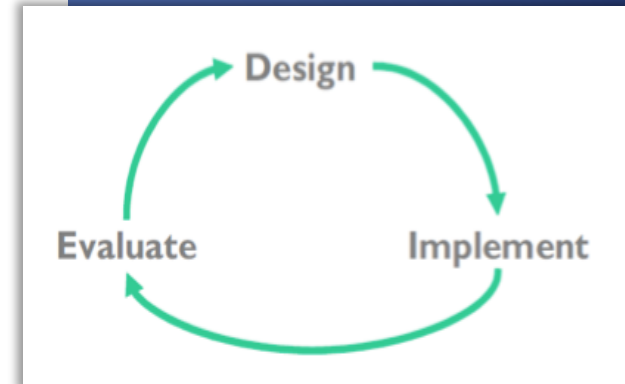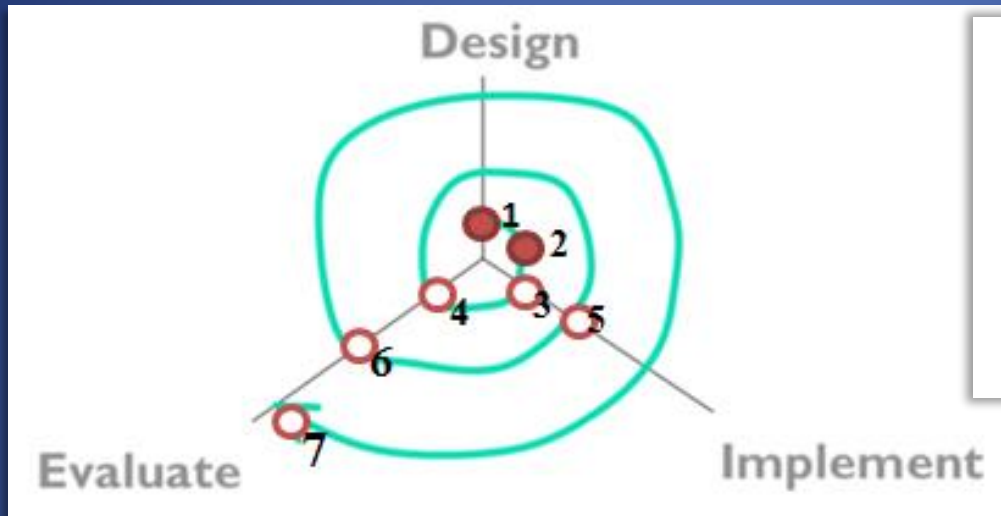
User Interface Design

Overwiew

☑ **User Analysis**

☑ **Task Analysis, Domain Analysis**

☒ **Designing the User Interface**

Designing Techniques

- **There are two types of designing techniques:**

- **Computer-based**
  - – **Draw/Paint programs**

- **Non-computer based**
  - – **Sketches**
  - – **Scenarios**
  - – **Storyboards**

Designing Techniques

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- **Computer-based**
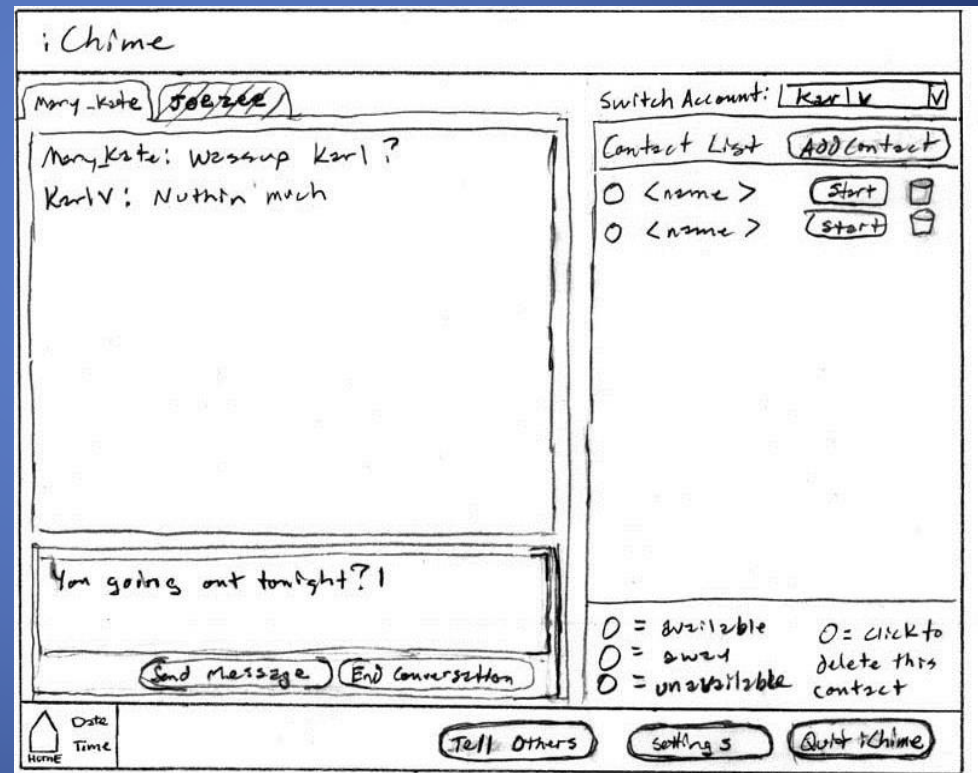 - **Draw/Paint programs**

- **Non-computer based**
  - **Sketches**
  - **Scenarios**
  - **Storyboards**

Design Techniques - Sketching

Sketches are Paper-based "drawings" of interfaces.

- **Good for brainstorming**

- **Not so good for illustrating flow and the details**

- **Quick and cheap**

Design Techniques – Scenarios

A *scenario*

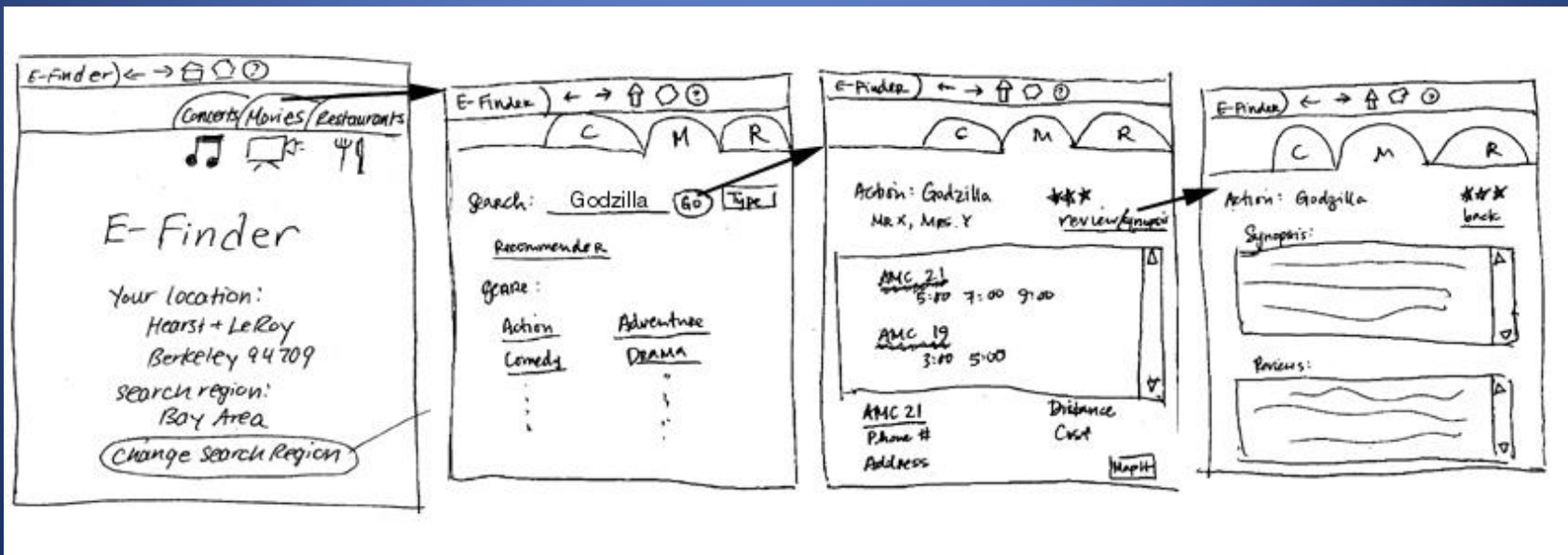- **detailed descriptions or "short stories" of imaginary situations.**

- **a way to take your task analysis and turn it into stories.**

- **sets up a situation involving a user with a goal to satisfy, and then follows the user through the tasks they do to satisfy that goal.**

A Scenario Example

- It's Friday afternoon and Joe is flying to Sydney. He doesn't have enough money for a taxi to the airport, and he's running late. He goes to the local ATM and identifies himself. He specifies that he wants $100 from his savings account. He'd like the money in $20 notes so that he can give the taxi driver the correct change. He doesn't want a printed receipt, as he doesn't bother keeping track of transactions in this account.

Design Techniques – Storyboards

- ***Storyboards*** show how a scenario would be executed with the system, helping to design the user interface

Metaphors

- Interface *metaphors* combine familiar knowledge with new knowledge in a way that will help the user understand the product.

- **Using a book shelf for selecting a book is a metaphor.**

Report – Part 1

- **Select 4 high priority tasks.**
- **Each team member should design (sketch) 1(at least) or more interface for each of the task.**
- **Use Paper & pencil**
- **Use a scanner or a high quality camera**
- **Combine them in the group report, check the template**

Report – Part 2

- Put images of all your selected final sketches

- Explain why you have selected this sketch and not other sketches in detail.

- For EACH selected *high priority tasks* you need to write *a scenario* and draw the related *storyboard* (using Balzamiq)

- Write down the list of *metaphors* that your system uses per task
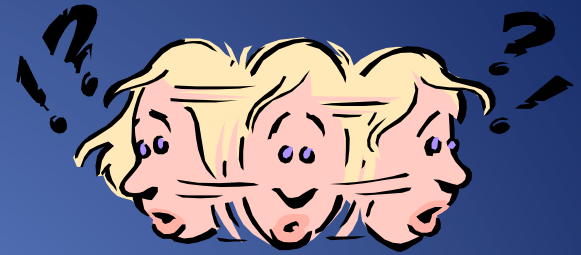
Submission

- **PS3 Report part 1**
  - **Deadline : 17.03.2013**

- **PS3 Report part 2**
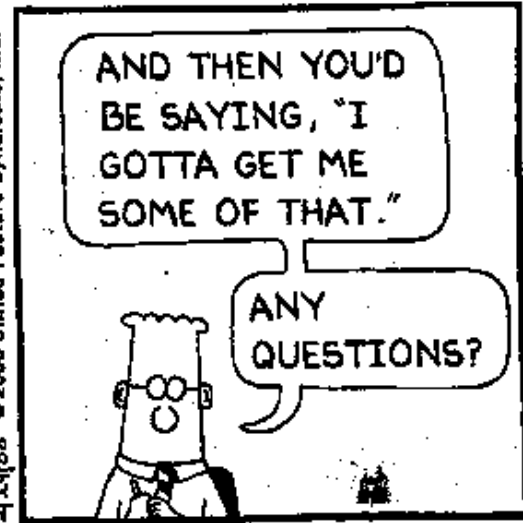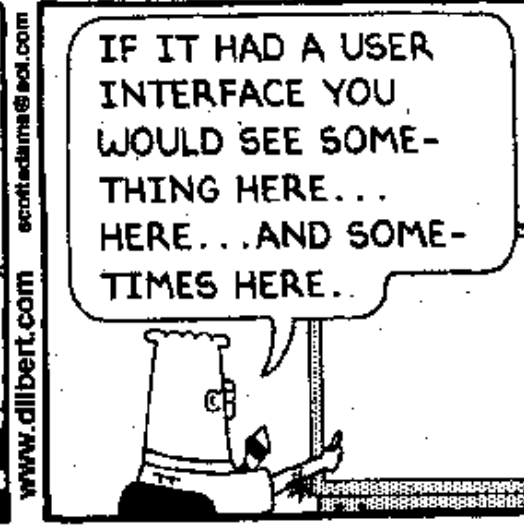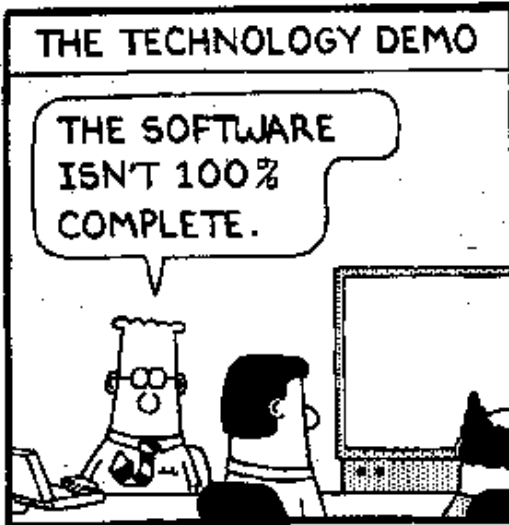 - **Deadline : 17.03.2013**
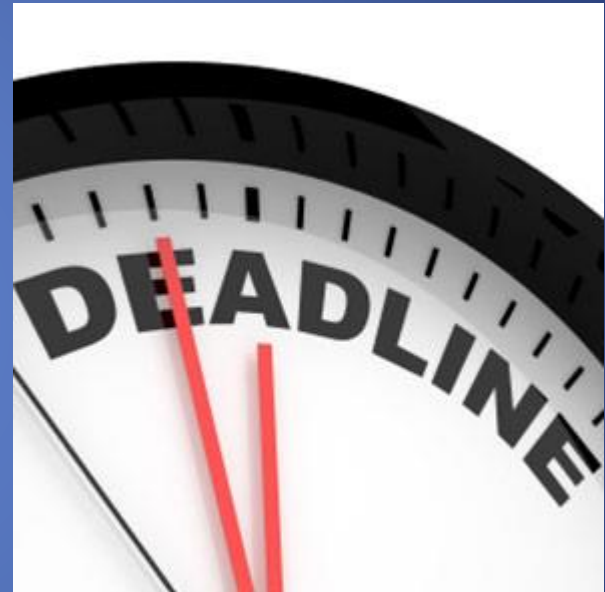
- **Please check the template.**
http://www.cs.bilkent.edu.tr/~nail.akinci/cs468_s14/

Questions?