



CHAPTER

15

**USER
INTERFACE
DESIGN**

Chapter Fifteen

User Interface Design

- Distinguish between different types of computer users and design considerations for each.
- Identify several important human engineering factors and guidelines and incorporate them into a user interface design.
- Integrate output and input design into an overall user interface that establishes the dialogue between users and computer.
 - Dialog is essential – from logging into system, setting options and preferences, getting help, and screen to screen transitions.
- Describe how **prototyping** can be used to design a user interface.
 - tools: JBuilder, VB, IBM's Visual Age
 - Missing 'security,' may have 'help' 'hard-coded' at this time – but the demonstration of the functionality is essential to the end-user.

Chapter Map

