



C H A P T E R

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**OUTPUT
DESIGN AND
PROTOTYPING**

Chapter Thirteen Output Design & Prototyping

- Differentiate between detailed, summary, and exception reports.
- Identify several output implementation methods.
- Distinguish among area, bar, column, pie, line, radar, donut, and scatter charts and their uses.
- Describe several general principles that are important to output design.
- Design and prototype computer outputs.

Output Design – Concepts and Guidelines

- Outputs: the most visible component of a working information system.
 - basis for final assessment of the system's value.
- Need here to decide on how to physically design the outputs.
- Many different kinds and methods of delivery
 - printer, screen, email, hyperlinks, microfiche, multimedia, point-of-sale terminals, etc. (See book)
- Will look at output distribution and audience and the implementation methods of outputs.