



UI/UX Overview

UI/UX

A good or bad user interface (UI) can have an affect on the the user experience (UX)

Technically, you can create a UI, but can you create a *usable* UI?

CSE 212

Our course:

- Move from being programmers to UX designers
 - Designer != Software Architects
- Provide us with a perspective of the designer
 - Sketching
 - Mobile UI Implementation
- Focus on the use of evaluation

Bad Apps

Identify 5 apps that you use that you consider to be

1. Unusable
2. Confusing
3. Otherwise bad

User-Centered Design

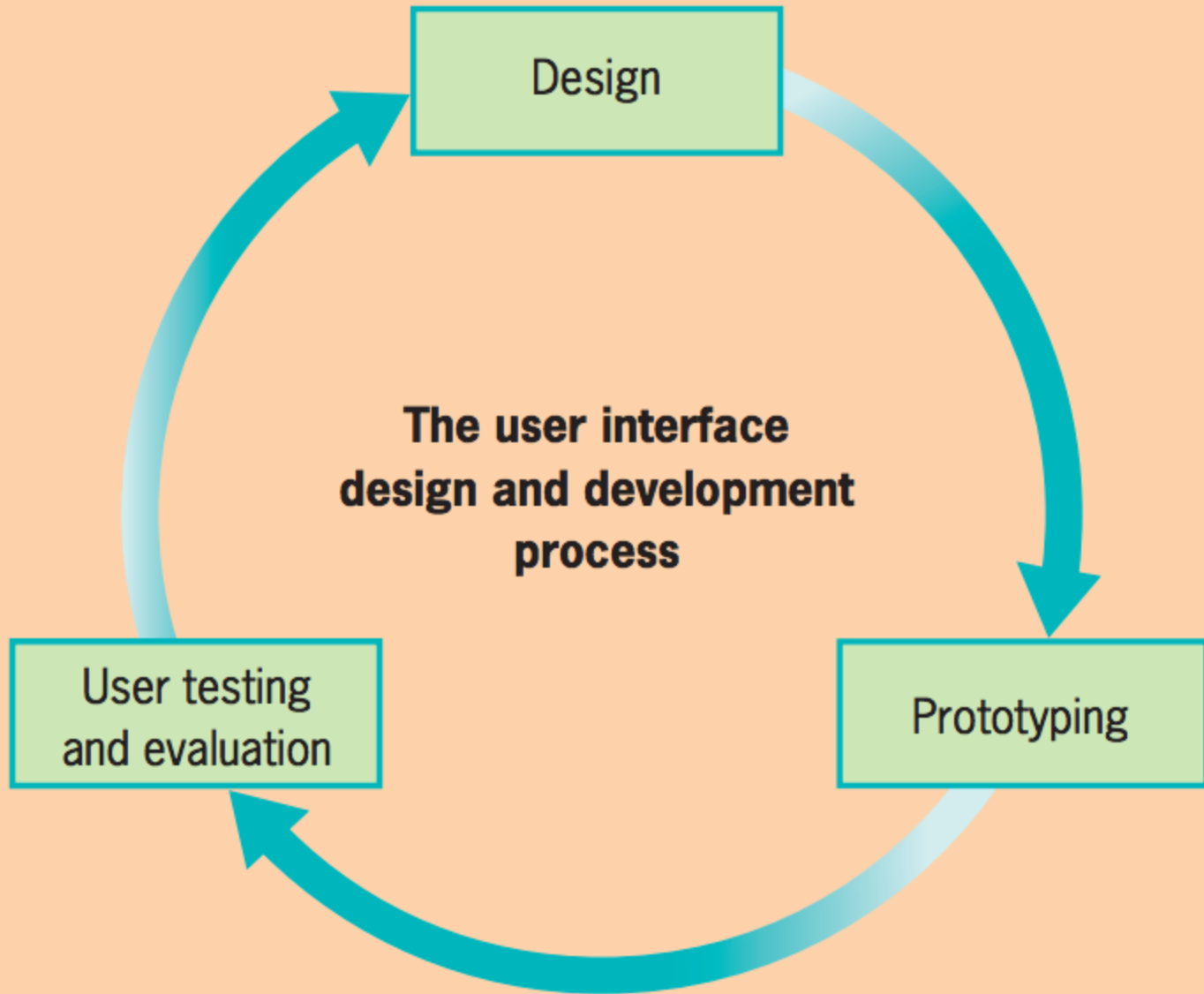
Four Main Principles:

1. Active involvement of users
2. Appropriate allocation of function between user and system
3. Iteration of design solutions
4. Multi-disciplinary design teams

User-Centered Design

Design activities

1. Understand and specify the context of use
2. Specify the user and organizational requirements
3. Produce design solutions (prototypes)
4. Evaluate designs with users against requirements



From "User Interface Design and Evaluation", Stone et al.

User-Centered Design

Ways to involve users:

- Observe users' working practices
- User modeling
- Include user representatives on design team
- Involve users in testing and evaluation of the system

User-Centered Design

Who are the users?

- Customers who pay for and specify the system
- Other people within the users' organization
- Users or end users - people who actually use the system

User-Centered Design

Activity:

Think about a recent meeting you have attended. Who were the people in attendance? What roles did those attendees play in the meeting?

User-Centered Design

When and how to involve users

- Early in the design process when requirements are being specified
 - Observe users, Test early mockups, contributing requirements
- During prototyping, to test designs and options
- Just before delivery of the product
- During training/after delivery