

# PROJECT DAY CAT 10

## 26 April 2013

MR TAN CHOO KEE  
Category Manager

# What should you present?

## **Prelim Round**

Proposal => Validate/fine-tuned project Ideals

## **Semi**

???

## **Final**

???

# What should you present?

## **Prelim Round**

Proposal => Validate/fine-tuned project Ideals

## **Semi**

Product : Program, Web site, Mobile App, Web App etc

## **Final**

Full Product + Testing

# Semi

Product : Program, Web site, Mobile App, Web App etc

- Working prototype
  - At least 75% completed
  - Can be offline
- Design Interfaces
  - Of all features/functions/pages
  - Include all main page screen shots in ppt

# Testing

## Testing

- You test the product first and ensure that all interfaces functions normally  
You get your target audience to test your product and gives you feedback
- Fine-tune it
- Tell us about it

# Rationale

Spend a lot of time thinking about the purpose of your product and convince us that we should use your product.

# Designing User Interfaces

User interface design aims to **enhance** the **visual, usability and technological qualities** of an interface. It **adds to the satisfaction** of the person using a product or a service.

By Design Principles

# Design Principles

## Design principles for user interfaces

1. Consistent
2. Clear & Concise
3. Responsive
4. Attractive
5. Forgiving



# Consistency

## Develop usage patterns

they'll learn what the different buttons, tabs, icons and other interface elements look like and will recognize them and realize what they do in different contexts.

- the controls for different features should be presented in a consistent manner so that users can find the controls easily.
- "principle of least astonishment". Various features should work in similar ways. Commands should work the same way in all contexts.

Lack of consistency will lead to confusion and frustration for the user.

# Example

things that need to be kept consistent includes:

- Layout
  - formats, proportions, and grids
- Color and Texture
  - color, texture and light that convey complex information and pictorial reality
- Imagery
  - signs, icons and symbols
- Animation
  - a dynamic or kinetic display

# Example

if on the home page for an application users navigate between pages with a top navigation bar, make sure that same top navigation bar appears on subsequent pages, and that the pages linked from it appear in the same order.

The screenshot displays the staff online portal for HWA CHONG INSTITUTION (HIGH SCHOOL). The top navigation bar includes links for Home, Teachers, Term Progress Report, Sabbatical Registration, Project Day, For Admin, and End Session. The 'Sabbatical Registration' menu is open, showing options such as Course Registration, Manage Registered Course, Remove Course, Add/Edit Prebook, Add/Edit Student Trainer, Trainer Bonus Points, Course Approval, Course List, Student Attendance, Remove from Bidding, Assign Course, Course Transfer, Report List, My Sabbatical List, View my course feedback, and Track Students. The main content area shows a form for 'Sabbatical -> Report List' with fields for Term (2) and Select Report Type (Select...).

**HWA CHONG INSTITUTION**

**STAFF ONLINE PORTAL (HIGH SCHOOL)**

Welcome, Mr TAN CHOO KEE JOSEPH : Thursday, April 25, 2013: 10:19:43

Home Teachers ▶ Term Progress Report ▶ Sabbatical Registration ▶ Project Day ▶ For Admin ▶ End Session ▶

**Sabbatical -> Report List**

Term: \*

Select Report Type: \*

- Course Registration
- Manage Registered Course
- Remove Course
- Add/Edit Prebook
- Add/Edit Student Trainer
- Trainer Bonus Points
- Course Approval
- Course List
- Student Attendance
- Remove from Bidding
- Assign Course
- Course Transfer
- Report List
- My Sabbatical List
- View my course feedback
- Track Students

- BUSINESS
- CODE
- DESIGN
- INSPIRATION
- MISCELLANEOUS
- MOBILE
- NEWS
- RESOURCES
- USABILITY
- ALL CATEGORIES

## Where to draw the line

There are other UX rules that can be bent but not broken. But at what point does a designer go too far? Navigational elements are a good example to work with, because some form of them. Conventionally, they're arranged in one of two ways: along the top of the page; this allows a spacious look for short lists; locally along the left side of a page; this arrangement can accommodate longer lists. Other styles and systems of navigation that can work if they're used carefully and thoughtfully. For example, **this portfolio site** has a navigation list that occupies the majority of the page and each word is partially obscured. Furthermore, the elements don't drop down and separate to display the content within each section. All these flourishes might have combined to form a confusing system that would quickly



## Forgiving

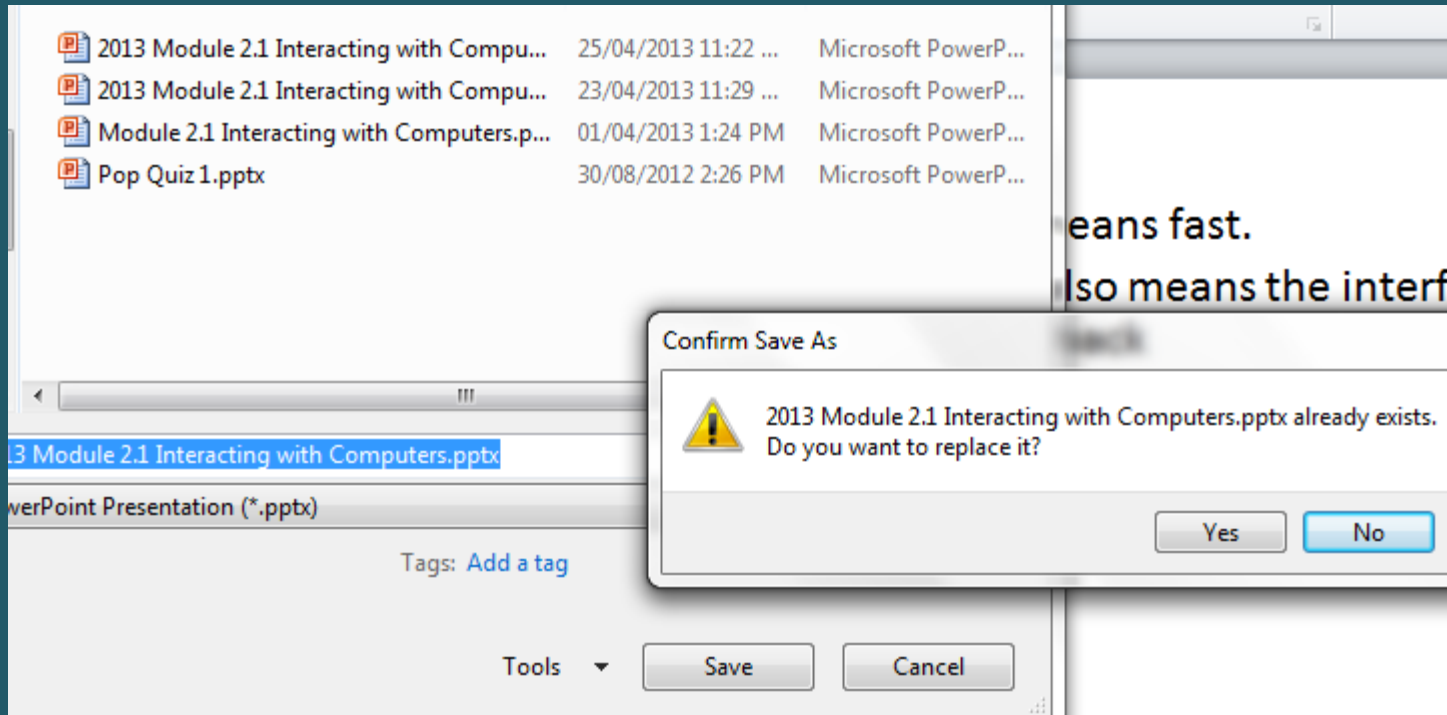
- User will make mistakes or accidentally perform an action they didn't mean to
- Important to build an interface that allows user to easily undo mistakes they make

Examples?

# Responsive

- Responsive means fast.
- Responsive also means the interface provides some form of feedback

## Examples?



aries  
ocuments  
usic  
ictures  
ideos  
mputer  
ocal Disk  
ATA (D:)  
EW (G:)  
anck (\\hc  
edia (\\hci\jcs) (M:)  
erd (\\hci\hss) (O:)  
haring (\\hci\jcs) (S:)  
affshared (\\hci\Intranet) (U:)  
EDIARESOURCE (\\hci\Intranet) (V:)

Piano_Diary-Rainy_Note	02/08/2012 1
BEST.FICTION.TOURA((NAL))	18/10/2012 7
	27/05/2011 8
	28/09/2012 9
...	25/02/2011 1
...	25/01/2009 4
...	17/04/2013 9

60 Seconds remaining

Copying 4 items (2.34 GB)

from **Media** (G:\Media) to **Desktop** (C:\Users\tanck\Desktop)  
About 60 Seconds remaining

More details

Cancel

# Clear

- If people can't figure out how your application works or where to go they'll get confused and frustrated: Sign Post => Example?
  - Tool Tips & Integrated help messages

The screenshot displays the Grooveshark website interface. At the top, there is a dark navigation bar with the Grooveshark logo, a search bar containing the text "Search for songs, artists, genres", and links for "Sign In", "Create Account", and utility icons. Below this is an orange header bar with a navigation menu: "Home", "Genres", "Broadcasts", "Community", and "Popular".

The main content area features a "Electronic" section with the subtext "Theremin and synthesizers never sounded so good" and a "See All" button. This section contains a row of seven album covers with their respective titles and artists:

- Bad Dust** by Tim Exile
- Organ Donor** by DJ Shadow
- Steve Strange** by Solvent
- Skulltaste** by Mux Mool
- Cowgirl** by Underworld
- Another Kaos ...** by Derrick May
- Fly High** by Little Computer ...

At the bottom of the page, there is a "Broadcast is here!" notification box with a close button (X) and a "Read More" button. Below the notification is a row of album covers, and at the very bottom, a music player interface with a "Start Broadcasting" button and a "Drag music here!" area.



## Concise

- It is easy to add definitions and explanations, but every time you do that you add mess.
- Only add elements if it has a clear function else it will clutter and confuse the user

## Attractive

- Attractive in a sense that it makes the use of that interface enjoyable.
- make the experience of using that interface truly satisfying.
- your customers or staff will not simply be using it -- they'll look forward to using it.

# Design Principles

## Design considerations for user interfaces

1. Consistent
2. Forgiving
3. Responsive
4. Clear & Concise
5. Attractive

Note: At the end of the day, there will be conflicts while implementing all the above. The key is balanced and knowing the purpose of your system/software/webpages.

# To do well for Semi

1. At least 75% completed
2. Convince us that it is a useful product
3. Tested
4. A decent presentation

# Semi

Product : Program, Web site, Mobile App, Web App etc

Things to do:

- Make appoints with mentor to demo your prototype
- All DS groups will do a mock presentation on T3W1

All The Best