



WHAT IS UI?

Visual part of computer application or operating system through which a user interacts with a computer or a software.

It determines how commands are given to the computer or the program and how information is displayed on the screen.

Three main types of user interfaces are

- **Command language:** the user must know the machine and program specific instructions or codes.
- **Menus:** user chooses the commands from lists displayed on the screen.
- **Graphical user interface (GUI):** user gives commands by selecting and clicking on icons displayed on the screen.



THE USER INTERFACE

- ❑ System users often judge a system by its interface rather than its functionality
- ❑ A poorly designed interface can cause a user to make catastrophic errors
- ❑ Poor user interface design is the reason why so many software systems are never used
- ❑ Most users of business systems interact with these systems through graphical user interfaces (GUIs)
- ❑ In some cases, legacy text-based interfaces are still used



CHARACTERISTICS

Characteristic	Description
Windows	Multiple windows allow different information to be displayed simultaneously on the user's screen.
Icons	Icons different types of information. On some systems, icons represent files; on others, icons represent processes.
Menus	Commands are selected from a menu rather than typed in a command language.
Pointing	A pointing device such as a mouse is used for selecting choices from a menu or indicating items of interest in a window.
Graphics	Graphical elements can be mixed with text on the same display.



USER INTERFACE EVALUATION

- ❑ Some evaluation of a user interface design should be carried out to assess its suitability
- ❑ Full scale evaluation is very expensive and impractical for most systems
- ❑ Ideally, an interface should be evaluated against a usability specification
- ❑ However, it is rare for such specifications to be produced



ELEMENTS OF USER INTERFACE

- To perform user interface analysis, the practitioner needs to study and understand four elements
 - The users who will interact with the system through the interface
 - The tasks that end users must perform to do their work
 - The content that is presented as part of the interface
 - The work environment in which these tasks will be conducted

WHAT MAKES A GOOD USER INTERFACE?

A good interface makes it easy for users to tell the computer what they want to do, for the computer to request information from the users, and for the computer to present understandable information. Clear communication between the user and the computer is the working premise of good UI design.



GOOD USER INTERFACE

Good interfaces are:

❑ Clear

- A clear interface helps prevent user errors, makes important information obvious, and contributes to ease of learning and use.

❑ Consistent

- A consistent interface allows users to apply previously learned knowledge to new tasks.
- Effective applications are both consistent within themselves and consistent with one another.

❑ Direct

- Users must see the visible cause-and-effect relationship between the actions they take and the objects on the screen.

❑ Provide feedback

- Keep the user informed and provide immediate feedback. Also, ensure that feedback is appropriate to the task.

❑ Aesthetic

- Every visual element that appears on the screen potentially competes for the user's attention. Provide an environment that is pleasant to work in and contributes to the user's understanding of the information presented.



USER EXPERIENCE

User Experience (UX) is the **quality of experience** a person has when **interacting with a specific design**.

User Experience is :

- How User feel when using a product
- If they like or dislike using it
- Determines if they will use it again



USER EXPERIENCE

Do you want your audiences:

