

USER INTERFACE DESIGN [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VIII			
Subject Code	15CS832	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to <ul style="list-style-type: none"> To study the concept of menus, windows, interfaces To study about business functions To study the characteristics and components of windows and the various controls for the windows. To study about various problems in windows design with color, text, graphics. To study the testing methods 			
Module – 1			Teaching Hours
Introduction-Importance-Human-Computer interface-characteristics of graphics interface-Direct manipulation graphical system - web user interface-popularity-characteristic & principles.			10 Hours
Module – 2			
User interface design process- obstacles-usability-human characteristics in design - Human interaction speed-business functions-requirement analysis-Direct-Indirect methods-basic business functions-Design standards-system timings - Human consideration in screen design - structures of menus - functions of menus-contents of menu-formatting -phrasing the menu - selecting menu choice-navigating menus-graphical menus.			10 Hours
Module – 3			
Windows: Characteristics-components-presentation styles-types-managements-organizations-operations-web systems-device-based controls: characteristics-Screen -based controls: operate control - text boxes-selection control-combination control-custom control-presentation control.			10 Hours
Module – 4			
Text for web pages - effective feedback-guidance & assistance-Internationalization-accessibility -Icons-Image-Multimedia-coloring.			10 Hours
Module – 5			
Windows layout-test :prototypes - kinds of tests - retest - Information search - visualization - Hypermedia - www - Software tools.			10 Hours
Course outcomes: The students should be able to: <ul style="list-style-type: none"> Design the user interface, design, menu creation and windows creation and connection between menu and windows 			
Question paper pattern: The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.			
Text Books: 1. Wilbent. O. Galitz , "The Essential Guide to User Interface Design", John Wiley&			

Sons, 2001.
Reference Books:
<ol style="list-style-type: none">1. Ben Sheiderman, "Design the User Interface", Pearson Education, 1998.2. Alan Cooper, "The Essential of User Interface Design", Wiley - Dream Tech Ltd., 2002.

University Updates