

USER INTERFACE DESIGN
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017-18)
SEMESTER – VIII

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| Subject Code | 17CS832 | IA Marks | 40 |
| Number of Lecture Hours/Week | 03 | Exam Marks | 60 |
| Total Number of Lecture Hours | 40 | Exam Hours | 03 |

CREDITS – 03

Course Objectives: This course will enable students

- 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 window design with text, graphics.
- To study the testing methods.

Module –1

**Teaching
Hours**

The User Interface-Introduction, Overview, The importance of user interface – Defining the user interface, The importance of Good design, Characteristics of graphical and web user interfaces, Principles of user interface design.

08 Hours

Module –2

The User Interface Design process- Obstacles, Usability, Human characteristics in Design, Human Interaction speeds, Business functions-Business definition and requirement analysis, Basic business functions, Design standards.

08 Hours

Module –3

System menus and navigation schemes- Structures of menus, Functions of menus, Contents of menus, Formatting of menus, Phrasing the menu, Selecting menu choices, Navigating menus, Kinds of graphical menus.

08 Hours

Module-4

Windows - Characteristics, Components of window, Window presentation styles, Types of window, Window management, Organizing window functions, Window operations, Web systems, Characteristics of device based controls.

08 Hours

Module-5

Screen based controls- Operable control, Text control, Selection control, Custom control, Presentation control, Windows Tests-prototypes, kinds of tests.

08 Hours

Course outcomes: The Students should be able to:

- Design the User Interface, design, menu creation ,windows creation and connection between menus 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 Book:

1. Wilbert O. Galitz, "The Essential Guide to User Interface Design", John Wiley & Sons, Second Edition 2002.

Reference Books:

1. Ben Sheiderman, "Design the User Interface", Pearson Education, 1998.
2. Alan Cooper, "The Essential of User Interface Design", Wiley- Dream Tech Ltd.,2002

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