

SNS COLLEGE OF TECHNOLOGY



Coimbatore-35

An Autonomous Institution

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING SOFTWARE ENGINEERING

(Agile UX/UI)

UNIT 4-UI analysis and design

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USER INTERFACE ANALYSIS AND DESIGN

- 1. Interface Analysis and Design Models
- The Process





- Interface Analysis and Design Models:
- Four different models come into play when a user interface is to be analyzed and designed.
- 1. user model
- 2. design model
- 3. user's mental model
- 4. implementation model.





- USER MODEL:
- A human engineer (or the software engineer) establishes a user model.
- To build an effective user interface, "all design should begin with an understanding of the intended users, including profiles of their age, gender, physical abilities, education, cultural or ethnic background, motivation, goals and personality".





- MENTAL MODEL:
- The user's mental model (system perception) is the image of the system that end users carry in their heads.







- Implementation Model:
- The implementation model combines the outward manifestation of the computer based system (the look and feel of the interface), coupled with all supporting information (books, manuals, videotapes, help files).
- When the implementation model and the user's mental model are coincident, users generally feel comfortable with the software and use it effectively.



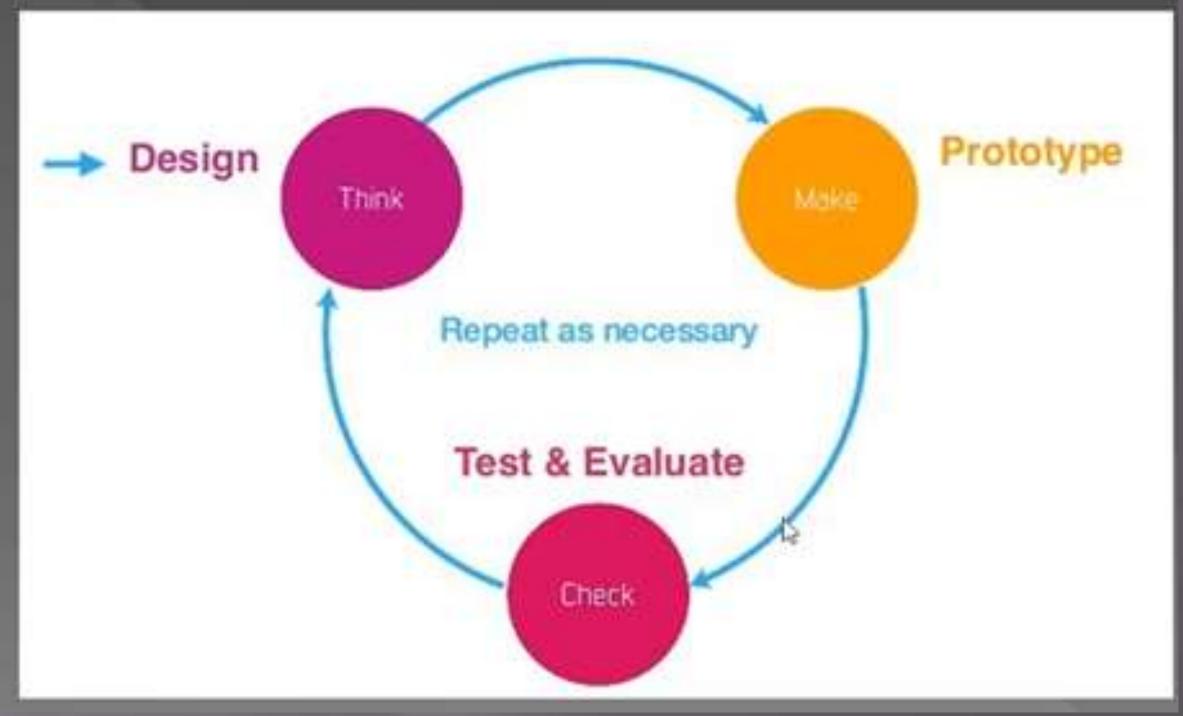


- Design Model:
- A design model in Software Engineering is an object-based picture or pictures that represent the use cases for a system. Or to put it another way, it is the means to describe a system's implementation and source code in a diagrammatic fashion. This type of representation has a couple of advantages.





INTERFACEPROCESS



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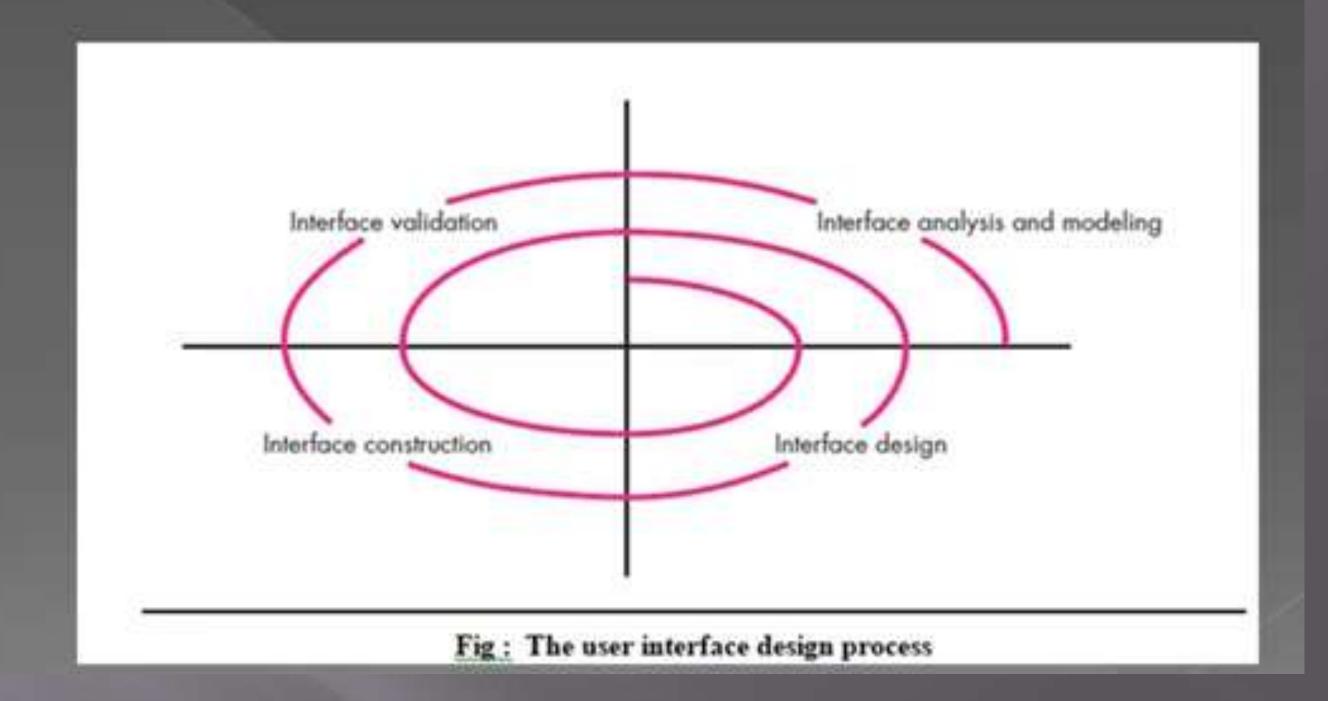




- PROCESS:
- The analysis and design process for user interfaces is iterative and can be represented using a spiral model.
- (1) interface analysis and modeling,
- (2) interface design,
- (3) interface construction, and
- (4) interface validation.











Interface analysis focuses on the profile of the users who will interact with the system. Skill level, business understanding, and general receptiveness to the new system are recorded; and different user categories are defined.





INTERFACE DESIGN







The goal of interface design is to define a set of interface objects and actions that enable a user to perform all defined tasks in a manner that meets every usability goal defined for the system.