Design of Graphical User Interface: Answers for Pretest/Posttest

1. What are goals of GUI design?

1. EASY to learn (memorize)
2. EASY to use
3. EASY to understand

2. What are main principles of GUI design?

Principle 1: Understand Users
Principle 2: Be Careful of Different Perspectives
Principle 3: Design for Clarity (Use Common International Reserved Words)
Principle 4: Design for Consistency (use similar icons and functions from similar applications)
Principle 5: Keep Text Clear and Simple
Principle 6: Be Very Careful with Audio Feedback
Principle 7: Provide Visual Feedback (use Progress Bars or Icons as often as possible)
Principle 8: Provide Traceable Paths (every Web page or Web window in Web application should be traceable)
Principle 9: Provide Keyboard Support (use keyboard accelerators like F1, F2, Ctrl-P, etc. instead of a series of icons or menu options)
Principle 10: Find Best the Presentation Model for a GUI of a Given Type of Application (Best Practices on Presentation Models)
Principle 11: Use Modal vs. Modeless Dialogs Carefully
Principle 12: Use Controls Correctly

3. What are main GUI design errors?

1. lack of consistency between applications
2. too much memorization of used symbols
3. no online HELP system/guidance
4. no context sensitivity
5. unfriendly user interface
6. too many colors
7. too many pictures, animations
8. requires a lot of computer resources, etc.
4. Explain iterative nature of GUI design.

5. Explain prototyping and evaluation cycle of GUI design.
6. In order to understand the user and create the User’s Profile, a GUI designer must get answer on at least 10 different questions regarding the User. List those questions (main topics) to be asked.

1. **TYPE:** Are users trained professionals, technician, clerical, or manufacturing workers?
2. **EDUCATION:** What level of formal education does the average user have?
3. **TRAINABILITY:** Are the users capable of learning from written materials or have they expressed a desire for classroom training?
4. **KEYBOARD:** Are users expert typists or keyboard phobic?
5. **AGE:** What is the age range of the user community?
6. **GENDER:** Will the users be represented predominately by one gender?
7. **COMPENSATION:** How are users compensated for the work they perform?
8. **TIME:** Do users work normal office hours or do they work until the job is done?
9. **LANGUAGE:** What is the primary spoken language among users?
10. **EXPERTIZE:** Are users experts in the subject matter that is addressed by the system?
11. **TECHNOLOGY:** Do users want to know about the technology that sits behind the interface?