Beginner's Guide to UI Design

Máirín Duffy <duffy@redhat.com>
Interaction Designer, RHN Satellite Engineering
Red Hat, Inc.

Overview

BOTTOM-UP SOFTWARE DESIGN

Release
Customer Support

Interface Design Ad-hoc UI design

Implementation Code development

Feature Planning
Feature planning and prioritization

Technology
What technology do we want to use
for this product?

TOP-DOWN SOFTWARE DESIGN

User Research

What are our users' goals, tasks, & needs? Which user needs will we support?

Interface Design

How will users accomplish tasks with this software?

Technology
What's the best way to build it?

Implementation
Code development

Release
Support

Overview

- Research goals, users, tasks, technology
- Sketch screen flow, screen design, widget choices
- Test 5 minute usability studies, document shortcomings



- Finalize Design final mockups and specification
- → Resources where to go for more details & guidance

Research Project Definition

- What is it that I am building?
- What is it that I am not building?
- Why am I building it?

Research Project Definition

How do you answer these questions?

- In the professional world: market research, product manager
- In the FLOSS world: your interests and motivations

Research Users

Who will use this application?

Basic/Intermediate/Expert? Environment? Languages/Culture?

- What goals do they have?
 Why will they use this app in the first place?
- What tasks will they need to perform?

How frequently will users perform them?
How many users will perform them?
Prioritization

Research Users

How do you answer these questions?

- Market research & product manager
- Interviews with target users (on-site or phone)
- Shadowing target users
- Surveys
- Any user data you may have (bugzilla, mailing lists, rt, etc.)

Research Knowledge Domain

- What domain of knowledge does this application fit into?
- How do folks get their jobs done in this domain today?
- What other current applications are there in this same domain ('competitive analysis')
- How do people use those applications today?

Research Knowledge Domain

How do you answer these questions?

- Interviews, shadowing, surveys
- Read through the most popular books on the topic (ask what they are!)
- Mailing lists / forums / IRC channels where professionals in the domain hang out
- Try out the existing tools for yourself

Sketch Screen Flow

- Where will users begin?
- Per task, what path can users follow to complete the task?
- Define needed screens and dialogs

Sketch Screen Design

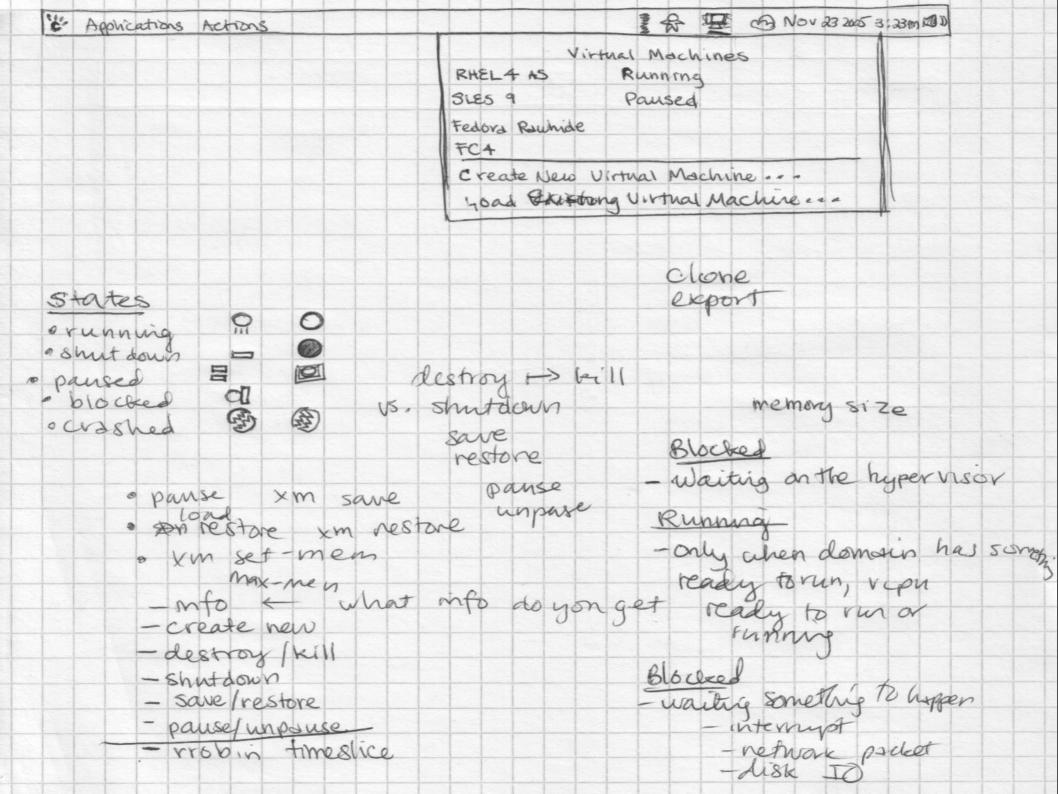
Per screen on flow diagram:

- What are users trying to do here?
- What data/context will help them better make a decision / complete their task?
- How might that best be arranged here?
 (consult GNOME HIG)

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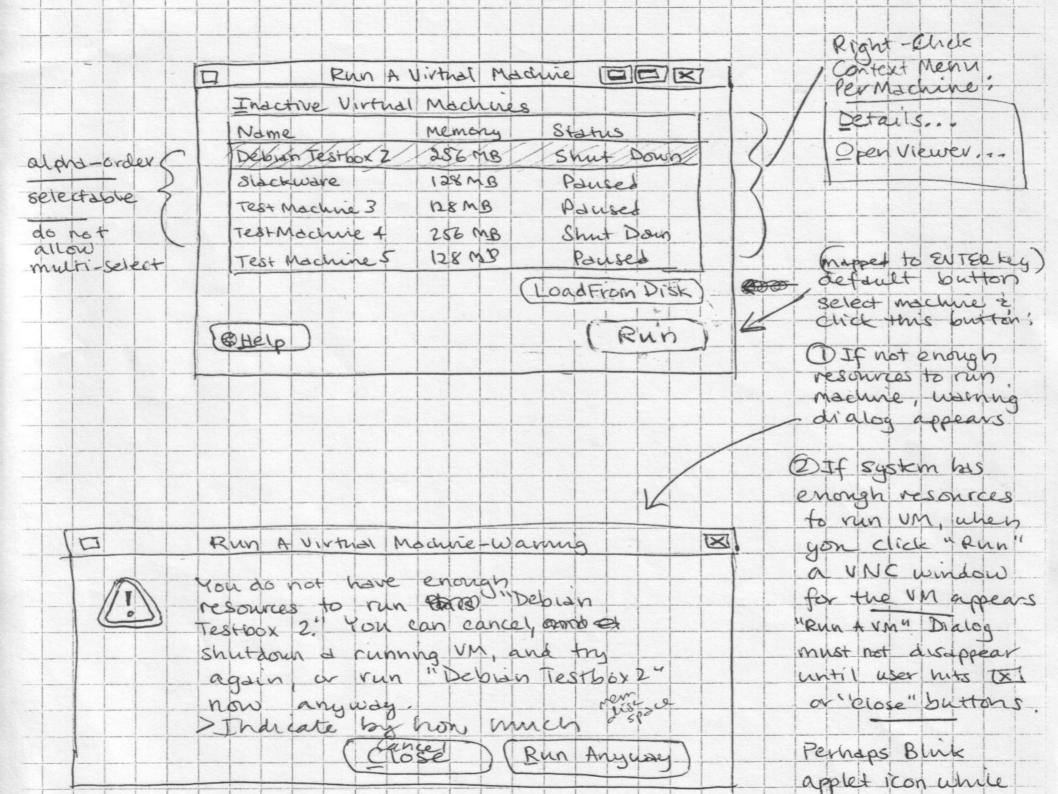
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Test 5-Minute Usability Test

- Short only a couple of tasks
- Provide mockup ('fake screenshot')
- Ask how user would complete task given provided mockup (watch them demonstrate)

Test 5-Minute Usability Test

5-Minute Usability Test

Thank you for participating in this test of my interface design. It should only take five minutes of your time. Please fill out the questions below based on the screen mockup provided below:



1. How would you create a new virtual system? What menu item or button would you press?

Finalize Design Demo

Resources Research

- Contextual Design Hugh Beyer and Karen Holtzblatt
- About Face 3 Alan Cooper
- User and Task Analysis for Interface Design
 Joann Hackos & Janice Redish
- Observing the User Experience Mike Kuniavsky

Resources Sketch

- Designing From Both Sides of the Screen
 Ellen Isaacs and Alan Walendowski
- Designing Interfaces Jenifer Tidwell

Resources Test

- Usability Engineering Jakob Nielsen
- Don't Make Me Think Steve Krug

Resources General Ul Design

- The Design of Everyday Things Don Norman
- The Inmates are Running the Asylum Alan Cooper

Questions? Comments?

- Email me, duffy@redhat.com
- Find these slides at: http://people.redhat.com/duffy/guadec/
- Stop by the usability clinic at 5 PM today (in the Recital hall)
- usability-list@gnome.org