

COURSE CODE	COURSE TITLE	L	T	P	C
1152IT123	USER INTERFACE DESIGN	3	0	0	3

Course Category:

~~Foundation (0) / Program Core (1) / Program Elective (2) / Allied Elective (3) / University Elective (4) / Value Education Elective (5) / Independent Learning (6) / Industry Higher Learning Institute Interaction (7).~~

a. Preamble

User interface design (UI) or user interface engineering is the design of user interfaces for machines and software, such as computers, home appliances, mobile devices, and other electronic devices, with the focus on maximizing the user experience.

b. Prerequisite Courses:

Computer graphics

c. Related Courses:

Web technology

d. Course Educational Objectives :

Students undergoing this course are expected:

- Understanding logical and physical Interface.
- Know about multimedia.

e. Course Outcomes :

Upon the successful completion of the course, students will be able to:

CO Nos.	Course Outcomes	Knowledge Level (Based on revised Bloom's Taxonomy)
CO1	Demonstrate the characteristics of graphic interface	K2
CO2	Illustrate the various human computer interaction	K2
CO3	Discuss the characteristics of windows	K1
CO4	Explain the web creation using multimedia	K2
CO5	Explain the layout structure of windows	K1

f. Correlation of COs with POs :

COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	M											
CO2		M			M							
CO3	M											
CO4			M									
CO5				M								

H- High; M-Medium; L-Low

g. Course Content :

UNIT I INTRODUCTION

Human-Computer Interface – Characteristics Of Graphics Interface –Direct Manipulation Graphical System – Web User Interface –Popularity –Characteristic & Principles.

UNIT II HUMAN COMPUTER INTERACTION

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.

UNIT III 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

UNIT IV MULTIMEDIA

Text For Web Pages – Effective Feedback– Guidance & Assistance– Internationalization– Accesssibility– Icons– Image– Multimedia – Coloring.

UNIT V WINDOWS LAYOUT– TEST

Prototypes – Kinds Of Tests – Retest – Information Search – Visualization – Hypermedia – WWW– Software Tools.

TOTAL: 45 period

h. Learning Resources

i) TEXT BOOKS

1. Wilbent. O. Galitz ,“The Essential Guide To User Interface Design”, John Wiley& Sons, 2001.
2. Ben Sheiderman, “Design The User Interface”, Pearson Education, 1998.

ii) REFERENCE BOOK

1. Alan Cooper, “The Essential Of User Interface Design”, Wiley – Dream Tech Ltd., 2002.**Web Reference:**www.usernomics.com/user-interface-design.html