

> Introduction to Usability

We want to help you practice what we preach.

We can give you the tools you need to create your own user-oriented designs and systems. We'll teach your people how the user's experience is affected by technology, why people have trouble with certain tasks, and how user experience design will benefit you.

You'll learn:

- > How to design user-friendly applications.
- > How to balance the four key drivers that impact the usability process.
- > How to develop and use personas to keep designers and developers on track.
- > How to move from data gathering to high-level design, using wire-frames and storyboards.

Who should attend?

- > Business analysts
- > Product managers
- > Developers
- > Technical writers
- > Anyone who wants to learn how to set the stage for developing truly usable applications with a flexible and easy to follow process.

Contact Us

training@interpixdesign.com

Course Outline

Introduction

Course Overview:

What You Will Learn

Exercise 1: Experiences with the Unfriendly

Attitude

Why people resist machines

Key Human Factors

What we've forgotten about people

Exercise 2: Speaking Human

Benefits

How usability will pay for itself

Remember It Is A Business

Integrating your overall strategy with user goals

We Have to Run It On Something

Standards, guidelines, style guides

Who Is Going To Use This?

Developing Personas and Profiles

Exercise 3: Branding for Information

Why Would Anyone Want To Use This?

How to know what your user needs

Streamlining the process

Gathering Data About The Key Influencers

How these affect your UI design

How to manage the process

Creating A Blueprint For Success

High-level user-interface architectures

Task Design

Mapping the flow with wire-frames

Explaining the system with storyboards

I repeat – iterate!