

> User Experience Screen Design

We want to teach you all we know about screen design and layout. We've seen a lot of common design pitfalls you can learn to avoid, and we can teach you what makes web pages and GUI screens easy to use.

You'll learn:

- > The key human factors principles that will result in user-friendly applications.
- > The most common workflows found in all applications.
- > Components available to you, and when to use them for maximum effectiveness.
- > How to turn your designs into quick and easy prototypes for testing.

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: Your design problems

Key Drivers of the Design

How many people are using it

How often are they using it

The stick or the carrot

Training and support

Looking for the path most travelled

What? We don't all work in cubicles?

Users real goals

Overall Structure

Rearranging the deck chairs

High-level UI structures

Metaphors, themes, branding

Unifying the design

Navigation

Content

Common Workflows

Forms

Menus

List Management

Dialogues and Messages

Exercise 2: Let's Practice

Common Elements

Web based

GUI based

Guidelines for using

When to create new ones

Exercise 3: Using the guidelines

Designing For Usability

Layout, Graphics, Background, Colour,

Fonts, Links, Readability, The Page,

The Home Page, Menus

Exercise 4: Evaluating Your Design

Designing for Accessibility

Why it's important

Types of accessibility issues

Imbedding into your initial design

The Workshop

Exercise 5: Applying what we have

learned to your design problems