

Full day session: User Interface Design Methods Training

UI Design Methods includes:

- A proven design approach for designing easy to use UI's.
- Prioritizing designs for user needs.
- Design patterns and best practices.
- Designing software vs. web applications.
- Usability design guidelines and best practices.
- How to select UI elements for maximum ease of use.
- How to detect usability issues by evaluating your designs early on.
- And much more...



Training Day Agenda: (eg. split over two days)

9:00 AM Start of day

Part 1. DESIGNING FOR TASKS

- 10 Web Application usability mistakes
- Introduction to Task-centered design

10:30 AM Exercise: Design a Task-centric remote

11:00-11:20 AM Coffee Break

Part 2. DESIGNING FOR USERS

- Identifying User and tasks
- Exercise: Prioritizing users- Persona Weighting

12:00-12:10 Bio Break

Part 3. DESIGNING THE USER INTERFACE

- Guidelines

1:00 pm End of day

9:00 AM Start of day

- Designing the User Interface cont.
- Principles and patterns

10:30 AM Exercise: Designing Consistent Navigation

Part 4. CHOOSING DESIGN WIDGETS

- Widget behavior/Design decisions

11:00-11:20 AM Coffee Break

- Rich Internet Apps and AJAX guidelines

Part 5. APPLYING BEST PRACTICES

- Measuring USE scorecard

12:00-12:10 Bio Break

- Exercise: Reviewing your design's usability

1:00 pm End of day

After attending this class you should be able to:

USE Scorecard includes:

- Scorecard for Evaluating the Usability of a Feature.
- Team design decision making tool.
- Can be used to evaluate feature usable.
- USE= Usable, Satisfying, Easy.
- Offers a metric you can use to quickly evaluate ease of use.

- Identify design best practices.
- Identify the correct use of design elements, widgets and controls.
- Identify design metaphors that apply to your design.
- Understand web vs. software design differences.
- Distinguish between poor design and usable design elements.
- Approach your design from a task-oriented design perspective.
- Learn how to apply the USE scorecard for usability/ feature assessment.

ABOUT YOUR TRAINER

Frank Spillers, MS (Principal and Co-CEO)

Frank Spillers is a distinguished speaker, author and internationally respected Senior Usability practitioner. He is an expert in improving the design and usability of large scale websites, web applications, software and products. Frank has successfully applied twelve years of advanced knowledge of Usability Engineering skills and User Centered Design methodology in Fortune 500 and corporate environments globally.

A recognized subject matter expert by the U.S. Department of Labor, he has developed new usability techniques for understanding user needs, assessing user experience and conducting rapid design prototyping. Recently, he has contributed ground-breaking research on the impact of design and emotion. His current work has been profiled in leading industry publications including The Handbook of Task Analysis for Human Computer Interaction, MarketingSherpa.com's Landing Page Handbook and the book-- The Personas Lifecycle.

Before founding Experience Dynamics in 2001, Frank managed usability consulting for WebCriteria (now Coremetrics) and worked with students of Dr. Donald Norman (the grandfather of User Centered Design) at Intuitive Design, a San Diego based User Centered Design consultancy. His current clients include: Microsoft, Intel, IBM, Logitech, GE, Nike, Hewlett-Packard, KeyBank, Four Seasons, Chase, Target.com and Whitepages.com. He has trained thousands of teams and individuals in usability and User Centered Design techniques in private as well as public settings.

Frank received his Master's in Cognitive Science from Birmingham University, UK in the usability of collaborative virtual environments.

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