Foundations of GUI - User Interface Design for IT Professionals

Course Summary

Description

Students will come away from this hands-on training understanding the principles for how to conceive and design intuitive GUIs/user interfaces for technology products.

Through examples we will practice a process for identifying and understanding end user requirements by developing user profiles/personas, scripting scenarios, and screen prototypes. You will learn task analysis and techniques for translating a user’s workflow into an intuitive information architecture and navigation. We will cover page design, layout best practices, form design and how to leverage style guides to achieve a consistent look across your product. Design principles will be taught through an analysis of the most innovative & popular applications across a variety of industries – education, consumer goods, entertainment, health care, and enterprise.

Throughout the training, each student will put their learning into action as they create information architecture, screen layouts for a Balsamiq-based prototype.

Students receive a workbook to serve as a reference. The workbook includes all class material and a detailed bibliography of UX resources so that students can continue learning after this course ends.

Topics

- Strategic considerations – defining the product goals and scope
- Developing an information architecture and navigation
- Best practices for user interface design
- Communicating a GUI/user interface design

Audience

This course is designed for Front-end developers, Web designers, product managers, and others who are involved in the creation of interactive web sites and apps.

Duration

One Day
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Course Outline

I. Strategic considerations – defining the product goals and scope
   A. Designing pages and forms that match how users read and process information on the Web
   B. Defining your audience through personas/user profiles
   C. User-centered techniques for defining app requirements and scope
   D. Translating requirements into a simplified and consistent page hierarchy that makes an app easier to learn and use

II. Developing an information architecture and navigation
   A. Overview of task and workflow analysis
   B. Leveraging the “Day in the Life” (DILO) method for understanding the user’s workflow and task flow
   C. Introduction to card sorting as a way to understand a user’s mental model that will allow you to design an app from their point of view
   D. How to translate the user’s task/workflow analysis into information architecture (organizational scheme) & navigation
   E. Elements of good navigation and orientation

III. Best practices for user interface design
   A. Techniques for maintaining consistency across a product
   B. Using information design to structure page content
   C. Principles of effective page layout
   D. Fundamentals of form design and how to make them self-documenting
   E. Leveraging publicly available design patterns and style guides to develop your own UI Design style guide to enforce consistency across your product
   F. Principles for writing for the Web
   G. Handling errors and delivering help

IV. Communicating a GUI/user interface design
   A. Designing site maps, process flows, clickstreams
   B. Creating wireframes of your page design using Balsamiq