

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