CLASSIC SYSTEM SOLUTIONS, INC.

GUI DESIGN WORKSHOP

COURSE SUMMARY

The most important component of a Graphical User Interface application is the user. If the application is too difficult to navigate or understand, the users will reject it, support and training costs will skyrocket, programmers will get discouraged, and maintenance will be a nightmare. GUI applications must be designed to effectively meet today's demanding business needs.

This class covers the fundamental and key principles of successful GUI design. You will adopt the new GUI paradigm that includes the event-driven mind-set, user-centric design, proper use and placement of GUI controls, and GUI architectural modeling.

Attendees will:

- Study examples of GUIs that differ based on the nature and type of application being designed.
- Hear how GUI design standards truly accelerate the development of consistent GUIs.
- Learn from experts who have trained Fortune 1000 programmers and analysts throughout the U.S., Canada, and Europe.

GUI Design Workshop is the culmination of our 9 years of experience in developing GUIs for business applications.

WHAT YOU WILL LEARN

This two-day class, for both developers and end-users, explains how to apply the concepts of the graphical design paradigm quickly and efficiently.

Attendees will learn how to:

- Determine the GUI application's navigation and presentation model.
- Convert character-based interfaces (CUIs) to GUIs.
- Create GUIs from user requirements.
- Prototype and test usability.
- Create in-house GUI design standards.
- GUI Design Workshop - Course Outline

WHO SHOULD ATTEND

- **Project Managers** who are responsible for establishing or managing a web project or Internet strategy.
- **Project Leaders** who need to know proven steps for web-enabling existing client/server applications.
- **Software Developers** who are looking to expand their knowledge web application design.
- **Webmasters** who are responsible for managing and implementing web technology.
- **Analysts** who are responsible for documenting requirements for web applications.

This class is designed for corporate or commercial developers and analysts that are, or plan to be, involved in web projects. Anyone concerned with developing well-designed web sites, including individuals that will gather user requirements or end-users themselves will also benefit from attending. Attendees should have a basic understanding of web technologies and developing software in a web environment.

BENEFITS TO YOUR COMPANY

Our GUI Design Workshop will benefit your organization in the following ways:

- Increase end user productivity by developing usable web applications.
- Increase developer efficiency by using agile development techniques.
- Increase revenue by using a proven seven-step process for modeling complex web applications.
- Reduce training and support costs.

Attendees will receive an interactive **DVD** with footage from the usability lab showing usability issues discussed during the class.

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COURSE OUTLINE

1. Course Introduction

- Learn about the course background
- Identify the course objectives
- Discuss the course agenda

2. GUI Introduction

- Define the term GUI
- Understand the benefits of good GUI design
- Discuss GUI challenges and how to overcome them
- List common reasons for GUI failure
- List common reasons for GUI success

3. GUI Design Process - User Profiles

- Explore the concepts of user analysis
- Identify the characteristics of different user types
- Learn how user analysis affects GUI design
- Identify different types of tasks and how they affect the design
- **Lab:** Develop a task/user profile matrix

4. User Centric Design

- Discuss how people think, learn, and work
- Identify the principles of user-centric design
- Apply the concepts to interface design
- Identify online help design basics
- **Lab:** Look at effective icon design
- **Lab:** Improve a GUI based on user-centric design techniques

5. Window Design

- Define the components of windows
- Learn window navigation techniques
- Learn why SDI is now favored over MDI
- Understand how to use the four main types of windows
- Identify the common window attributes
- Discuss modal vs. modeless windows and their usage
- Discuss various presentation models and when to use each type
- Learn when to use tab and multi-form window display techniques
- **Quiz:** Match window types

6. Control Design

- Learn about the common GUI controls
- Discuss the appropriate usage and behavior of the common GUI controls
- Learn techniques for effective menu design and usage
- **Lab:** Design a menu for a banking call center application

7. Applying the Design Principles

- Review some GUI designs for standards and quality
- Apply the principles of effective GUI design
- **Labs:** Redesign some challenged GUIs

8. Converting Character Based Systems

- Learn the process involved in converting a CUI to a GUI
- Identify guidelines and rules to follow
- Discuss different strategies for CUI to GUI migration
- **Lab:** Convert character-based screens to GUI windows

9. On-Line Help

- Learn about the various types of help
- Explain the components of an on-line help system
- Identify basic principles of help system design
- Learn when to use each help technique
- Learn how to provide the appropriate "levels" of help
- Learn how to incorporate an HTML-based help solution

10. Usability Testing

- Define usability testing
- Discuss when usability testing should be conducted
- Explore the usability testing process

11. GUI Architectural Modeling

- Discuss the GUI design process
- Discuss techniques used to implement effective GUIs
- Learn the basics of prototyping and usability testing techniques
- Learn new GUI modeling techniques
- **Lab:** Create a presentation model for a sample application
- **Lab:** Create a navigation model for a sample application
- **Lab:** Create sample GUI windows to support the new models

12. Prototyping the Interface

- Define prototyping
- List the benefits and costs of prototyping
- List the purpose and goals of prototyping
- Define different types of prototyping and when to use each type
- Describe success factors in prototyping efforts

13. Creating Effective Standards

- Learn why GUI standards are important
- Identify the process of defining and implementing standards
- Learn the contents of standards
- Discuss how to implement and maintain the standards

14. Course Conclusion

- Hear a summary of the course
- Ask questions and learn the answers

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