

UNIT I INTRODUCTION 8
Human-Computer Interface – Characteristics Of Graphics Interface –Direct Manipulation Graphical System – Web User Interface –Popularity –Characteristic & Principles.

UNIT II HUMAN COMPUTER INTERACTION 7
User Interface Design Process – Obstacles –Usability –Human Characteristics In Design – Human Interaction Speed –Business Functions –Requirement Analysis – Direct – Indirect Methods – Basic Business Functions – Design Standards – General Design Principles – Conceptual Model Design – Conceptual Model Mock-Ups

UNIT III WINDOWS 12
Characteristics– Components– Presentation Styles– Types– Managements– Organizations– Operations– Web Systems– System Timings - Device– Based Controls Characteristics– Screen – Based Controls — Human Consideration In Screen Design – Structures Of Menu – Functions Of Menu– Contents Of Menu– Formatting – Phrasing The Menu – Selecting Menu Choice– Navigating Menu– Graphical Menu. Operate Control – Text Boxes– Selection Control– Combination Control– Custom Control– Presentation Control.

UNIT IV MULTIMEDIA 9
Text For Web Pages – Effective Feedback– Guidance & Assistance– Internationalization– Accessibility– Icons– Image– Multimedia – Coloring.

UNIT V EVALUATION 9
Conceptual Model Evaluation – Design Standards Evaluation – Detailed User Interface Design Evaluation

Total = 45

TEXT BOOKS:

1. Wilbent. O. Galitz ,“The Essential Guide To User Interface Design”, John Wiley& Sons, 2001.
2. **Deborah Mayhew, The Usability Engineering Lifecycle**, Morgan Kaufmann, 1999Ben Shneiderman, “Design The User Interface”, Pearson Education, 1998.

REFERENCES:

1. Alan Cooper, “The Essential Of User Interface Design”, Wiley – Dream Tech Ltd., 2002. Sharp, Rogers, Preece, ‘Interaction Design’, Wiley India Edition, 2007