UNIT I  INTRODUCTION

Human–Computer Interface – Characteristics Of Graphics Interface –Direct Manipulation

UNIT II  HUMAN COMPUTER INTERACTION

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

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 Menus – Functions Of Menus– Contents Of Menu– Formatting – Phrasing
The Menu – Selecting Menu Choice– Navigating Menus– Graphical Menus. Operate
Control – Text Boxes– Selection Control– Combination Control– Custom Control–
Presentation Control.

UNIT IV  MULTIMEDIA

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

UNIT V  EVALUATION

Design Evaluation

Total = 45

TEXT BOOKS:
2. Deborah Mayhew, The Usability Engineering Lifecycle, Morgan Kaufmann,

REFERENCES: