1. Organization:
    - Arrange screens logically, meeting the user's information needs for the task.
    - Prioritize frequently used or essential information at the top and on early screens.
2. Captions:
    - Use meaningful captions to clearly identify information to be entered or selected.
    - Display captions in a headline style (capitalize significant words).
    - Consistently position captions in relation to associated controls (left- or right-aligned).
3. Text Boxes/Selection Controls:
    - Designate these controls with boxes, using a line border or polarity reversal.
4. Spacing and Groupings:
    - Group elements logically in medium-size groupings (5 to 7 elements).
5. Headings:
    - Use headings to identify groupings, set off from related controls using upper case or mixed-case headline style.
6. Control Arrangement:
    - Align controls into columns with a top-to-bottom, left-to-right arrangement.
7. Required and Optional Input:
    - Decide whether to distinguish between required and optional data input based on user experience.
    - If distinction is needed, consider it as a form of completion aid.
8. Instructions and Completion Aids:
    - Include necessary instructions on screens, placed before the controls they apply to.
    - Place completion aids to the right of the controls they apply to.

Discuss about information entry and modification screens.

Related posts:

1. What do you mean by user interface ? Define user interface design. Why user interface is important ?
2. Describe the importance of good design.
3. What are the benefits of good design ?
4. Write a short note on history of screen design.
5. What do you mean by graphical user interface ?
6. What is popularity of graphics ?
7. Describe the concept of direct manipulation
8. What is graphical system ? Write down its advantages and disadvantages.
9. Describe the characteristics of graphical system.
10. Describe the characteristics of intranet versus the internet.
11. What are the usability problems in graphical system ?
12. Explain web user interface.
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14. What are the characteristics of web user interface ?
15. Describe the principles of user interface.
16. Describe the principles established the foundation for graphical interfaces.
17. Describe the design goals in creating user interface.
18. Why web user interface design difficult ?
19. Explain the five commandments for designing user interface
20. Discuss human computer interaction.
21. How a person interact with computer.
22. What are the factors that make system difficult to use ?
23. What are the psychological responses to poor design ?
24. What are the physical reactions to poor design ?

25. Explain the important human characteristics.
26. Describe the following term with respect to humancharacteristics in design :
27. Describe human consideration in design.
28. What are the characteristics of mandatory use in user's task for design ?
29. Give the characteristics of discretionary user
30. Explain human interaction speed.
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34. Explain focus group. What are steps in setting up a focus group ?
35. Explain card sorting for websites.
36. Describe the steps for creating electronic survey.
37. Determine the basic business functions.
38. What is screen design ? Define a well designed screen.
39. Describe the goals in screen design.
40. What is meant by screen and define it purpose.
41. How we can organize screen elements clearly and meaningfully ?
42. Describe ordering of screen data and content.
43. What do you mean screen navigation and flow ?
44. What do you understand by visually pleasing composition ?
45. Discuss the perceptual principles that can be used toaid screen functional groupings.
46. How to group screen elements using border ?
47. Discuss amount of information.
48. Discuss the following :
49. How to minimize the problems in scrolling ?
50. Discuss about the term 'Distinctiveness'.

51. Discuss the techniques to provide emphasis.
52. How to convey depth of levels or a three-dimensional appearance ?
53. How information is presented simply and meaningfully ?
54. Discuss about typography.
55. What are the types of statistical graphics ?
56. Discuss intranet and extranet design guidelines.
57. Write short note on statistical graphics
58. Explain the components of statistical graphics.
59. Discuss technical consideration in interface design for : i. Graphical system ii. Web system iii. Other web consideration
60. Discuss windows and its characteristics.
61. What are the components of window ?
62. Describe the window presentation style.
63. What are the advantages of tiled window and overlapping window ?
64. What are the different types of windows ?
65. Explain different window management schemes.
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67. Discuss the functions of menus.
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70. Discuss various device based controls.
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72. Discuss the guidelines for selecting proper device-based controls.
73. What are selection controls ?
74. Describe the various operable controls.
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76. Discuss text for web pages.
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78. What are the message box guidelines recommended by Microsoft ?
79. Discuss message box controls.
80. Discuss instructional message in detail.
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82. Explain design process for icons.
83. Describe icon animation and audition.
84. Describe multimedia in detail.
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86. What are the uses of color ?
87. What are the problems related to color ?
88. How to choose color ?
89. What is software tool ? What are the commonly usedtools in human computer interface ?
90. Explain specification method.
91. Describe interface building tools in detail.
92. What are the features of interface building tools ?
93. Explain interaction devices.
94. Describe keyboard and function keys.
95. Describe pointing devices and types of interaction tasks useful for pointing devices.
96. What are the types of pointing devices ?
97. Explain speech recognitions.
98. Discuss speech digitization and generation.
99. Describe image and video displays.
100. What are the characteristics of video display devices ?
101. Write a short note on drivers.