

Clear Differences: Distinctiveness means making sure that different things on a screen look clearly different from one another. You don't want elements to blend together.

Separation and Contrast: To make things distinct, you can use space between them (separation) and differences in color or brightness (contrast). Think of it like putting a little space between items on a shelf and using different colors so you can easily see each item.

Easy to See: Everything on the screen should be easy to notice and tell apart. It's like making sure each button on your remote control is easily recognizable so you don't press the wrong one.

Enough Space: Distinctiveness also involves giving each element its own space. Imagine organizing your room – you wouldn't want your bed touching the walls or other furniture; you need some space around each item.

No Touching: Elements like buttons or borders shouldn't touch the edges of the screen or each other. It's like making sure your keys don't get stuck together in your pocket.

Colors that Stand Out: If you use different colors on your screen, make sure they're really different so you can easily see the boundaries. It's similar to using bright and dark colors on a map to show different areas.

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.
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10. Describe the characteristics of intranet versus the internet.
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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 ?
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25. Explain the important human characteristics.
26. Describe the following term with respect to human characteristics 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.

31. What are the methods for gaining an understanding of users ?
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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 its 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 to aid screen functional groupings.
46. How to group screen elements using border ?
47. Discuss amount of information.
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50. Discuss the techniques to provide emphasis.
51. How to convey depth of levels or a three-dimensional appearance ?
52. How information is presented simply and meaningfully ?
53. Discuss about typography.
54. Discuss about information entry and modification screens.
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.
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67. Discuss the functions of menus.
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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.
85. What is color ?
86. What are the uses of color ?
87. What are the problems related to color ?
88. How to choose color ?
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92. What are the features of interface building tools ?
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95. Describe pointing devices and types of interaction tasks useful for pointing devices.
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101. Write a short note on drivers.