a. Establishing the Need for a System:

- Objective: Understand why a system is needed.
- Requirement: A specific goal the system must achieve.

b. Product Description Development:

- Process: Creating and refining a description based on user or marketing input.

c. Techniques for Requirement Determination:

- Direct Methods: Interacting directly with users.
    1. Face-to-Face Interview: One-on-one discussion with a user.
    2. Telephone Interview or Survey: Structured phone conversation.
    3. Traditional Focus Group: Small group discussion with a moderator.
    4. Facilitated Team Workshop: Structured workshop with users.
    5. Observational Field Study: Observing users over time.
    6. Requirements Prototyping: Early demo for user feedback.
    7. User Interface Prototyping: Early design demo for UI feedback.
    8. Usability Laboratory Testing: Observing users in a controlled lab.
    9. Card Sorting for Websites: Organizing web content collaboratively.
- Indirect Methods: Using intermediaries between users and developers.
    1. MIS Intermediary: Company representative defines user goals.
    2. Paper Survey or Questionnaire: Traditional mail for user input.
    3. Electronic Survey or Questionnaire: Email or web-based surveys.
    4. Electronic Focus Group: Online group discussion with a moderator.
    5. Marketing and Sales: Representatives gather suggestions from customers.

6. Support Line: Analyzing customer support data for insights.
7. E-Mail or Bulletin Board: Analyzing user feedback through email or forums.
8. User Group: Customer groups provide suggestions periodically.
9. Competitor Analyses: Studying competitors for ideas and requirements.
10. Trade Show: Gathering feedback from customers at trade shows.
11. Other Media Analysis: Studying how other media present information.
12. System Testing: Obtaining new requirements and feedback during product testing.

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.
13. Discuss the popularity of web interface.
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.
31. What are the methods for gaining an understanding ofusers ?
32. Designing a website, what kinds of interview questions are appropriate for asking users ?
33. Explain focus group. What are steps in setting up a focus group ?
34. Explain card sorting for websites.
35. Describe the steps for creating electronic survey.
36. Determine the basic business functions.
37. What is screen design ? Define a well designed screen.
38. Describe the goals in screen design.
39. What is meant by screen and define it purpose.
40. How we can organize screen elements clearly and meaningfully ?
41. Describe ordering of screen data and content.

42. What do you mean screen navigation and flow ?
43. What do you understand by visually pleasing composition ?
44. Discuss the perceptual principles that can be used toaid screen functional groupings.
45. How to group screen elements using border ?
46. Discuss amount of information.
47. Discuss the following :
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49. Discuss about the term ‘Distinctiveness’.
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
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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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74. Describe the various operable controls.
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79. Discuss message box controls.
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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 ?
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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.