I. Webpage SizeIi. Scrolling And Paging

Webpage Size:

- i. Minimize Page Length:
 - 1. Keep it Short and Sweet:
 - Try to fit your webpage content into two or three screens of information.
 - 2. Important Stuff on Top (Above the Fold):
 - Put critical information at the very top of the page, visible as soon as the page loads.
 - This is known as "above the fold," meaning it's within the top 4 inches of the page.

Scrolling and Paging:

- ii. Scrolling vs. Paging:
 - 1. Paging Like Turning Pages in a Book:
 - Old-school method: present a full screen of information, user does something, then move to the next screen.
 - Keeps things neat and organized.
 - 2. Scrolling Like a Telescope or Microscope:
 - Telescope Method:
 - Imagine the window (your view) moving around the content, like a telescope scanning stars.

- More natural, fewer errors.
- Microscope Method:
 - Content seems to move under a fixed window, like looking at something under a microscope.
 - Less common because it can be less intuitive.
- 3. Why We Scroll Up for More:
 - When you click the up arrow, it's like moving the telescope upwards.
 - The data isn't physically moving; it's your viewing window that's shifting.

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 of users?
- 32. Discuss business and requirement analysis.
- 33. Designing a website, what kinds of interview questions are appropriate for asking users ?
- 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. How to minimize the problems in scrolling?
- 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
- 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.
- 66. Describe the structure of menus.
- 67. Discuss the functions of menus.

- 68. What are website navigation problems?
- 69. What are the various task performed by device-based controls.
- 70. Discuss various device based controls.
- 71. What are the advantages and disadvantages of :i. Trackball ii. Joystickiii. Graphic tablet iv. Touch screen
- 72. Discuss the guidelines for selecting proper device-based controls.
- 73. What are selection controls?
- 74. Describe the various operable controls.
- 75. What is text? How we present and write text?
- 76. Discuss text for web pages.
- 77. Write a short note on message.
- 78. What are the message box guidelines recommended by Microsoft?
- 79. Discuss message box controls.
- 80. Discuss instructional message in detail.
- 81. What is icon? Write down the characteristics of icons.
- 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?
- 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.