Discuss the perceptual principles that can be used toaid screen functional groupings.

1. Use Visual Organization:

- Proximity Principle: Keep related elements close together. It helps in creating a sense of togetherness.
- Spacing: Ensure there is enough space between groups to enhance clarity. Space is a crucial design component.
- Similarity Principle: Use different visual characteristics like color or font style to highlight various groupings.
- Closure and Matching Patterns: Employ lines, borders, or symbols to connect and identify similar information.

2. Combine Principles Logically:

- Combine Techniques: Mix proximity with similarity or matching patterns to guide the viewer's eye through the information logically.
- Directional Cues: Use principles like proximity or similarity to indicate the direction in which the viewer should scan information.

3. Avoid Conflicting Principles:

- Compatibility: Be cautious, as some principles might not work well together. Conflicting principles can lead to confusion for the viewer.

Related posts:

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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.
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12. Explain web user interface.
13. Discuss the popularity of web interface.
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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 ?
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 ?
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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 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. 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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61. What are the components of window ?
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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.

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 ?
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100. What are the characteristics of video display devices ?
101. Write a short note on drivers.