## The benefits of good design:

Efficiency: Good design helps users complete tasks faster and with fewer mistakes. Imagine using a well-designed app where everything is clear and easy to understand – you get things done quickly.

Decision-making: Well-designed screens make it easier for users to make decisions. If information is presented in a logical and organized way, it takes less time for users to figure out what to do.

Success and Speed: Redesigns based on good design principles improve the success rate of completing tasks and make the overall process faster.

User Satisfaction: Websites or apps that are easy to use and navigate have a higher rate of user satisfaction. People are happier when they can easily accomplish what they came for.

Training Costs: If a system is well-designed, it's easier to learn. This means training new employees on how to use it takes less time and money.

Support Costs: A well-designed system results in fewer people needing help. This reduces the costs associated with supporting users through calls or messages.

Employee Happiness: When employees find their tools easy and pleasant to use, it reduces frustration. Happy employees are generally more satisfied and productive.

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

- 28. Give the characteristics of discretionary user
- 29. Explain human interaction speed.
- 30. What are the methods for gaining an understanding of users?
- 31. Discuss business and requirement analysis.
- 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:
- 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.