Prototyping an Intuitive User Interface for a Presentation Program

Ydalus, Peder

Master thesis

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Ydalus.pdf (3.692Mb)

Year

2006

Permanent link

http://urn.nb.no/URN:NBN:no-13119

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Abstract

The purpose of this thesis is to provide a study of an implementation of a graphical user interface (GUI) in a presentation program intended for non-expert users. The type of program is chosen because it's no secret that massive marketing has made Microsoft PowerPoint push all competition off the market, leaving PowerPoint as the obvious (but not necessarily the best) choice. There might very well be a void where lack of alternatives makes PowerPoint the only option. For this study, a completely new presentation program will be developed. The program will present an interface with fairly new components for users of varying expertise and the study will attempt to judge how well these elements fit these users, and if possible refine the interface. The output format will be a slideshow generated as Macromedia Flash vector graphics, which can be viewed in most common browsers with the appropriate plug-in, or in a standalone player. In this document the words slideshow and presentation are used interchangeably.

The title of the thesis hints that one of the purposes of the development of this user interface is to make it intuitive. But what really is intuitive? In short, a paradigm for a well designed user interface is that the program behaves exactly the same way the user expects it to. Nevertheless, users are different and both perception and intuition are to some degree concepts related to the individual user. This project will attempt to explore how to make a user interface the general user intuitively understand and don’t need much time to learn. It’s a project goal to create a user interface with an easy learning curve and an environment the users feel comfortable working in. The term “user friendly” will be explored in detail in chapter 7.

As for the program, it has been developed using Microsoft Visual Studio 2002. This development tool takes the full advantage of the .Net platform which in turn simplifies work that previously had to be made with complex Windows API calls. C# was chosen as the programming language.

The name of the application is Switch.

Software prototyping is the activity of creating prototypes of software applications, i.e., incomplete versions of the software program being developed. It is an activity that can occur in software development and is comparable to prototyping as known from other fields, such as mechanical engineering or manufacturing. A prototype typically simulates only a few aspects of, and may be completely different from, the final product. I would like to build a GUI prototype for an iPad application. The prototype can use static data (e.g. an xml file) but should look good and be fully functional, i.e. support user gestures, etc. Obviously, I can program it in Objective-C. I wonder if I can use any other tool to build such a GUI easier. Does such a tool exist? Maybe I should use a GUI builder to build a "static" GUI and add some Objective-C code to make it react on user gestures. Does it make sense? iPad user-interface prototyping. Browse other questions tagged ipad user-interface prototyping or ask your own question. The Overflow Blog. Failing over with falling over. Prototyping tools act as a bridge that gap between the initial design and the finished product. Here, I’ve compiled a list of the most popular ones that ease the process of conceptualizing, wireframing, prototyping, mockups and designing digital products. It is a simulation of the final interaction between the user and the interface. It allow users to explore the UI, pinpointing which elements work best, and predicting usability problems before they become problems. Prototypes provide a variety of functions in the web design process.