

Class 25

1. Sound
 - a. Uses
 - i. Applications where the eyes and attention are required to be away from the screen
 - ii. Applications involving process control
 - iii. Applications addressing the needs of visually impaired users
 - b. Types
 - i. Ambient Sound and sound effects
 - ii. Music
 - iii. Speech
 - c. Good Usage
 - i. Reinforce the visual component of the UI
 - ii. Confirm the successful completion of an operation
 - iii. Attract attention
 - d. Using music effectively
 - e. Speech Effectively
 - f. Problems

Chapter 14

1. Design Areas/Paradigm
2. Combine interaction devices and software components
3. Principles of good layout
 - a. Create Natural Groupings
 - b. Separate the currently active components
 - c. Emphasize important components
 - d. Use White space effectively
 - e. Make the controls visible
 - f. Balance Aesthetics and Usability
4. Examples
5. What is a design area
 - a. GUI
 - b. Web Pages
 - c. Embedded systems
6. Technological convergence
7. Ubiquitous Computing
8. Designing the UI
 - a. Identify the relevant design area, and think about the specific principles, guidelines, and issues for that design area
 - b. Consider the conceptual design that you created in response to your requirements-gathering activities
 - c. Combine the design components taking into account the demands of the design area and what you want to happen in the UI to meet the requirements

Chapter 15 Case Study Review

1. Overview of case study