

Class 24

1. Color
 - a. Usage of color
 - i. To draw attention
 - ii. To show status
 - iii. Make information clearer
 - iv. Display more attractive
 - b. Characteristics of color
 - c. Choosing Colors
 - d. Using Color Effectively
 - i. Number of colors
 - ii. Design for monochrome
 - iii. Color Perception
 - iv. Color for reinforcement
 - e. Presenting information
 - i. Color for emphasis
 - ii. Color for grouping
 - iii. Color Coding
 - iv. Perspective
 - v. Layering
2. Images
 - a. Uses
 - i. Motivate, to attract the attention of the user, to amuse or persuade
 - ii. To communicate information especially special information
 - iii. Overcome language barriers
 - iv. Support Interaction
 - b. Using Effectively
 - i. Pictures
 - ii. Diagrams
 - iii. Graphs and charts
 - c. Selecting
 - i. Choose the most appropriate type of image
 - ii. Design the image so that it meets requirements of the task
 - iii. Follow any relevant conventions
 - iv. Combining text and images is effective
 - v. Take the users screen resolution into account
 - vi. Images, particularly photographs can result in large files and long download times
3. Moving Images
 - a. Uses
 - i. Illustrate movement
 - ii. Provide dynamic feedback
 - iii. Attract attention
 - iv. Show that the computer system is operating
 - b. Video Clips
 - i. Convey human behavior and emotions
 - ii. Show events the user cannot see directly
 - iii. To motivate

- iv. Provide additional context information
- 4. 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