

Class 27

1. What is a design area
 - a. GUI
 - b. Web Pages
 - c. Embedded systems
2. Technological convergence
3. Ubiquitous Computing
4. 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

5. Overview of case study

Chapter 16 GUI

1. Widgets
 - a. How do you choose the correct widget
 - b. How do you use the widget correctly
 - c. How do you combine widgets
2. Style guides for GUI
3. Appearance of Widgets in Different pieces of software
4. Energetic Sports Center Scenario

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