

## Class 17

1. Introduction
2. Sources of Design Guidance
  - a. User Interface Standards
    - i. ISO
      1. 9241 - Ergonomics
      2. 14915 - Software Ergonomics
      3. 13407 - Human Centered Design
      4. 20282 - Ease of Operation
  - b. Style Guides
    - i. Description of required interaction styles and user interface controls covering both the required look (appearance) and feel (behavior)
    - ii. Guidance on when and how to use the various interaction styles or user interface controls.
    - iii. Illustrations of the various interaction styles and user interface controls.
    - iv. Screen templates to show how screens should look.
  - c. Types of Style Guides
    - i. Commercial
    - ii. Customized
  - d. Design Principles
    - i. Simplicity
    - ii. Structure
    - iii. Consistency
    - iv. Tolerance
      1. Recoverability
3. Accessibility
  - a. Principles of Universal Design
  - b. W3C Content Accessibility Guidelines
  - c. Section 508
  - d. Limitations
4. Design Rationale
  - a. Reasons to document
    - i. Documentation can be referred to reconsider decisions
    - ii. Others can understand decisions
  - b. How to record