

## **Overview:**

To end users, the interface is the system. Most end users do not know, nor do they even need to know, about the underlying structure and implementation of the software system. They are only concerned with the interface presented to them and the capabilities provided by that interface. Consider the analogy of driving a car: the driver does not need to know anything about how an internal combustion engine works and how it is connected to the transmission to send power to the wheels, nor do they need to know about hydraulics and fluid dynamics of the braking system to actually drive a car. Indeed, mainly the driver needs to know that 'D' means drive (assuming an automatic transmission), press gas pedal to go, press brake pedal to stop. The same concept applies to software systems. End users are only concerned with what they can do with the system and how they do it, not with how it works “under the hood.” Hence, it is of vital importance to get the interface design sufficiently correct so that it serves users in efficient and usable manner. This module shifts the focus away from the detailed “under the hood” approach to design to cover the essential human-computer design activity.

### Module Objectives:

- *Understand the role that the computer interface plays in high-quality and successful software systems.*
- *Describe how to address interface design and evaluation within the software development life-cycle.*
- *Provide usable guidance for evaluating designs.*

Slides – Chapter 9 – Session I

## **Homework #9**

- Read chapter 9 and answer review questions 1-10. Submit your answers as a word or PDF document.

## **Quiz #9**

*See Quiz #9.*