Global Information Systems:

User Interface Design

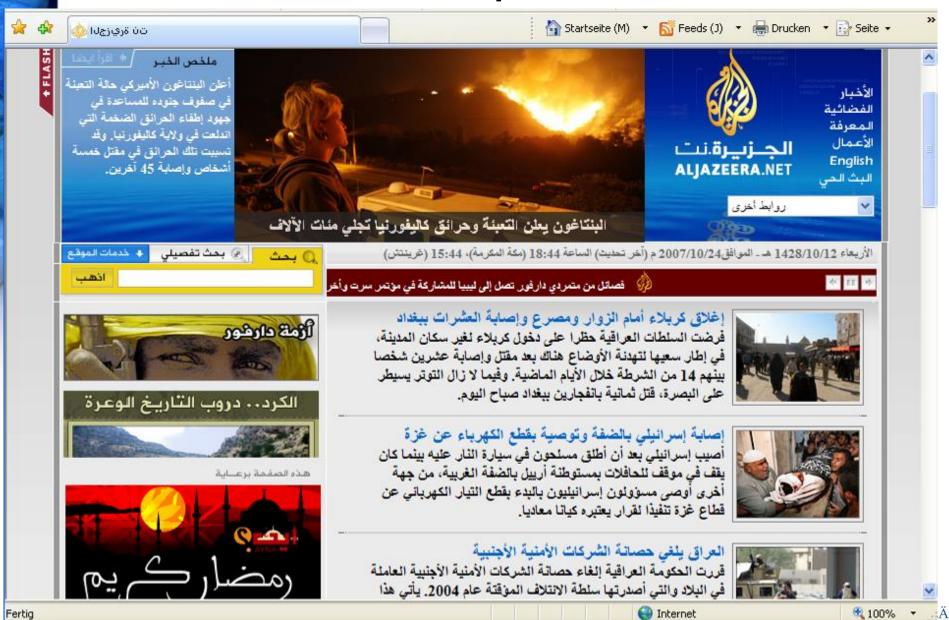
Prof. Dr. Jan M. Pawlowski Autumn 2013



Contents

- Introduction
- Definitions and Terms
- Design approaches
- Summary









Al Jazeera English - Front Page



🏠 Startseite (M) 🔻 🔝 Feeds (3) 💌











ALJAZEERA.NET

WATCH NOW FRONT PAGE

AFRICA AMERICAS ASIA-PACIFIC CENTRAL/S. ASIA EUROPE MIDDLE EAST

> **FOCUS** BUSINESS SPORT **PROGRAMMES** WEATHER YOUR VIEWS

SEARCH **ABOUTUS** ARABIC DOCUMENTARY

RSS

LOG IN

UPDATED ON:

WEDNESDAY, OCTOBER 24, 2007 19:04 MECCA TIME, 16:04 GMT

For every child Health, Education, Equality, Protection ADVANCE HUMANITY











Nato urged to up Afghan commitment



Israel set to sever power to Gaza



Sri Lanka furore over LTTE corpses



Iraq clamps down on security firms

New law to revoke immunity of foreign

security contractors from prosecution.

Roadside bombs hit Baghdad suburb







Delhi's menacing monkeys



Turtles under threat in Malaysia



POLL

Who should act to stop Kurdish attacks in Turkey?





The University Centre in Svalbard, UNIS

🚮 Startseite (M) 🔻 🔝 Feeds (J) 🕝 🚔 Drucken 🔻 🔂 Seite 🕶

>>



News

About UNIS

Studies

Research

Student-life 78°N

Library

Staff

Vacant Positions

International Polar Year

Online Environmental data

Links

Publication Series

IT Services

UNIS WebMail

Webcamera

Search UNIS WEB

Downloads / Forms

Observing Avalanches

The University Centre in Svalbard DD 158





Creative Adaption to Climate Change

22,10,07

Dr. James Lovelock, originator of the Gaia theory and First Holder of the Arne Næss Chair in Global Justice and the Environment, will give a special lunch seminar at UNIS on Wednesday October 24th.

Time and place: 12:00 in auditorium Møysalen

Read more about Dr. Lovelock

We are seeking experts in



Application deadline: November 1 2007



Vacant positions at UNIS

Job position	Deadline
3 faculty positions in Arctic Energy & Environment	01.11.2007
Professor/Assoc. Professor in Marine Invertebrate Ecology	15.11.2007
Adjunct Professor/Adjunct Assoc. Professor in Microbiology	15.11.2007





Interface Design Strategy (Jagne et al., 2004)

- Investigation
 - Ethnographic study
 - Site / software audits
 - Interviews & observations
- Develop cultural model
 - Similarities, differences
- Design prototype interface
 - Localization
- Evaluate prototype
 - Acceptance, conflicts, user behavior
 - Contents, media appropriateness
 - Tracking, observations, interviews



User Interface Design

- Aspects to consider (Marcus, 2001)
- Metaphors: Fundamental concepts communicated via words, images, sounds, and tactile experiences. Concepts of pages, shopping carts, chatrooms, and blogs (Weblogs) are examples. The pace of metaphor invention and neologism will increase because of rapid development, deployment, and distribution through the Web.
- Mental models: Structures or organizations of data, functions, tasks, roles, and people in groups at work or play. Content, funtion, media, tool, role, and task hierarchies are examples.
- Navigation: Movement through the mental models, i.e., through content and tools. Examples include dialogue techniques such as menus, dialogue boxes, control panels, icons, tool palettes, and windows.
- Interaction: Input/output techniques, including feedback. Examples include the choices of keyboards, mice, pens, or microphones for input and the use of drag-and-drop selection/action sequences.
- Appearance: Visual, auditory, and tactile characteristics. Examples include choices of colors, fonts, verbal style (e.g., verbose/Iterse or informal/formal), sound cues, and vibration, university of Jyväskylä

User Interface Design – Issues

- Some questions to think about (Marcus, 2000)
- How formal or rewarding should interaction be?
- What will motivate different groups of people? Money? Fame? Honor? Achievement?
- How much conflict can people tolerate in content or style of argumentation?
- Should sincerity, harmony, or honesty be used to make appeals?
- What role exists for personal opinion vs. group opinion?
- How well are ambiguity and uncertainty avoidance received?
- Will shame or guilt constrain negative behavior?
- What role should community values play in individualist vs collectivist cultures?



User Interface Design – Issues (2)

- Some more questions to think about (Marcus, 2000)
- Does the objective of distance learning change what can be learned in individualist vs. collectivist cultures?
- Should these sites focus on tradition? Skills? Expertise? Earning power?
- How should online teachers or trainers act as friends or gurus?
- Would job sites differ for individualist vs. collectivist cultures?
- Should there be different sites for men and women in different cultures?
- Would personal Webcams be OK or Not OK?
- How much advertising hyperbole could be tolerated in a collective culture focused on modesty?
- Would an emphasis on truth as opposed to practice and virtue require different types of procedural Websites for Western or Asian audiences?



At the end of this phase, the following results should be ready:

- User interface design
 - Cultural profiles for user groups
 - Design guidelines
 - Design prototypes



References

Marcus, A. (2000): Cultural Dimensions and Global Web User-Interface Design: What? So What? Now What? IN: Proceedings of the 6th Conference on Human Factors and the Web in Austin, Texas, 19 June 2000



Contact Information ITRI

- Prof. Dr. Jan M. Pawlowski
- jan.pawlowski@titu.jyu.fi
- Skype: jan_m_pawlowski
- Office:
- Telephone +358 14 260 2596
- Fax +358 14 260 2544
- http://users.jyu.fi/~japawlow

