Universiti
Malaysia
PAHANG
Engineering • Technology • Creativity

Graphical User Interface

Course Information

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Course Synopsis and Outcomes

Course Synopsis

This course introduces the standard Graphical User Interface (GUI) using usability-engineering life cycle for any software system and application. Student will expose to the concept of graphical user interface for computer application and how to design good user interface based on the usability heuristic concept.

Course Outcomes

– Classify the Graphical User Interface (GUI) in various types of software's.

– Construct a GUI prototype according to the user interface guidelines.

– Work and communicate effectively in group to complete the given assessment in specific time given.

Course Contents

- Course information
- Chapter 1:The User Interface- An Introduction and Overview
- Chapter 2: Usability Engineering Life Cycle
- Chapter 3: Phase of Interface Design
- Chapter 4: GUI Standard
- Chapter 5: GUI Guideline
- Chapter 6: Universal GUI Design
- Chapter 7: Event-Driven Programming

Course Assessment Plan

Assessment	Weight	Remark
Quiz	10%	
Assignment	15%	
Project Proposal	10%	
Mini Project	25%	
Final Exam	40%	
Total	100 %	

References

- Wilbert O. Galitz, The Essential Guide to User Interface Design: An Introduction to GUI Design Principles and Techniques, John Wiley & Sons Inc, 2007.

- Jenifer Tidwell, Designing Interfaces, O'Reilly, 2011

- Jeff Johnson, Designing with the Mind in Mind: Simple Guide to Understanding User Interface Design Rules , Morgan Kaufman Publisher, 2010