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Agile Ux - Best practices

What is WebApp design?

The creation of an effective design will typically require a diverse set of skills. Sometimes, for small projects, a single developer may need to be multi-skilled. For larger projects, it may be advisable and/or feasible to draw on the expertise of specialists: Web engineers, graphic designers, content developers, programmers, database specialists, information architects, network engineers, security experts, and testers. Drawing on these diverse skills allows the creation of a model that can be assessed for quality and improved before content and code are generated, tests are conducted, and end-users become involved in large numbers. If analysis is where WebApp quality is established, then design is where the quality is truly embedded. The appropriate mix of design skills will vary depending upon the nature of the WebApp.

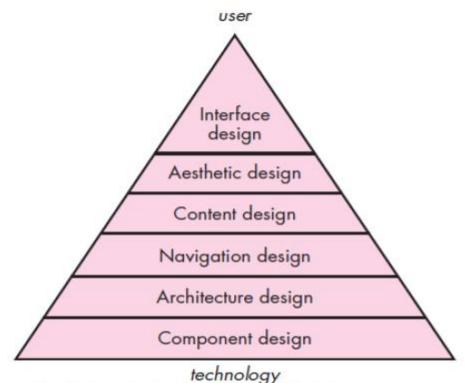


Fig 13.2: A design pyramid for WebApps

Webapp Interface Design:

One of the challenges of interface design for WebApps is the indeterminate nature of the user's entry point. The objectives of a WebApp interface are to: (1) establish a consistent window into the content and functionality provided by the interface, (2) guide the user through a series of interactions with the WebApp, and (3) organize the navigation options and content available to the user. To achieve a consistent interface, you should first use aesthetic design to establish a coherent "look." This encompasses many characteristics, but

- Navigation menus—keyword menus (organized vertically or horizontally) that list key content and/or functionality. These menus may be implemented so that the user can choose from a hierarchy of subtopics that is displayed when the primary menu option is selected.
- Graphic icons—button, switches, and similar graphical images that enable the user to select some property or specify a decision.
- Graphic images—some graphical representation that is selectable by the user and implements a link to a content object or WebApp functionality. Must emphasize the layout and form of navigation mechanisms. To guide user interaction, you may draw on an appropriate metaphor5 that enables the user to gain an intuitive understanding of the interface. To implement navigation options, you can select from one of a number of interaction mechanisms