Ux – Workflow

Information contained within the requirements model forms the basis for the creation of a screen layout that depicts graphical design and placement of icons, definition of descriptive screen text, specification and titling for indows, and specification of major and minor menu items. Tools are then used to prototype and ultimately implement the interface design model. The following tasks represent a rudimentary workflow for WebApp interface design:

1. Review information contained in the requirements model and refine as required.
2. Develop a rough sketch of the WebApp interface layout. An interface prototype (including the layout) may have been developed as part of the requirements modeling activity. If the layout already exists, it should be reviewed and refined as required. If the interface layout has not been developed, you should work with stakeholders to develop it at this time.
3. Map user objectives into specific interface actions. For the vast majority of WebApps, the user will have a relatively small set of primary objectives. These should be mapped into specific interface actions as shown in Figure 11.4. In essence, you must answer the following question: "How does the interface enable the user to accomplish each objective?"

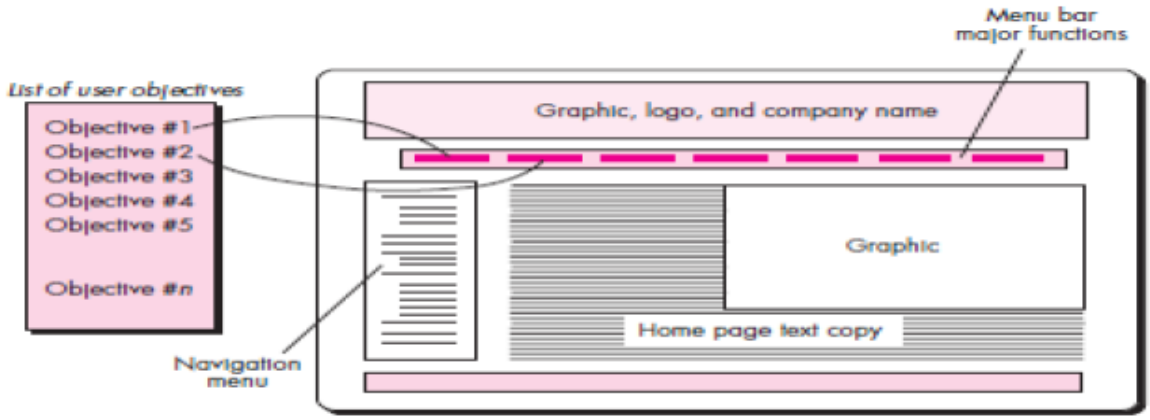

Fig 11.4: Mapping user objectives into interface actions

4. Define a set of user tasks that are associated with each action. Each interface action (e.g., "buy a product") is associated with a set of user tasks. These tasks have been identified during requirements modeling. During design, they must be mapped into specific interactions that encompass navigation issues, content objects, and WebApp functions.
5. Storyboard screen images for each interface action. As each action is considered, a sequence of storyboard images (screen images) should be created to depict how the interface responds to user interaction. Content objects should be identified (even if they have not yet been designed and developed), WebApp functionality should be shown, and navigation links should be indicated.
6. Refine interface layout and storyboards using input from aesthetic design. In most cases, you'll be responsible for rough layout and storyboarding, but the aesthetic

look and feel for a major commercial site is often developed by artistic, rather than technical, professionals. Aesthetic design is integrated with the work performed by the interface designer.

7. Identify user interface objects that are required to implement the interface. This task may require a search through an existing object library to find those reusable objects (classes) that are appropriate for the WebApp interface. In addition, any custom classes are specified at this time.
8. Develop a procedural representation of the user's interaction with the interface. This optional task uses UML sequence diagrams and/or activity diagrams to depict the flow of activities (and decisions) that occur as the user interacts with the WebApp.
9. Develop a behavioral representation of the interface. This optional task makes use of UML state diagrams to represent state transitions and the events that cause them. Control mechanisms (i.e., the objects and actions available to the user to alter a WebApp state) are defined.
10. Describe the interface layout for each state. Using design information developed in Tasks 2 and 5, associate a specific layout or screen image with each WebApp state described in Task
11. Refine and review the interface design model. Review of the interface should focus on usability. It is important to note that the final task set you choose should be adapted to the special requirements of the application that is to be built. • Graphic icons—button, switches, and similar graphical images that enable the user to select some property or specify a decision.