

Step 6: Applying General Web Design Principles to your site

Purpose of this step:

The purpose of this step is to identify specific interface design principles and guidelines that may be applicable to the design/testing/development steps which come next.

Overview:

- Identify relevant interface design principles
- 20 years of a broad range of knowledge
- Work in conjunction with the requirements document
- Often not given enough time for a full review, so these guidelines help make up for that

Where do we find these guidelines?

- **Style guides (already in existence)**
- **Multiple top reference books**
 - **Communicating Design: Developing Web Site Documentation for Design and Planning**
Brown, D. (2006)
 - **Designing Web Usability**
Nielsen J. (2000)
 - **Prioritizing usability issues**
Nielsen J. and Loranger (2006)
 - **The Design of everyday things**
Norman, D. (2002)
 - **Return on Design**
Phyo, A. (2003)
 - **Usability in Practice**
Wilklund, E. (1994)
 - **Creating User-Interfaces by Demonstration**
Rheinboldt, W. and Siewiorek, D. (1988)
 - **User Interface Design**
Thimbleby, H. (1990)

- **Multimedia Interface Design**

Blatner, M. and Dennenberg, R. (1992)

- **Computers as Theatre**

Laurel, B. (1991)

- **Usability Engineering**

Nielsen, J. (1993)

- **Designing the User Interface: Strategies for effective Human-Computer Interaction**

Shneiderman, B. (1992)

- **Coordinating User Interfaces for Consistency**

Nielsen, J. (1989)

- **Tog on Interface**

Tognazzini, B. (1996)

- **Resources in Human-Computer Interaction**

Collection introduced by Mackay, E. (1990)

➤ Journal references and reputable Internet sites:

- **ACM Interactions** is ACM's bi-monthly magazine for designers of interactive products.

- **ACM Journal of Computer Documentation** an interactive Bulletin Web Site. You not only can read about the latest developments at SIGCHI you can participate in those developments via discussions, letters to the editor, and your own articles.

- **ACM Transactions On Computer-Human Interactions (TOCHI)** this archival journal publishes original research that spans the field of human-computer interaction.

- **Behaviour & Information Technology** contains a wide range of topics about Information Technology R & D.

- **Cognition, Technology & Work** focuses on the practical issues of human interaction with technology in the context of work and in particular how human cognition affects, and is affected by work and working conditions.

- **Computer Supported Cooperative Work (CSCW)** is The Journal of Collaborative Computing and is devoted to innovative research in computer supported cooperative work.

- **Electronic Transactions on Artificial Intelligence (ETAI)** is a novel kind of scientific journal, with a radically new approach to reviewing procedures, communication between peers, information services within a research community, and even to the very concept of scientific publication.

- **HCI Letters** published by HCRIN, this is an international journal which carries rapid research communications for the Human-Computer Interaction (HCI) research community.
- **Human-Computer Interaction** is a journal of theoretical, empirical, and methodological issues of user science and of system design.
- **Information Technology & People** is a journal that stands for continuous innovation of social and organizational strategies in the design and use of information technology, from the network to the desktop.
- **Information Visualization** is a central forum for all aspects of information visualization and its applications.
- **Interacting With Computers** acts as an international forum for the discussion of HCI issues.
- **The International Journal of Human-Computer Interaction** addresses the cognitive, social, health, and ergonomic aspects of work with computers.
- **The International Journal of Human-Computer Studies/Knowledge Acquisition** is a scholarly journal published monthly by Elsevier. It encompasses a wide range of topics relating to computers and people.
- **International Journal of Speech Technology** is a research journal that focuses on speech technology and its applications. It promotes research and description on all aspects of speech input and output, including theory, experiment, testing, base technology, applications.
- **Journal of Organizational and End User Computing** formerly the Journal of End User Computing is an official publication of the Information Resources Management Association. It provides a forum to information technology educators, researchers, and practitioners to advance the practice and understanding of organizational and end user computing.
- **Human Factors** Human Factors and Ergonomics
- **<http://www.usernomics.com>**
- **<http://www.useit.com>**

Practical application of these principles to your site:

At this point the goal is to integrate the knowledge gained from our design principles:

- Sources should be pulled together and easily accessible
- Regularly reviewed and referred back to
- Design principles are referred to upon review of the requirements document

Examples: There are no examples for this step.