



JavaOneSM

Sun's Worldwide Java Developer Conference



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Human Interface Design

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Human Interface
Human*



Overview

- The User's Viewpoint
- A Page-Based Human Interface Model
- Designing Human Interfaces with Applets
- Lessons Learned





Terminology

- Human interface pages
- Task-oriented human interface design



The User's Viewpoint

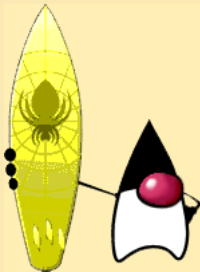
- The desktop metaphor was developed around the user tasks of editing and creating information





The User's Viewpoint

- How does the user's mental model of what they are doing *change* when they are in the context of a browser?





Is It a Desktop?

- Do the rules from the traditional desktop/windows/dialogs human interface model still apply?



Is It Something Else?

- There are aspects of the web and browsers that inherently change the rules from the desktop world





A Page-Based Model

- What is a page-based human interface model?
- Everything is a page



A Page-Based Model

- Lessens window management chores
- More task oriented

Window Management: *Desktop*



- Desktop applications have:
 - Multiple windows for documents, palettes, toolbars, error notices, help, and dialogs
 - Which often open over other windows, obscuring important information

Window Management: *Page-based*



- No technical requirement to implement something as a dialog or a window
- Page behavior can be tuned to the task the user is doing



Guideline: ***Replace current page***

- Replace the current page with the HI task when the current page is not needed for context



Guideline: ***Open separate window***

- Open the HI task in a separate window when the current page is needed for reference



Guideline: ***Add to current page***

- Add the HI task to the current page when the the user needs both new and current HI elements to complete the task



Designing with Applets

- What is the role of applets in the page-based human interface model?





Applets = User Tasks

- Break up the user's task into common operations
- Create one applet for each operation



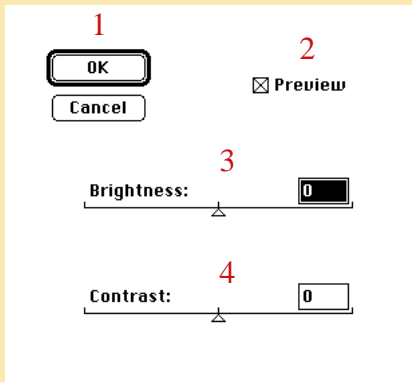


Dialog

Brightness:	<input type="range" value="0"/>	<input type="text" value="0"/>	<input type="button" value="OK"/>
Contrast:	<input type="range" value="0"/>	<input type="text" value="0"/>	<input type="button" value="Cancel"/>
			<input checked="" type="checkbox"/> Preview



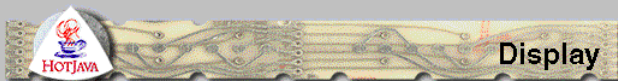
Dialog to Applets





Using Applets: *Benefits*

- Results in the creation of a collection of applets that represent common user operations
- Which are now accessible to non-programmers through HTML



Change these settings to alter the display properties of HotJava.

Navigation Buttons:

Typeface:

Links: Underline

Typeface Size:

You can choose to display the welcome screen or a page of your choice upon startup by clicking on the appropriate radio button. Type in the name of the page you want HotJava to display at startup in the Home Page field.

Show the Welcome screen

Home Page:

Display Preferences

Navigation Buttons:

Typeface:

Links: Underline

Typeface Size:

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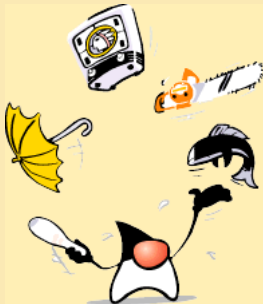
Using Applets: *Help*

- Context-sensitive Help text on human interface pages



Lessons Learned

- User testing and feedback





Lessons Learned: *Guidelines*

- HI tasks do not get added to the History list
- Any HI task can be opened into a separate window



Lessons Learned: *Dialogs*

- Dialogs don't scroll
- Does Back = Cancel?



Conclusion

- Browsing, not editing
- Everything is a page
- Applets = user tasks





Q&A

