

David Benyon, Thomas Green and Diana Bentol

Conceptual Modeling for User Interface Development



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PRACTITIONER SERIES

Conceptual Modeling For User Interface Development

**University of Toronto. Computer
Systems Research Group, M. Pilote, J.
Mylopoulos**



Conceptual Modeling For User Interface Development:

Conceptual Modeling for User Interface Development David Benyon,Thomas Green,Diana Bental,2012-12-06

Conceptual Modeling for User Interface Development introduces the technique of Entity Relationship Modeling and shows how the technique can be applied to interface issues It explains those aspects of entity relationship modeling which are relevant to ERMIAs and it presents the extensions to the notation that are necessary for modeling interfaces This book is aimed at both interface designers and software developers in an attempt to bridge the gap in the development of interactive systems Too often when software is being developed the software engineers do not sufficiently consider how easy the system will be to learn and use On the other side interface specialists tend to express their concerns in ways which are either too detailed to be readily understood or in ways which are difficult for the software developer to implement ERMIA provides a set of concepts which can be used equally easily by software developers and interface designers alike

Conceptual Models Jeff Johnson,Austin Henderson,2011-11-01 People make use of software applications in their activities applying them as tools in carrying out tasks That this use should be good for people easy effective efficient and enjoyable is a principal goal of design In this book we present the notion of Conceptual Models and argue that Conceptual Models are core to achieving good design From years of helping companies create software applications we have come to believe that building applications without Conceptual Models is just asking for designs that will be confusing and difficult to learn remember and use We show how Conceptual Models are the central link between the elements involved in application use people s tasks task domains the use of tools to perform the tasks the conceptual structure of those tools the presentation of the conceptual model i e the user interface the language used to describe it its implementation and the learning that people must do to use the application We further show that putting a Conceptual Model at the center of the design and development process can pay rich dividends designs that are simpler and mesh better with users tasks avoidance of unnecessary features easier documentation faster development improved customer uptake and decreased need for training and customer support

Conceptual Models Jeff Johnson,Austin Henderson,2025-04-28 This book presents readers with an exploration of the concept of Conceptual Models and argues that they are core to achieving good design of interactive applications that are easy effective and enjoyable to use The authors years of experience helping companies create interactive software applications revealed that interactive applications built without Conceptual Models generally result in fraught production processes and designs that are confusing and difficult to learn remember and use Instead the book shows that Conceptual Models can be a central link between the elements involved in the use of interactive applications people s tasks domains their plans for performing those tasks the use of applications in the plans the conceptual structure of applications the presentation of the conceptual model i e the user interface the terms used to describe it its implementation and the learning that people must do to use the application Readers will learn how putting a Conceptual Model at the core of the design and development

process can pay rich dividends designs are simpler more coherent and better aligned with users tasks unnecessary features are avoided documentation is easier development is faster and cheaper customer uptake is improved and the need for training and customer support is reduced To support its use in instruction this second edition has been revised to explain the history and theoretical context of conceptual modeling using a consistent vocabulary describe the structure of conceptual models provide more current and more complete examples explain how conceptual models fit into design and development and further summarize the benefits of conceptual modeling

Conceptual Modeling Isabelle Comyn-Wattiau, Katsumi Tanaka, Il-Yeol Song, Shuichiro Yamamoto, Motoshi Saeki, 2016-11-07 This book constitutes the refereed proceedings of the 345th International Conference on Conceptual Modeling ER 2016 held in Gifu Japan in November 2016 The 23 full and 18 short papers presented together with 3 keynotes were carefully reviewed and selected from 113 submissions The papers are organized in topical sections on Analytics and Conceptual Modeling Conceptual Modeling and Ontologies Requirements Engineering Advanced Conceptual Modeling Semantic Annotations Modeling and Executing Business Processes Business Process Management and Modeling Applications and Experiments of Conceptual Modeling Schema Mapping Conceptual Modeling Guidance and Goal Modeling

The Human-Computer Interaction Handbook Andrew Sears, Julie A. Jacko, 2007-09-19 This second edition of The Human Computer Interaction Handbook provides an updated comprehensive overview of the most important research in the field including insights that are directly applicable throughout the process of developing effective interactive information technologies It features cutting edge advances to the scientific

Model-Driven Development of Advanced User Interfaces Heinrich Hussmann, Gerrit Meixner, Detlef Zuehlke, 2011-01-16 Model Driven Development MDD has become an important paradigm in software development It uses models as primary artifacts in the development process This book provides an outstanding overview as well as deep insights into the area of model driven development of user interfaces which is an emerging topic in the intersection of Human Computer Interaction and Software Engineering The idea of this book is based on the very successful workshop series of Model Driven Development of Advanced User Interfaces MDDAUI It has been written by the leading researchers and practitioners in the field of model driven development of user interfaces and offer a variety of solutions and examples for Architectures and environments for the generation of user interfaces User interface development for specific domains and purposes Model driven development in the context of ambient intelligence Concepts supporting model driven development of user interfaces

User Interface Design Larry E. Wood, 2018-05-04 Although numerous sources document aspects of user centered design there are few references that consider how a designer transforms the information gathered about users and their work into an effective user interface design This book explains just how designers bridge that gap A group of leading experts in GUI design describe their methods in the context of specific design projects and while the projects processes and methods vary considerably the common theme is building a bridge between user requirements and user interface design

Conceptual Models Jeff

Johnson, Austin Henderson, 2022-05-31 People make use of software applications in their activities applying them as tools in carrying out tasks That this use should be good for people easy effective efficient and enjoyable is a principal goal of design In this book we present the notion of Conceptual Models and argue that Conceptual Models are core to achieving good design From years of helping companies create software applications we have come to believe that building applications without Conceptual Models is just asking for designs that will be confusing and difficult to learn remember and use We show how Conceptual Models are the central link between the elements involved in application use people s tasks task domains the use of tools to perform the tasks the conceptual structure of those tools the presentation of the conceptual model i e the user interface the language used to describe it its implementation and the learning that people must do to use the application We further show that putting a Conceptual Model at the center of the design and development process can pay rich dividends designs that are simpler and mesh better with users tasks avoidance of unnecessary features easier documentation faster development improved customer uptake and decreased need for training and customer support Table of Contents Using Tools Start with the Conceptual Model Definition Structure Example Essential Modeling Optional Modeling Process Value Epilogue Conceptual Modeling and the Design of User Interfaces University of Toronto. Computer Systems Research Group, M. Pilote, J. Mylopoulos, 1984 Task Models and Diagrams for User Interface Design David England, Philippe Palanque, Jean Vanderdonckt, Peter Wild, 2010-02-14 This book constitutes the refereed proceedings of the 8th International Workshop on Task Models and Diagrams for User Interface Design TAMODIA 2009 held in Brussels Belgium in September 2009 The 12 revised full papers presented were carefully reviewed and selected from numerous submissions for inclusion in the book The workshop features current research and gives some indication of the new directions in which task analysis theories methods techniques and tools are progressing The papers are organized in topical sections on business process design process model driven approach task modeling and task models and UML *Human Aspects in Computing: Design and use of interactive systems and work with terminals* Hans-Jörg Bullinger, 1991 *The Essential Guide to User Interface Design* Wilbert O. Galitz, 1997 Software Development User Interface Design A concise fully illustrated introduction to the do s and don ts of computer interface design Written especially for software developers this guide will quickly teach you how to build effective user interfaces to computer systems and applications even if you are designing interfaces for the first time Wilbert O Galitz an internationally known expert on ergonomics and graphical user interface design clearly explains the basic principles of interface design He provides a step by step guide through the entire design process highlighted by dozens of examples of good and bad interface designs In this valuable guide Galitz covers the principles of human interaction with screens for example how the eye reacts to colors cascading windows and overlay and text placement You ll receive a clear description of each screen element and how it can be used to create interfaces that really work from the user s perspective You ll also find coverage of All of the latest interface trends including WindowsR r 95 Important human characteristics to

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Practitioner's Handbook for User Interface Design and Development Robert J. Torres, 2002 Using extensive practical examples the Practitioner's Handbook for User Interface Design and Development illuminates today's best practices for user interface design usability and user centered development Robert J Torres introduces user interfaces from three points of view the user the developer and the system Next he introduces a complete user centered UI development process beginning at the highest level and then drilling down to each phase of the lifecycle For every stage Torres offers clear principles specific guidelines and practical heuristics for self assessment

Designing Object-oriented User Interfaces David Hunter Collins, 1995 This is both the first authoritative treatment of OOUi and a book which will help designers developers analysts and many others understand and apply object oriented analysis to user interfaces Collins delivers a single conceptual model to guide both external and internal design of the user interface A set of figures examples and case studies illustrates the development of new applications and functions both stand alone and integrated with existing environments Throughout the methodology is grounded in object oriented principles that are consistent with other object oriented methodologies for system and database design

ECOOP '92, European Conference on Object-Oriented Programming Ole Lehrmann Madsen, 1992 This volume constitutes the proceedings of the sixth European Conference on Object Oriented Programming ECOOP held in Utrecht The Netherlands June 29 July 3 1992 Since the French initiative to organize the first conference in Paris ECOOP has been a very successful forum for discussing the state of the art of object orientation ECOOP has been able to attract papers of a high scientific quality as well as high quality experience papers describing the pros and cons of using object orientation in practice This duality between theory and practice within object orientation makes a good example of experimental computer science The volume contains 24 papers including two invited papers and 22 papers selected by the programme committee from 124 submissions Each submitted paper was reviewed by 3-4 people and the selection of papers was based only on the quality of the papers themselves PUBLISHER'S WEBSITE

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A Pedagogical Role for Conceptual Models in User Interface Design Edward Kenneth Brown, 1993

User Interfaces and Software Architecture in Biomedical Research John Hugh Morris, 1990

Object Modeling and User Interface Design Mark Van Harmelen, 2001 Object Modeling and User Interface Design merges theories with practical techniques to create methods for the design of today's systems By reading this book you will gain an understanding of the benefits of integrating object oriented analysis approaches with human computer interaction design and learn how to systematically design interactive systems for their human users

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