

MIS 3504 Digital Design and Innovation

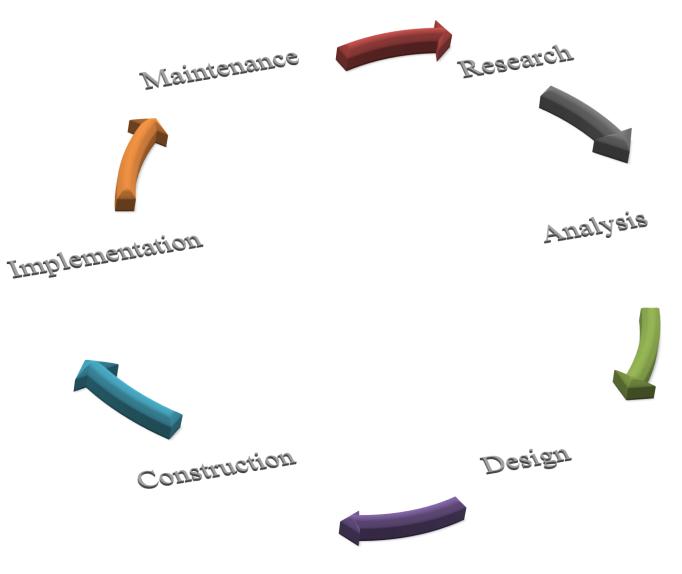
Week 11

Photo: Installation by Jenny Holzer, US Pavillion, Venice Biennale 1990

Software Solution **PROCESS**

- 1: The big picture
- 2: Where does the project begin and end
- 3: Where does Analysis and Design fit

Software Development Life Cycle



Simply Stated

Research – Find what inspires you Analysis – What do you want it to do Design – How do we do it Construction – Build it Implementation – Deploy it Maintenance – Keep it running

What's Next

What Makes a Good Design

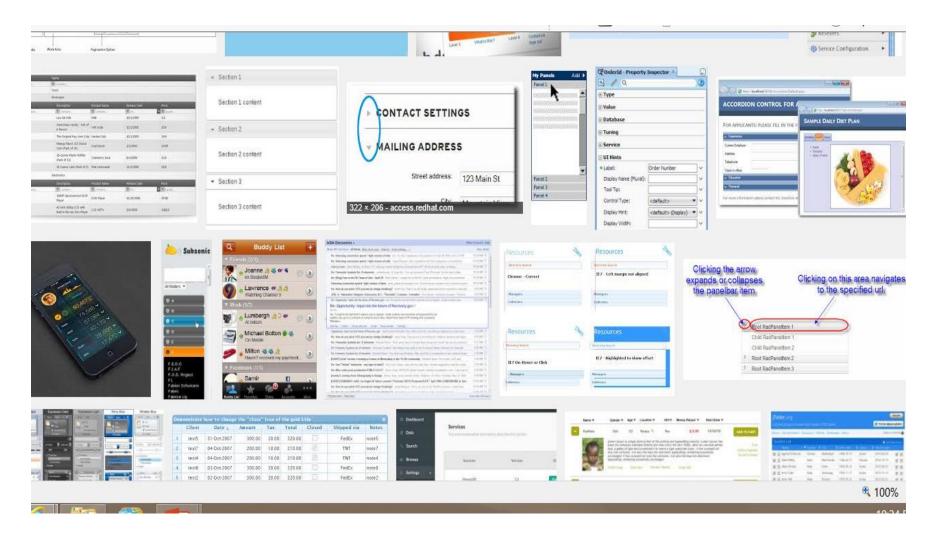
- Do not clutter the screens
- Expand / Collapse information
- Use of icons and symbols
- Search
- Colors
- Navigation
- Controls

Do not clutter the screens more is not better

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Expand / Collapse information





Use icon symbols Over come the language barrier

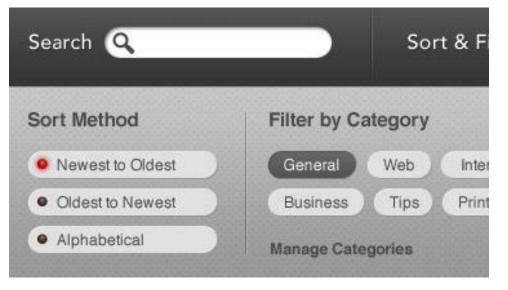


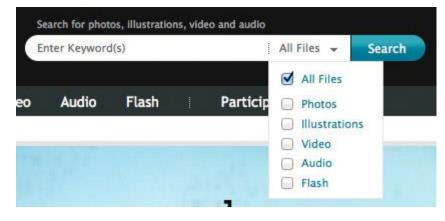




Search



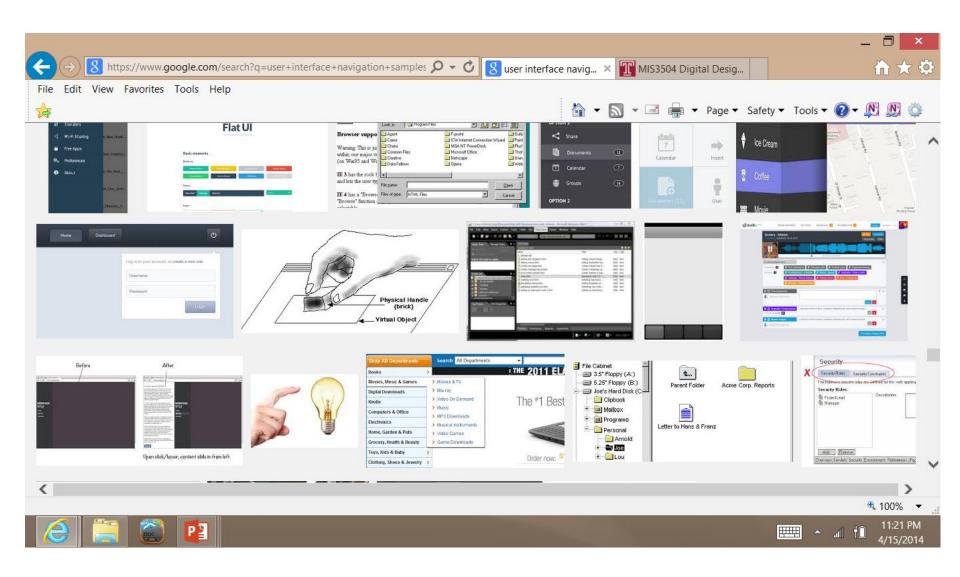




Colors Matter

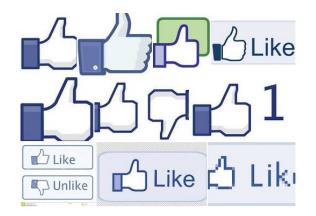


Solution Navigation



Intuitive Controls





What will your Persona Like Heuristic Review



