Structured User Interface Design Methodology
PROPOSAL

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INTRODUCTION

Leonel Morales has been doing research in the user interface field since 1995 when he started the postgraduate program at the Francisco Marroquin University.

His work includes two published papers in The SIGCHI Bulletin, July 1999 and April 2000.

HCI RELATED WORK BY THE AUTHOR

The study of the process by which humans learn and know; trying to determine the best way to present information or represent reality objects in computers, based on classical gnoseology a philosophical anthropology approaches.

The study of the nature of information and the sources of information from a philosophical-metaphysical perspective, based on the works of Aristotle and Saint Thomas Aquinas.

The practical study of the response of the people to new information systems trying to determine the risk they perceive in using them. This one has been of particular interest in an environment where most people have little or no previous contact with electronic information appliances. The author tries to identify the points where the designer assumed or expected too much from the user (an experience level, an academical status – maybe – or some other high profile characteristics). Those points, one icon, or dialog box message for example, drive the user to a perception of implied risk ("what happens if I do…?"), and are of particular importance in a country, Guatemala, Central America, where most people has little or no previous experience with computers and where cultural factors make users naturally afraid of making mistakes.

OBJECTIVE OF THE PRESENTATION

The author wants to present the work done in the development of a methodology to orient software developers in the consideration of human factors and usability in a Country, Guatemala, Central America, with little expertise on the HCI field.

It is very difficult to promote the use of good HCI practices when it is not with something specific (like a methodology), specially when software developers believe that they are "naturally capable" of developing software quality usable and respectful to the user.

A methodology is something specific to give developers, it is like telling them "to have a minimal consideration for the user you must consider your design and find out if you took care of a good representation, a good organization, a good access method...". It is also suitable for teaching in an undergraduate or postgraduate course.

The author is also looking for related developments in Latin America or worldwide. Support for further research is also needed because there is little interest in these works.