





Graphical user interface (GUI)

Agenda item 5 TCCG

Frankfurt, 6 June 2018



Agenda





- What is the scope of this task?
- What means usability?
- What makes a GUI usable?
- Which issues will be mentioned in a GUI style guide?
- How will be proceeded?
- How could usability be tested by users?



What is the scope?





Application of common GUI style guide for U2A services

- RTGS and CLM in scope
- T2S GUI is out of scope of the T2/T2S Consolidation project
 - An alignment of the T2S GUI to a common style guide would be a topic for "Beyond Consolidation", CRDM GUI relies on the T2S GUI
- TIPS GUI not within the scope of the T2/T2S Consolidation project
 - An alignment of the TIPS GUI to a common style guide would be subject to a change request and could only be implemented after TIPS go-live, if required
- Data Warehouse GUI
 - The front-end application IBM Cognos for the data warehouse has a dedicated GUI
 - Changing the standard GUI of a third party software product not feasible



What means usability?





ISO 9241 (Ergonomic Requirements for Office Work with Visual Display Terminals): "Usability is the extent to which a product can be used by specified users to achieve specified goals with effectiveness, efficiency and satisfaction in a specified context of use."

Effectiveness

Accuracy and completeness when users achieve a specified goal

Efficiency

Resource of cost in relation to accuracy and completeness

Satisfaction

Comfort and acceptability of use



What makes a GUI usable? Key components





Structure and font

- Using standards (eg logo up left)
- Guranteeing readibility by appropriate font, colour and sufficient spacing
- Easy catching the text by indicating key words and use of bullet points
- Synchronising colours, taking care of contrast of colours

Navigation and links

- Using simple and easily understandable navigation
- Indicating by breadcrumbs where the user works within hierarchie of pages
- Using unambiguous page titles

Options for dialog

- Making contact information accessible via every (sub) page
- Showing support hours (for contacts by phone)
- Offering forms with less as possible mandatory fields
- Making use of dialog fields in forms by the keyboard

Service functions

- Making accessible search function from each (sub) page
- Providing help area and FAQs
- Offering overall view on new information and pages

Which issues will be

target mentioned in a GUI style guide?



1. Sequence of dialog and buttons

- 1.1 Information/operation
- 1.2 Capturing new items
- 1.3 Control capturing
- 1.4 Buttons
- 1.5 Description of functional concepts related to dialogs

2. Structure of menue

3. Construction, presentation and functioning of the GUI screens

- 3.1 Language
- 3.2 Colours
- 3.3 Fonts
- 3.4 Construction of screens
 - 3.4.1 Title area
 - 3.4.2 Breadcrumb navigation
 - 3.4.3 Message area
 - 3.4.4 Menue area
 - 3.4.5 Detail area
 - 3.4.6 Area where to place orders
- 3.5 Search

3.5.1 Wildcard

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Which issues will be

target mentioned in a GUI style guide?



Continuation

- 3.5.2 Case sensitivity / case insensitivity
- 3.6 Display of lists
- 3.7 Export function
- 3.8 Elements of screens
 - 3.8.1 Fields for displaying information and capturing
 - 3.8.2 Fields for combination
 - 3.8.3 Checkboxes
 - 3.8.4 Radiobuttons
- 3.9 Auto completion
- 3.10Broadcasts and messages in a dialog
 - 3.10.1 Broadcasts
 - 3.10.2 Messages in a dialog
- 3.11 Print functions
- 3.12 Presentation of sums, amounts and times
- 3.13 Validations
- 4. Access rules
- 5. Support functions

Comments by TCCG
Welcomed



How will be proceeded?







1st step

Presenting U2A business cases to users

2nd step

Discussing general GUI style elements, design and having a look at first screens

3rd step

Testing by users (next slide)

Final GUI Style Guide



How could usability be tested by users?





Usability testing

Process of watching / tracking an actual user while they use the prototype to see if it is in fact usable

Focus Group testing

6 to 12 users discuss issues and concerns about the features of a GUI (lasts about two hours and is moderated)

Beta testing

Rolling out a near complete product to users who are happy to try it and provide critical feedback Allowing to ask users questions, track their usage, create file bug reports