GUI Standards

HFI's consensus-driven approach to standards is quick and effective

How can we quickly create consistency across our GUI applications?

How can we employ a consensus-building process to effectively develop and implement a GUI standard?

What we do

› **Define** the types of standards you need
› **Get commitment** for follow-through on the standardization process
› **Get 7-12 volunteers** for committee membership from key opinion leaders
› **Gather data:** users, task flow, work environment, software, corporate strategy, etc.
› **Define screen templates** that cover 85% of the windows that will be designed: menu, browser, create-review-update-delete (CRUD), graphic drilldown, form
› **Draft an actual case** for each screen
› **Work with the committee** to refine the standard screen types
› **Draft the standards document** around the examples
› **Add general chapters:** widget selection, standard keys, color, error handling
› **Review** the standards document with the committee and iterate
› **Distribute** the book for wider review and iterate
› **Implement** the standard

Includes

› Standard screen templates
› Universal elements for every window
› General presentation rules, including fonts, capitalization, and color
› Operational component, including drop-down menus, special function keys
› Widget selection rules

Benefits

› Consensus driven approach
› FAST – we can complete in three to four months
› Experience – we have built over 200 interface design standards
› Templates easy to use – developers learn by copying

Deliverables

Hard copy, plus Word file.

Human Factors International