Instructions for Skills Practice – User Interface Design

Assignment
Based upon your own vision of the iSchool Webstore system, create a mockup for one system input, one system output, or one hybrid system input/output (**Create just 1 document in total**). When developing your design, follow examples, tips, and principles shown in the Hoffer text, and discussed in the lecture video or the tutorial video.

Remember that a system input or output is an implementation of the data exchange between an Actor and System that was documented in one of the use case scenarios. Accordingly, make sure that your design includes all information needed to carry out the use case scenario.

Tools
You may choose any appropriate software tool to create your mockup. Simple and easily available tools include word processors and spreadsheets. There are also several wireframing tools available via the Web that either can be used for free or can be downloaded on a trial basis. These include products like Basalmiq, InVision, and Gliffy. I have provided a tutorial video for this skills practice exercise that shows me creating a mockup using Excel.

Technique
Create just 1 mockup using the software tool of your choice by following the technique demonstrated in my tutorial video.

Length
While there is no standard length for this type of mockup, the designs that you create should include enough sample data that the reader can deduce system functionality from the example at hand. So, **make sure that your mockup includes enough sample data** so that the reader can understand how to use this screen or report.

Format
Submit **one PDF document**.

File Naming Conventions
The name of the file that you submit should include both your name and the name of the assignment. It should follow the form:

trainor_kevin_skills_practice_user_interface_design.pdf

Due By
Please submit this assignment by the date and time shown on the Weekly Schedule.