Instructions for Skills Practice – User Interface Design

Assignment
Based upon your own vision of the iSchool Webstore system, create mockups for one data input screen and one data output report. Follow examples, tips, and principles shown in the text and discussed in the lecture when developing each of your designs.

Remember that each input screen or output report is a manifestation of the data exchanged between an actor and System as documented in one of the use case scenarios. Accordingly, make sure that your design includes all information needed to carry out the scenario.

Tools
You may use wide range of software for creating mockups of reports and screens. 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 easily available tools.

Technique
Create two mockups using the tool of your choice and roughly 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 a **single 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_user_interface_design.pdf

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