

Modern Systems Analysis and Design

Seventh Edition

Jeffrey A. Hoffer Joey F. George Joseph S. Valacich

Chapter 10
Designing Forms and Reports



Learning Objectives

- Explain the process of designing forms and reports and the deliverables for their creation.
- Apply the general guidelines for formatting forms and reports.
- Use color and know when color improves the usability of information.
- Format text, tables, and lists effectively.



Learning Objectives (Cont.)

- Explain how to assess usability and describe how variations in users, tasks, technology, and environmental characteristics influence the usability of forms and reports.
- Discuss guidelines for the design of forms and reports for Internet-based electronic commerce systems.



Designing Forms and Reports

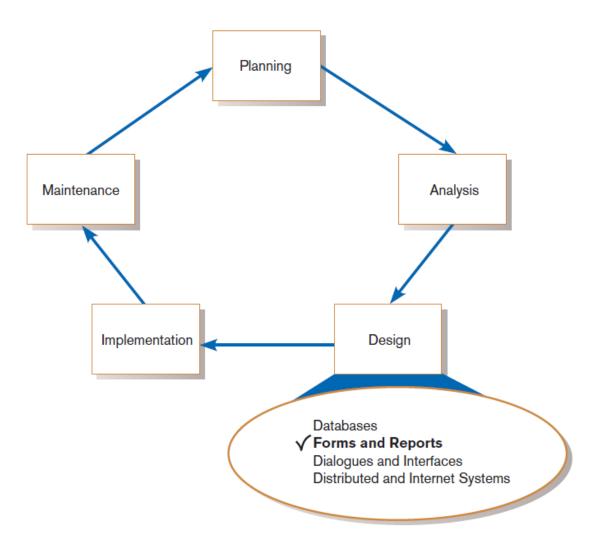


FIGURE 10-1

Systems development life cycle with logical design phase highlighted



Designing Forms and Reports (Cont.)

- Form: a business document that contains some predefined data and may include some areas where additional data are to be filled in
 - □ An instance of a form is typically based on one database record.



Designing Forms and Reports (Cont.)

- Report: a business document that contains only predefined data
 - □ It is a passive document used solely for reading or viewing data.
- A report typically contains data from many unrelated records or transactions.



Designing Forms and Reports (Cont.)

- Common Types of Reports:
 - Scheduled: produced at predefined time intervals for routine information needs
 - Key-indicator: provides summary of critical information on regular basis
 - Exception: highlights data outside of normal operating ranges
 - Drill-down: provides details behind summary of keyindicator or exception reports
 - □ *Ad-hoc*: responds to unplanned requests for non-routine information needs



- Is a user-focused activity.
- Follows a prototyping approach.
 - □ First steps are to gain an understanding of the intended user and task objectives by collecting initial requirements during requirements determination.



- Requirements determination:
 - Who will use the form or report?
 - What is the purpose of the form or report?
 - ■When is the report needed or used?
 - ■Where does the form or report need to be delivered and used?
 - How many people need to use or view the form or report?

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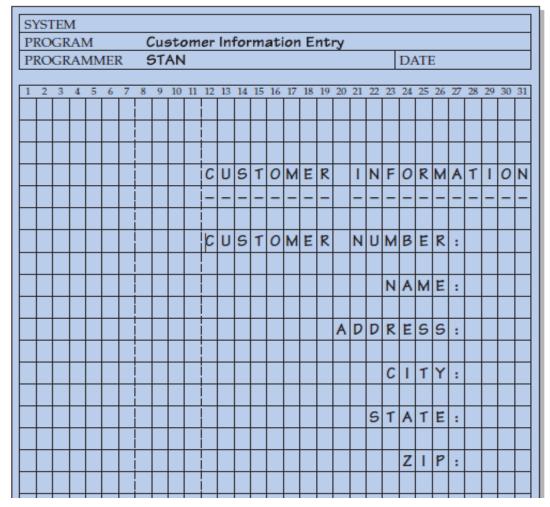
- Prototyping
 - □ Initial prototype is designed from requirements.
 - □ Users review prototype design and either accept the design or request changes.
 - If changes are requested, the constructionevaluation-refinement cycle is repeated until the design is accepted.



- A coding sheet is an "old" tool for designing forms and reports, usually associated with text-based forms and reports for mainframe applications.
- Visual Basic and other development tools provide computer-aided GUI form and report generation.

FIGURE 10-2

The layout of a data input form using a coding sheet





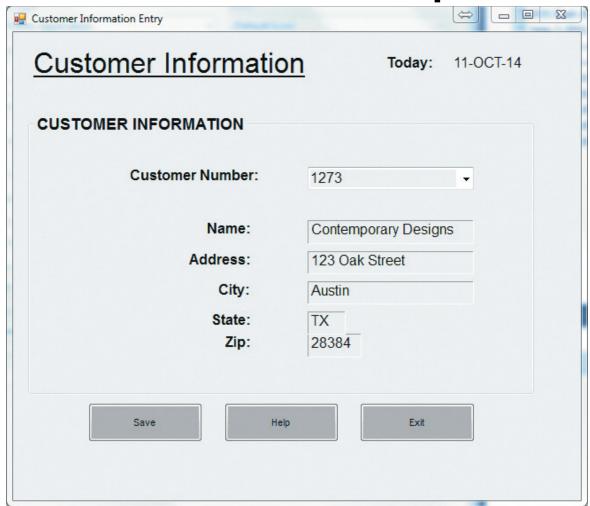


FIGURE 10-3

A data input screen designed in Microsoft's Visual Basic .NET (Source: Microsoft Corporation.)



Deliverables and Outcomes

Design specifications are the major deliverables and inputs to the system implementation phase.



Deliverables and Outcomes (Cont.)

- Design specifications have three sections:
 - □ Narrative overview: characterizes users, tasks, system, and environmental factors
 - □ Sample design: image of the form (from coding sheet or form building development tool)
 - □ Testing and usability assessment: measuring test/usability results (consistency, sufficiency, accuracy, etc.)



Formatting Forms and Reports

- Meaningful titles use clear, specific, version information, and current date
- Meaningful information include only necessary information, with no need to modify



Formatting Forms and Reports (Cont.)

- Balanced layout use adequate spacing, margins, and clear labels
- Easy navigation system show how to move forward and backward, and where you are currently

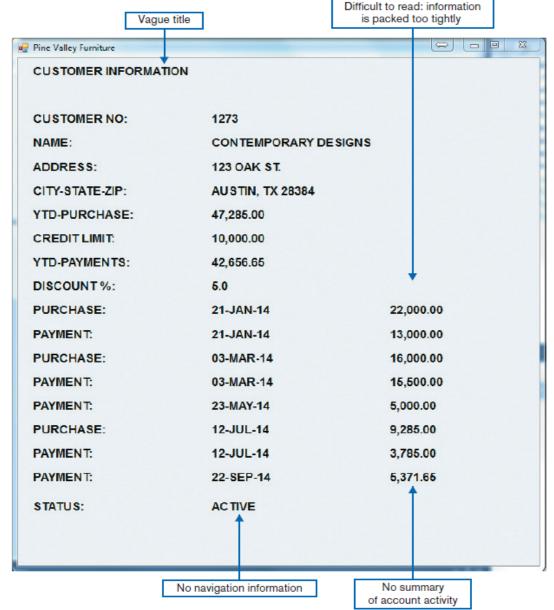
Formatting Forms and Reports

(Cont.)

FIGURE 10-5

Contrasting customer information forms (Pine Valley Furniture) (Source: Microsoft Corporation.)

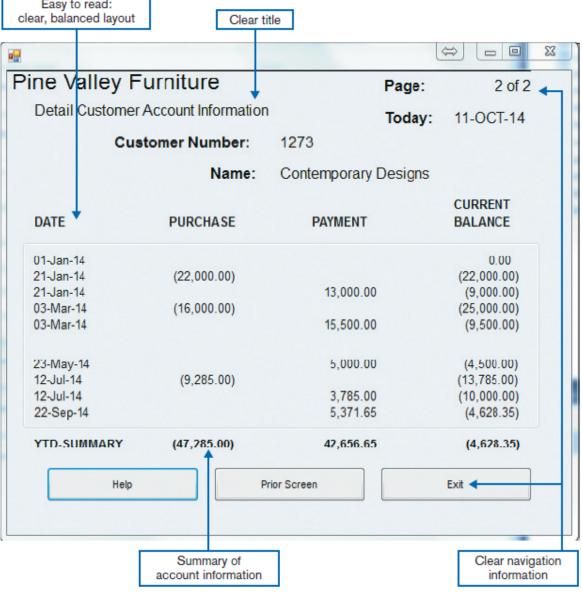
(a) Poorly designed form



Formatting Forms and Reports (Cont.)

FIGURE 10-5 (continued)

(b) Improved design for form





Highlighting Information

- Notify users of errors in data entry or processing.
- Provide warnings regarding possible problems.
- Draw attention to keywords, commands, high-priority messages, unusual data values.



Highlighting Information (Cont.)

Highlighting can include use of

- upper case
- □ bold
- □ italics
- □ underlining
- boxing
- □ size and color differences

- □ all capital letters
- blinking
- □ reverse video
- audible tones
- □ intensity differences
- offsetting nonstandard information

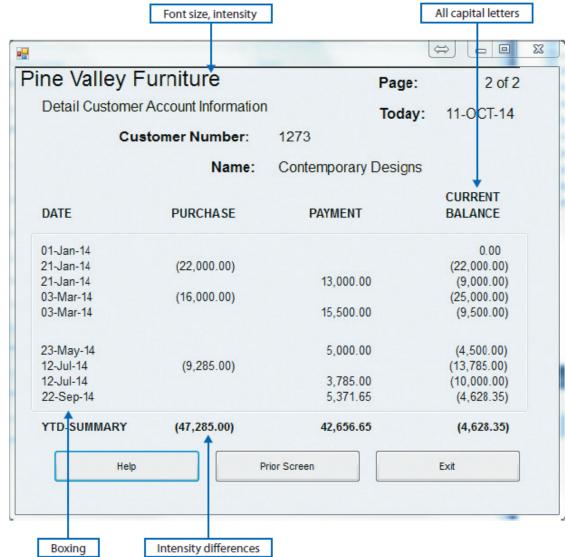


Highlighting Information (Cont.)

FIGURE 10-6

Customer account status display using various highlighting techniques (Pine Valley Furniture)

(Source: Microsoft Corporation.)





Color vs. No Color

- Benefits Color:
 - □ Soothes or strikes the eye.
 - Accents an uninteresting display.
 - □ Facilitates subtle discriminations in complex displays.
 - Emphasizes the logical organization of information.
 - □ Draws attention to warnings.
 - □ Evokes more emotional reactions.



Color vs. No Color (Cont.)

- Problems from Using Color
 - □ Color pairings may wash out or cause problems for some users.
 - □ Resolution may degrade with different displays.
 - Color fidelity may degrade on different displays.
 - Printing or conversion to other media may not easily translate.



Displaying Text

- Case: display in mixed upper and lower case, use conventional punctuation
- Spacing: use double spacing if possible, otherwise blank lines between paragraphs
- Justification: left justify text, ragged right margins
- Hyphenation: don't hyphenate words between lines
- Abbreviations: use only when widely understood and significantly shorter than full text



Displaying Text (Cont.)

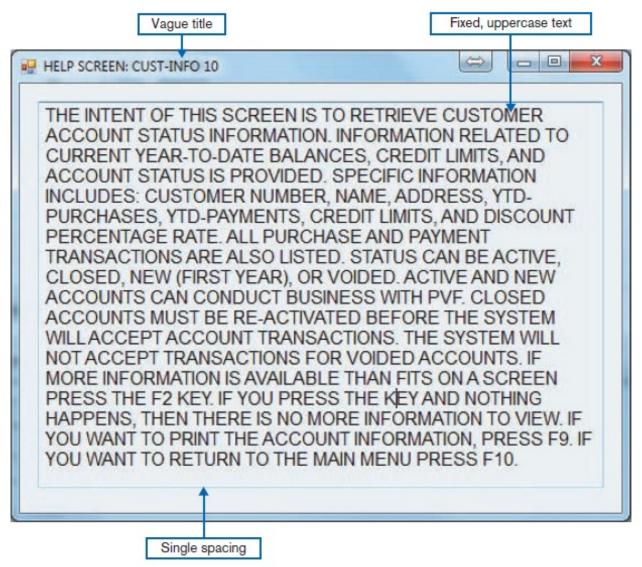


FIGURE 10-7

Contrasting the display of textual help information (Source: Microsoft Corporation.)

(a) Poorly designed help screen with many violations of the general guidelines for displaying text



Displaying Text (Cont.)

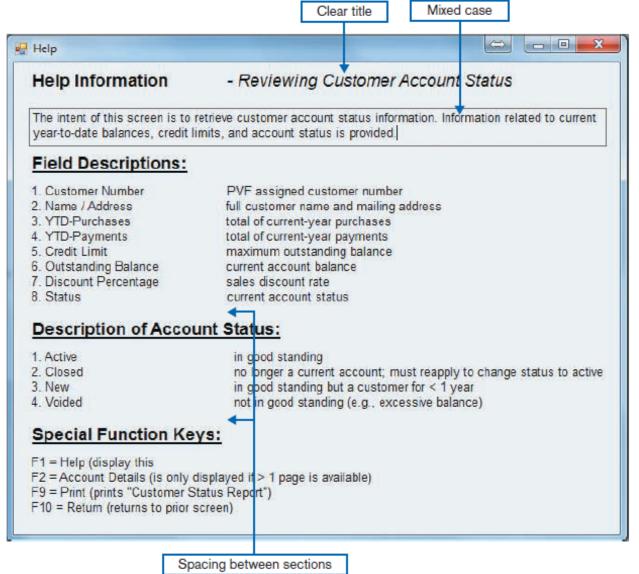


FIGURE 10-7 (continued)

(b) An improved design for a help screen



Designing Tables and Lists

- Labels
 - All columns and rows should have meaningful labels.
 - □ Labels should be separated from other information by using highlighting.
 - Redisplay labels when the data extend beyond a single screen or page.



- Formatting columns, rows and text:
 - Sort in a meaningful order.
 - Place a blank line between every five rows in long columns.
 - Similar information displayed in multiple columns should be sorted vertically.
 - Columns should have at least two spaces between them.
 - Allow white space on printed reports for user to write notes.
 - Use a single typeface, except for emphasis.
 - Use same family of typefaces within and across displays and reports.
 - Avoid overly fancy fonts.



- Formatting numeric, textual and alphanumeric data:
 - □ Right justify numeric data and align columns by decimal points or other delimiter.
 - □ Left justify textual data. Use short line length, usually 30 to 40 characters per line.
 - Break long sequences of alphanumeric data into small groups of three to four characters each.



FIGURE 10-8

Contrasting the display of tables and lists (Pine Valley Furniture) (Source: Microsoft Corporation.)

(a) Poorly designed form

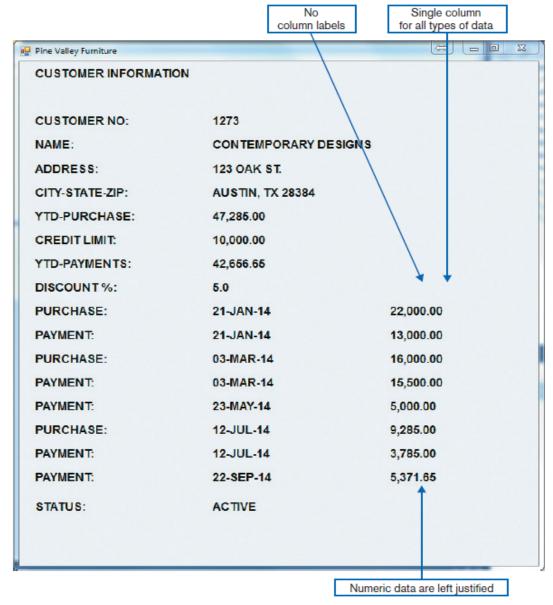
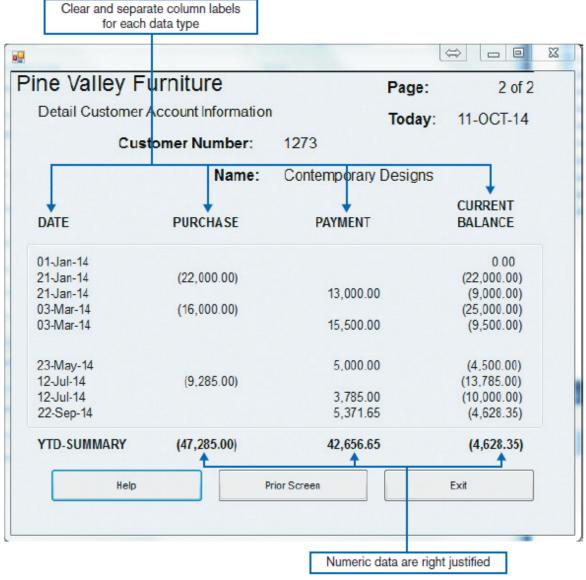




FIGURE 10-8 (continued)

(b) Improved design for form





- Use tables for reading individual data values.
- Use graphs for:
 - Providing quick summary.
 - □ Displaying trends over time.
 - □ Comparing points and patterns of variables.
 - □ Forecasting activity.
 - □ Simple reporting of vast quantities of information.



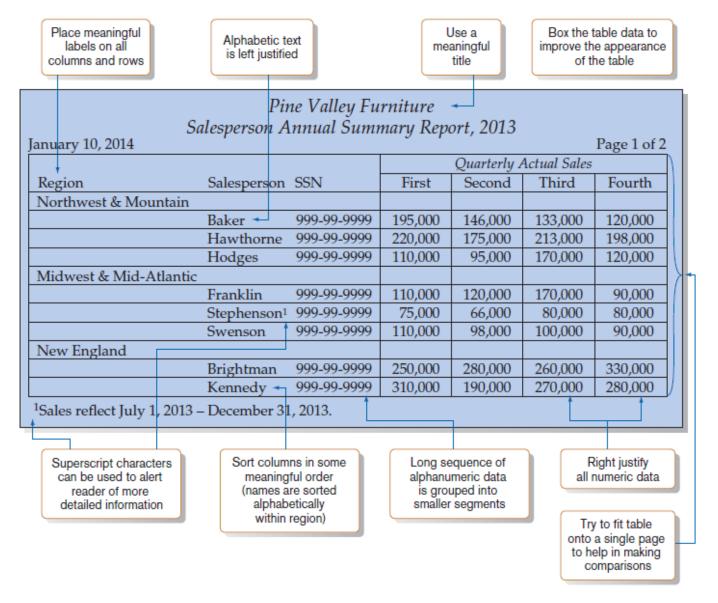


FIGURE 10-9

Tabular report illustrating numerous design guidelines

(Pine Valley Furniture)



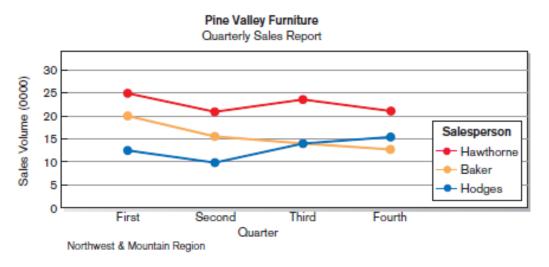
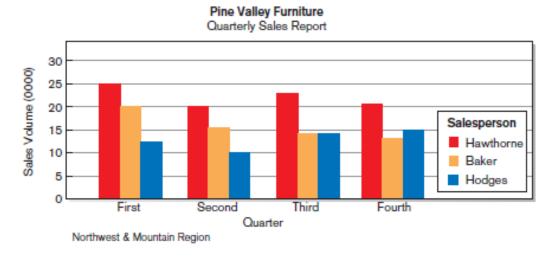


FIGURE 10-10

Graphs for comparison

(a) Line graph



(b) Bar graph



Assessing Usability

- Objective for designing forms, reports and all human-computer interactions is usability.
- There are three characteristics:
 - □ Speed Can you complete a task efficiently?
 - Accuracy Does the output provide what you expect?
 - Satisfaction Do you like using the output?



Assessing Usability (Cont.)

Usability: an overall evaluation of how a system performs in supporting a particular user for a particular task



Usability Success Factors

- Consistency of terminology, formatting, titles, navigation, response time
- Efficiency minimize required user actions
- Ease self-explanatory outputs and labels
- Format appropriate display of data and symbols
- Flexibility maximize user options for data input according to preference



Usability Success Factors (Cont.)

- Characteristics for consideration:
 - User: experience, skills, motivation, education, personality
 - □ Task: time pressure, cost of errors, work durations
 - System: platform
 - □ Environment: social and physical issues



Measures of Usability

- Time to learn
- Speed of performance
- Rate of errors
- Retention over time
- Subjective satisfaction
- Consistency of layout



Measures of Usability (Cont.)

The layout of information should be consistent both within and across applications, whether information is delivered on screen display or on a hardcopy report.

Electronic Commerce Application: Designing Forms and Reports for Pine Valley Furniture WebStore

- General guidelines for rapid deployment of Internet Web sites have resulted
- Three possible solutions to the problem:
 - Make it possible to design reasonably usable sites without having UI experience.
 - □ Train more people in good Web design.
 - □ Live with poorly designed sites that are hard to use.



Designing Forms and Reports at Pine Valley Furniture

- PVF established the following guidelines:
 - ■Use lightweight graphics.
 - Establish forms and data integrity rules.
 - Use template-based HTML.



Lightweight Graphics

- Lightweight Graphics: the use of small, simple images to allow a Web page to more quickly be displayed
 - Quick image download
 - □ Quick feedback from the Web site will help to keep customers at the PVF WebStore longer



Forms and Data Integrity Rules

- All forms that request information should be clearly labeled and provide adequate room for input.
- Specific fields requiring specific information must provide a clear example.
- Forms must designate which fields are optional, required, and which have a range of values.



Template-Based HTML

- Template-based HTML: templates to display and process common attributes of higher-level, more abstract items
 - □ Creates an interface that is very easy to maintain
 - □ Advantageous to have a "few" templates that could be used for entire product line
 - Not every product needs its own page



Summary

- In this chapter you learned how to:
- Explain the process of designing forms and reports and the deliverables for their creation.
- Apply the general guidelines for formatting forms and reports.
- Use color and know when color improves the usability of information.



Summary (Cont.)

- Format text, tables, and lists effectively.
- Explain how to assess usability and describe how variations in users, tasks, technology, and environmental characteristics influence the usability of forms and reports.
- Discuss guidelines for the design of forms and reports for Internet-based electronic commerce systems.



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