FACULTY OF
COMPUTER SCIENCE

UNIVERSITAS INDONESIA
Veritas, Probitas, Justitia

Focus Group Discussion – UI Design
**ANALISIS DAN PERANCANGAN SISTEM INFORMASI
REGULER - GASAL 2020/2021**

FOCUS GROUP 1	
Topic	**Principles of User Interface Design**
Class	
Team Members	1. _____/_____ 2. _____/_____ 3. _____/_____ 4. _____/_____ 5. _____/_____ 6. _____/_____ 7. _____/_____ 8. _____/_____
Tool	**Mind Map**
Discussion Materials	1. **Discuss about the basic principles of UI Design:** • **Layout** • **Content Awareness** • **Aesthetics** • **User Experience** • **Consistency** • **Minimal User Effort**
Result of Discussion	

FOCUS GROUP 2	
Topic	**User Interface Design Process**
Class	
Team Members	1. _____/_____ 2. _____/_____ 3. _____/_____ 4. _____/_____ 5. _____/_____ 6. _____/_____ 7. _____/_____ 8. _____/_____
Tool	**Mind Map**
Discussion Materials	1. Discuss about the process of user interface design 2. Discuss about the purpose of use-case scenarios in designing user interface 3. Discuss about the purpose of Navigation Structure Design 4. Discuss about the elements of interface standards design
Result of Discussion	

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FOCUS GROUP 3	
Topic	**User Interface Prototyping and Evaluation**
Class	
Team Members	1. _____/_____ 2. _____/_____ 3. _____/_____ 4. _____/_____ 5. _____/_____ 6. _____/_____ 7. _____/_____ 8. _____/_____
Tool	**Mind Map**
Discussion Materials	1. Discuss about the techniques of interface design prototyping 2. Discuss about the objectives and techniques of interface evaluation
Result of Discussion	

FOCUS GROUP 4	
Topic	**Navigation Design**
Class	
Team Members	1. _____/_____ 2. _____/_____ 3. _____/_____ 4. _____/_____ 5. _____/_____ 6. _____/_____ 7. _____/_____ 8. _____/_____
Tool	**Mind Map**
Discussion Materials	1. **Discuss about the basic principles of navigation design** 2. **Discuss about 4 types of navigation controls.** 3. **Discuss about several types of menu and when to use it** 4. **Discuss about several types of messages and when to use it**
Result of Discussion	

FOCUS GROUP 5	
Topic	Input Design
Class	
Team Members	1. _____/_____ 2. _____/_____ 3. _____/_____ 4. _____/_____ 5. _____/_____ 6. _____/_____ 7. _____/_____ 8. _____/_____
Tool	**Mind Map**
Discussion Materials	1. **Discuss about the basic principles of input design** 2. **Discuss about 3 types of inputs** 3. **Explain several types of selection box and when to use it** 4. **Explain several techniques for input validation and when to use it**
Result of Discussion	

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FOCUS GROUP 6	
Topic	**Output Design**
Class	
Team Members	1. _____/_____ 2. _____/_____ 3. _____/_____ 4. _____/_____ 5. _____/_____ 6. _____/_____ 7. _____/_____ 8. _____/_____
Tool	**Mind Map**
Discussion Materials	1. **Discuss about the basic principles of output design** 2. **Discuss about several types of outputs (reports) and when to use it**
Result of Discussion	

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FOCUS GROUP 7	
Topic	UI Design, Non-Functional Requirements, and International & Cultural Issue
Class	
Team Members	1. _____/_____ 2. _____/_____ 3. _____/_____ 4. _____/_____ 5. _____/_____ 6. _____/_____ 7. _____/_____ 8. _____/_____
Tool	**Mind Map**
Discussion Materials	1. **Discuss how international and cultural issues influence user interface design** 2. **Discuss how nonfunctional requirements influence human-computer interaction layer design**
Result of Discussion	