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Guidelines for Developing a Good GUI

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Designing a usable, visually-attractive GUI is somewhat more difficult than it appears at a first glance. The users, the GUI designers and the programmers are three important parts involved in this process and everyone has a comprehensive view on the aspects of the application goals, as well as the steps that have to be taken to meet successfully the application requirements. The fundamental GUI design principles and the main programming aspects are discussed in this paper.

Key topics include:
- User requirements: identifying users and support different user profiles -
from beginners to advanced users
-Close relationship between the GUI widgets, user actions, tasks and user goals
-Task-analysis methods
-Prototypes development and testing prototypes
-General design considerations
-Effective GUI design keys, guidelines and style guides

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