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From Task Analysis to the Application Design

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One of the main design challenges is the task of selecting appropriate Graphical User
Interface (GUI) elements and organizing them to meet successfully the application
requirements.
- How to choose and assign the basic user interface elements (so-called widgets from
'window gadgets') into the single panels of interactions?
- How to organize these panels to appropriate levels of the application structure?
- How to map the task sequence to these application levels?
- How to manage the hierarchy of this structure with respect to different user
profiles?
- What information is absolutely necessary, what can be left out?
The answers to all these questions are the subject of this paper.

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