User Interface Design (UI) takes into consideration user needs and ensures that interface possesses the elements that maximize the usability and enhances the user experience. The last decade had seen tremendous advancements to mobile user interface resulting in very friendly and useful apps. Besides a good graphic design and typography, the developers continue to leverage on rigorous processes such as rapid prototyping to meet the needs of the users. This reading list contains articles and books published in the last 5 years.

The Library will periodically add new resources to this list. Links to the full text are indicated via the hyperlinks. If you encounter any problem in retrieving the materials, please contact library@sutd.edu.sg for assistance. Please also forward us titles that you would like to share with others on the list.

User Interface Design

Contents

- Biomedical
- Home Devices
- Mobile Devices
- Prototyping
- Special Needs
- Travel
- Virtual reality
Biomedical

User interfaces for portable or non-portable Medical devices as well as healthcare applications.


Home Devices

In order to control the energy consumption, Tangible Augmented Reality (TAR) technique were used as form of usability testing. Graphing software such as Highcharts and web technologies AJAX provides an easy to use visual monitoring system pave the direction for effective smart home system.


Mobile Devices

The use of design patterns, robust eye-gaze system without any hand motion and RemoteUI where a combination of thin client computing and widget based UI systems are some of the areas to enhance the user interface.


**Prototyping**

Development technique where the mock-up for the user design are used to determine whether it will meet the requirements.


**Special Needs**

User interfaces for people with special needs such autistic children and physically impaired individuals.


**Travel**

A travel app needs to be appealing and intuitive to use, as the user needs to plan vacations by booking flights, accommodation and other activities.


**Virtual reality**

User interface involving depth, moving interface, motion flow are the some of the key elements of a VR UI.

