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User Interface Design 2

Get ready!

1 Before you read the passage, talk about these questions.

- 1 How do engineers use user interface designs to improve the user experience?
- 2 What are the components of the Seeheim model and the model-view-controller paradigm?

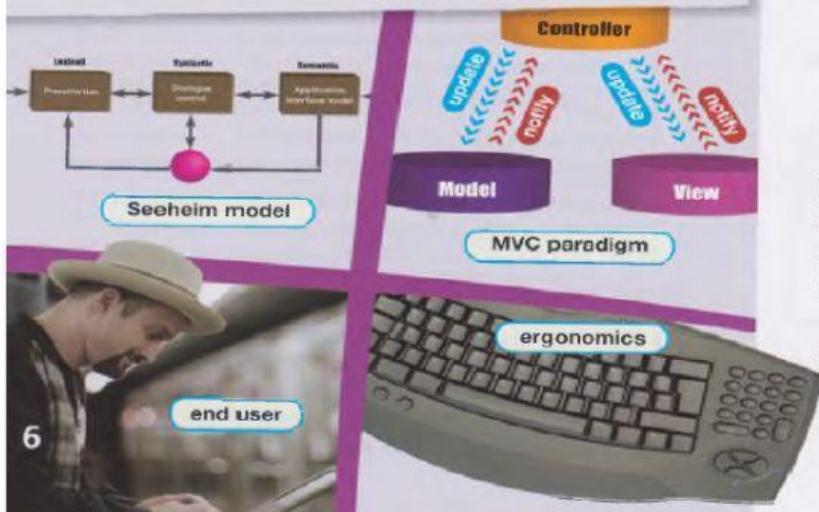
Seeking a Software Engineer

ShorSoft Designs needs a software engineer. This position is in our user interface design department. It involves the creation of functional, attractive software interfaces. The right candidate should have experience with **artistic design** and **ergonomics**. Candidates should be familiar with both the **Seeheim model** and the **MVC** (model-view-controller) **paradigm**. They should also be able to work on all **layers** of a system. A degree in software engineering or a related field is required. A specialization in **HCI** or **task analysis** is preferred. Candidates should also have 3+ years experience in software engineering and design.

The position involves perfecting the **presentation** of software systems for our **end user**. We hope to streamline **dialog** and simplify interactions. The right candidate should be concerned with **functionality** as well as **humanities**. In other words, we need someone who understands both our systems and our users. We place strong emphasis on **user-centered design**.

New hires for this position will begin with **groupware** projects. If the fit is good, the employee will be assigned to a **UVM** project. We offer competitive salaries and an innovative work environment.

To apply, please send a résumé and cover letter to hr@shorsoft.org. Résumé should include references with contact information.



Reading

2 Read the job listing. Then, choose the correct answers.

- 1 What will the employee be responsible for?
A teaching new engineers about new software developments
B reviewing the references of intern applicants
C perfecting the presentation of software
D developing new user interface models
- 2 Which of the following is NOT a requirement for candidates?
A degree in software engineering
B three or more years of experience
C familiarity with the Seeheim model
D experience working on groupware projects
- 3 What is a benefit of working for the company?
A an innovative work environment
B financial assistance towards an engineering degree
C opportunity to develop a specialization
D access to perfect presentation software

Vocabulary

3 Match the words and phrases (1-8) with the definitions (A-H).

1	— artistic design	5	— layer
2	— end user	6	— presentation
3	— groupware	7	— task analysis
4	— HCI	8	— MVC paradigm

A software that assists groups in working towards a common goal
B all aspects of a system that are perceptible to a user
C the practice of using graphic design in user interfaces
D the consumer who will ultimately use a product
E a level of system operation
F a way of evaluating a complex system
G a model that splits user interface design into three distinct parts
H the study and design of interactions between computers and users

4 Fill in the blanks with the correct words and phrases from the word bank.

Word BANK

dialog Seeheim model ergonomics functionality
humanities UVM user-centered design

- 1 Designers study _____ so their physical components are comfortable for users.
- 2 It is important that _____ between users and computers is easy.
- 3 The _____ divides an application from its user interface.
- 4 The interface is very attractive, but unfortunately it has limited _____.
- 5 _____ comprises a system's hardware and software.
- 6 _____ includes the way people think and react to various features and events.
- 7 In _____, engineers focus extensively on the experience of people who will use the software.

5 Listen and read the job listing again. What qualifications should applicants have?

Listening

6 Listen to a conversation between a software engineer and a hiring manager. Mark the following statements as true (T) or false (F).

- 1 The man designed mice for a hardware production company.
- 2 The man has a degree in computer science.
- 3 The woman expresses some doubt about the man's skills.

7 Listen again and complete the conversation.

Manager: Good. Let's talk about your experience. It says here that you 1 _____ before?

Engineer: Yes. I 2 _____ for a hardware production company.

Manager: How would you incorporate that experience 3 _____?

Engineer: I think it's really important that software engineers understand the 4 _____.

Manager: How do you think they can do that?

Engineer: They need to think about the physical way a user interacts with a computer.

Manager: I agree. Do you have experience 5 _____?

Engineer: Yes. I worked on 6 _____ at my previous firm.

Speaking

8 With a partner, act out the roles below based on Task 7. Then, switch roles.

USE LANGUAGE SUCH AS:

Let's talk about ...

Can you tell me ...

It says here ...

Student A: You are an engineer. Talk to Student B about Student A:

- your experience and education
- your views on different aspects of user interface design

Student B: You are a hiring manager. Talk to Student A about a program that you are developing.

Writing

9 Use the job listing and conversation from Task 8 to write an application letter for a job in user interface design. Include: the applicant's experience, educational background, and views on different aspects of user interface design.

