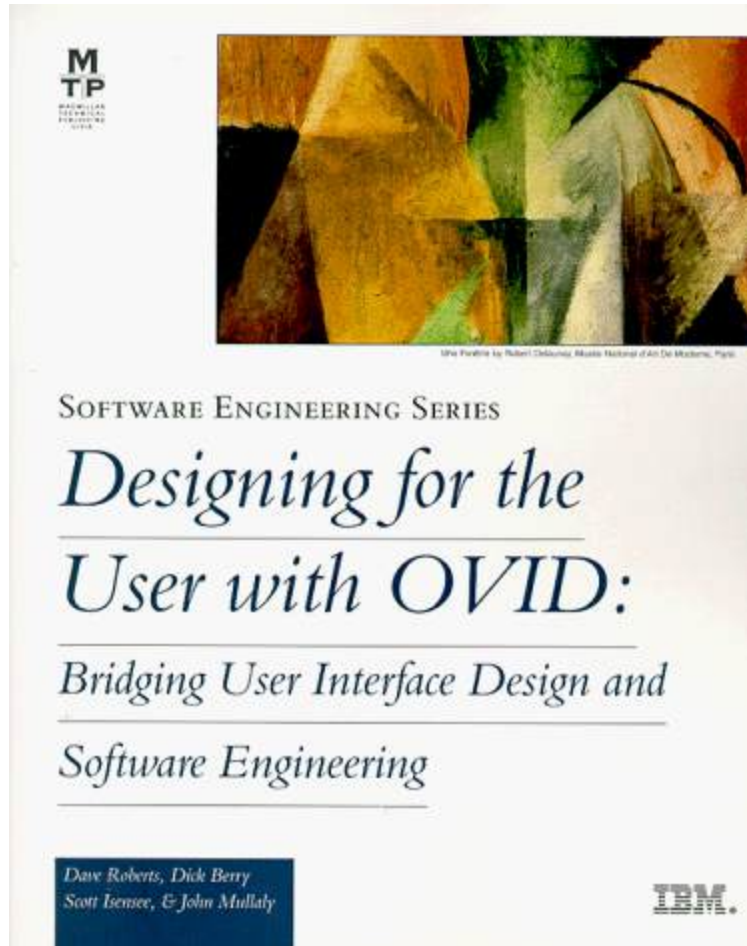


## Designing for the User with OVID

By Dave Roberts, Dick Berry, John Mullaly, Scott Isensee



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more explicit mapping between the designer's model and the system OVID was developed to help designers understand the user's models and take advantage of the new interface style OVID focuses on three design elements the objects that the user is aware of views of the object and the interactions between the user and the objects OVID produces a set of documented tasks that detail how the objects and the views are used to accomplish From the Back Cover Object based user interfaces allow for a more explicit mapping between the designer's model and the system OVID was developed to help designers understand the user's models and take advantage of the new interface style OVID focuses on three

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the general principle of an ooui is to use familiar objects to model the real world as the user normally interacts with it and then to map the environment onto a **Free** ibm ease of use design <http://www.3ibmibmeasyeouextnsfpublish561> designing for the user with ovid bridging user interface design and software **summary** heres a set of proven design methods for developing oo guis your users will love designing for the user with ovid object orientated user interface development software engineering series by roberts dave dick berry and scott isensee and a

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