



# GUI-Prototyping (German Edition)

*Marco Bernal y Paños*

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Studienarbeit aus dem Jahr 2011 im Fachbereich Informatik - Programmierung, Note: 1,7, Fachhochschule Aachen, Veranstaltung: Anforderungs- und Testmanagement, Sprache: Deutsch, Abstract: Anforderungen an die Benutzeroberfläche einer Software müssen spezifiziert und dokumentiert werden. GUI-Prototyping ist eine Möglichkeit zur Dokumentation dieser Anforderungen. Die Benutzeroberfläche als Schnittstelle zwischen Entwickler und Anwender der Software ist ein kritischer Punkt in der Softwareentwicklung. Entwickler sollen Vorstellungen und Wünsche der Anwender an die Benutzeroberfläche in Code umsetzen. Anwender können sich aber mitunter nicht in der Art und Weise technisch ausdrücken, wie es unter Umständen erforderlich wäre. In dieser Seminararbeit werden die generelle Methodik des GUI-Prototyping, spezielle Darstellungstechniken von Elementen der Benutzeroberfläche sowie Möglichkeiten und Grenzen dargestellt und erläutert. Ergebnis dieser Seminararbeit ist, dass GUI-Prototyping die Schnittstellenproblematik löst, indem es die Kommunikation zwischen Technikern und Nicht-Technikern erleichtert. GUI-Prototyping ist einfach und leicht verständlich, so dass auch interdisziplinäre Teams zusammenarbeiten können. Weiterhin senkt es die Kosten im Softwareentwicklungsprozess deutlich, da bereits in einer frühen Phase mit dem System interagiert und das System getestet werden kann.

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