



EXPERIENCE DESIGN

Evidence, Effectiveness, Efficiency

The design of GUI (Graphical User Interfaces) are Masterpieces for the creation of application-oriented, user-centered work interfaces.

Projects since 1990

Experience Design:

Studies

Unser Interface:

Membrane keyboards Remote controls Screens Mobile devices

Sensors

Applications:

Ophthalmology Orthopaedics Cranial Dental Industry Therapy Rehabilitation

Sports

Erdmann Design AG Stahlrain 2 5200 Brugg Switzerland

T +41 56 460 9 460

www.erdmann.ch info@erdmann.ch



Target-oriented fruitful interaction of experts within a GUI project requires early involvement of all stakeholders with a strong focus on the end-users.

Test and implementation steps alternate and are ensured and visible via suitable database-supported platforms.

Work and development steps are agile and iterative, supported by user-centered, technical and ergonomic testing.



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Design guidelines:
Branding and ergonomics

User requirements: Learning on the spot Expert teams:

Documenting values together







System support Hardware Setting Customize Optimize

System offer

Evaluate

Decide

Orientation

Measurements

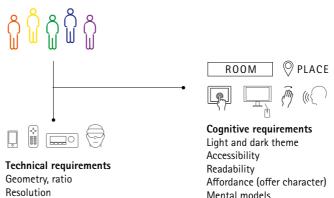
System intervention Call for attention Notes Warning



Consistency, meaning and function of a user interface with GUI design

STAKEHOLDER:

Outside-in: user groups, target market Inside-out: service and product design, product manager, software developer, marketing



Benefits of user-centered development

User testing – The product is tested from the beginning with the needs of real users in mind.

Develop hardware, software and service together – Ergonomics and services form a whole.

Small qualitative steps instead of big ones – Small development steps allow test results to be integrated more efficiently into the project. Risks are minimized.

Outcome: Process value becomes company value -

Usablility-centered product solutions increase the acceptance by the customer. The customer's appreciation serves the company and the brand

