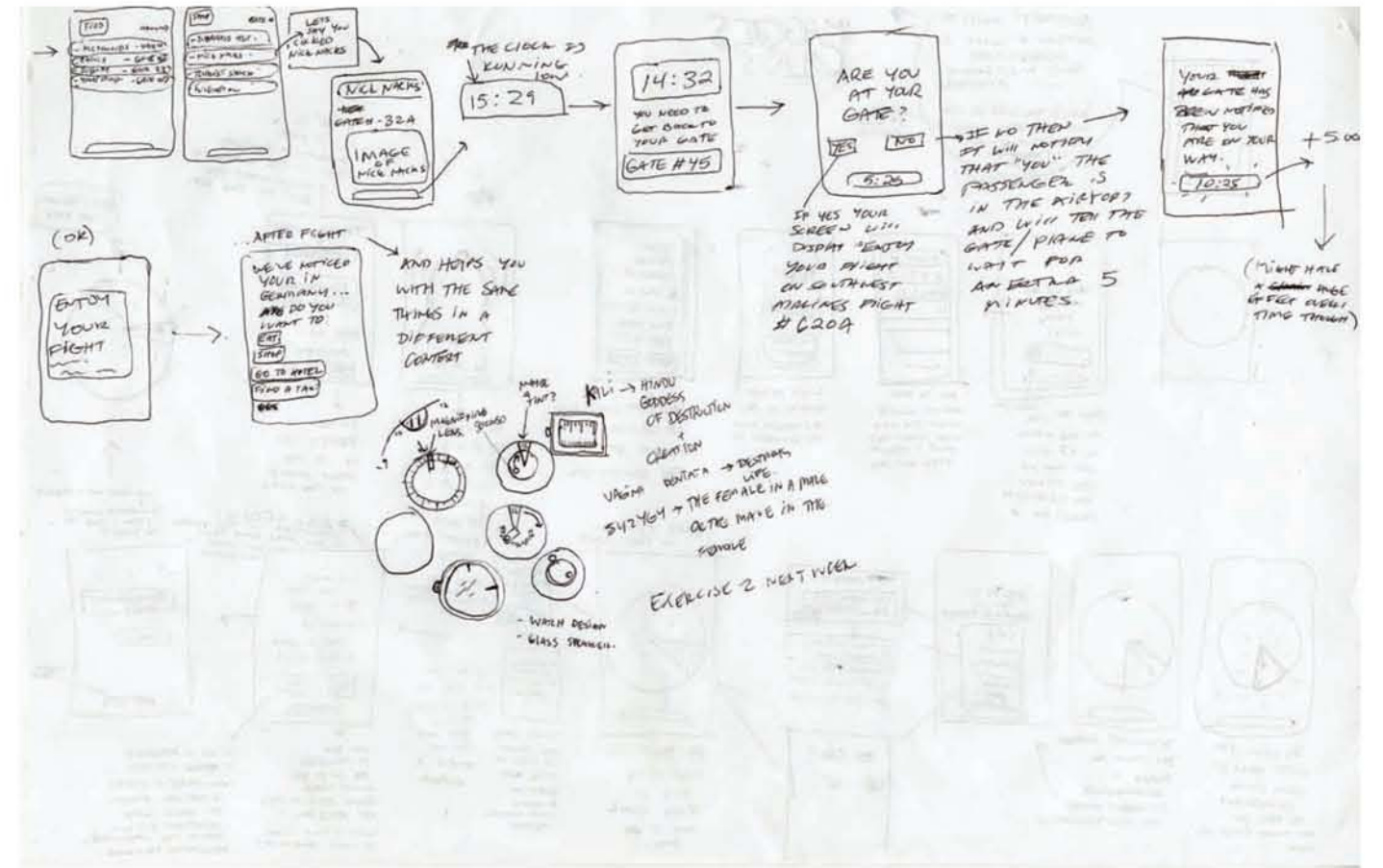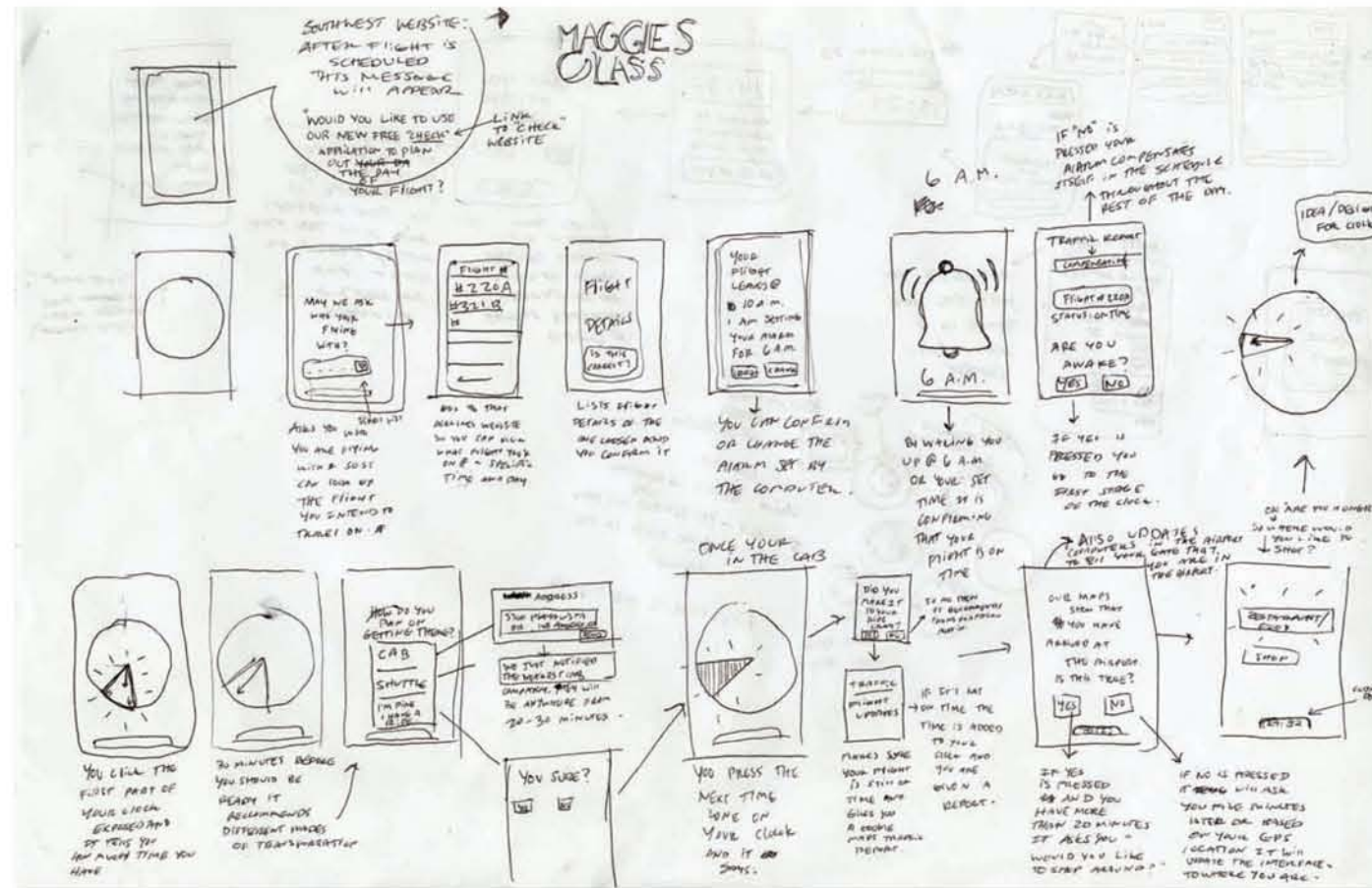To understand the interface on a more interactive level, I printed out copies of certain screens that would be on the interface. I specifically wanted someone to look at certain areas that I thought could confuse the user. Based on this information I corrected potential problems with the interface layout and made valuable decisions that were recommended by my peer's and test users.