

Diploma work, focused on user interface of Inkscape computer software is divided into several analytic parts. It is mapping the social part for this kind of software. Describing how it involves people who work with that application. At the end of the work I applied the theory and my own praxis from this field to introduce new design of the Inkscape application. I applied mainly what I have learned during those years of study and surly experience gained by designing information systems and websites.

First part introduces current trends and changes in user interface evolution. Involved mainly by internet and its never ending force which takes it to much more people and into more types of electronic equipment. All that influences the social perception of the computer and its software interface. It describes possible threads and opportunities for the future. To summarize that, the work takes its readers into the field and defines the borders of space which is forming our scope while designing UI.

In the closing part there is a maximum of information, I gained during the study, applied into final solution – which is ideal user interface of Inkscape software. Usage and application of these theoretical thoughts onto testing model is made by using symbols common for this software field according to the theory.