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Bad User Interface Design

Objective
This is the inside elevator interface, where the user chooses the floor that he/she wants to go.

Bad aspects
1. Allows users to make mistakes;
      1.1 * without a cancel button;

2. It is a touchscreen;

3. It is not intuitive, and does not have any guide on how it works;

4. Has a "." that it does nothing and leads to confusion;

5. It only shows the floor that it is going and not all the floors that are selected;

6. Lets the user choose floors that are not available (5,6,7,8,9,10+) while the building only has 4 floors;

Why is it bad?

1. **Allows users to make mistakes**
If a user chooses the wrong floor by mistake that is available in the building, it forces the user to go to that floor without a choice to cancel it.
If a user chooses the wrong floor by mistake that is not available in the building, it shows an Error message.
The elevator should not allow the user to make these mistakes when choosing a floor. It leads to unnecessary time losses. A user goes to an elevator to quickly access to a place and should not have to deal with these problems.

2. **It is touchscreen**
It looks like a very interesting feature at a first glance, but it leads to multiple problems. Such as double clicks and miss clicks happening. For instance, floor 00 is selected instead of floor 0.
An even worse problem occurs when a person wants to go to a underground floor. It needs to press -1 or -2 followed by the 4-digit code to access it. This often leads to go to instead of -1 to the floor 1. Or, even worse, go to the floor 1 plus other 4 floors that were selected thinking he/she was inserting the access code.
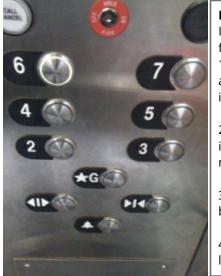
3. **It is not intuitive, and does not have any guide on how it works;**
Some of features of the interface are not intuitive to a person. Such as to go to underground floor levels and to activate the emergency mode. Plus, they do not offer any guide on how to use these features.

4. *Has a "." that it does nothing and leads to confusion;*

5. *It only shows the floor that it is going and not all the floors that are selected;*
   The red indicator only shows the floor that the elevator is going and not all the floors that are selected, meaning that if there are multiple people to go to different floors, they will have to wait to check if the floor they want is really selected.

6. *Lets the user choose floors that are not available (5,6,7,8,9,10+) while the building only has 4 floors;*

Why was it designed this way?
I think it was designed this way in order to be futuristic, good looking, more compact and maybe to be cheaper. But instead it only is confusing, tedious and not user-friendly.

Improvements
In order to improve the design, I would change it to one like the figure on the left because:
1.   It has a traditional elevator button system, this way it would already discard a lot of the problems related to the previous interface.

2.   It has a limited number of buttons, the necessary ones. This way it limits the choices of which floors to go and therefore leads to less mistakes.

3.   It is way more intuitive than the previous interface, since the buttons are in order (lower floors bottom to higher floors up).

4.   Finally, it shows all the floors selected by turning their button light on.

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Good User Interface Design

Objective
This is a simple blender, used normally to blend and mix fruits or vegetables.

Good aspects
1. Simple and intuitive to use;
    a. Only has 4 intensities of blending;

2. The jug indicates measurements in milliliters;

3. It is easy to separate its components and put them back together;

4. The jar is made of a resistant glass that is light;

Why is it good?
1. ***Simple and intuitive interface to use.***
Since it is simple and intuitive to use I do not need to worry of which mode I have to put it, I just need to be concerned of inserting the ingredients and rotate button of the blender to which intensity I want based on the texture I want.

2. ***The jug indicates measurements in milliliters;***
This is a very time saving feature whenever I need to accurately follow a recipe, without the need to use a measuring cup;

3. ***It is easy to separate its components and put them back together;***
This is fundamental, since I can easily clean the jar.

4. ***The jar is made of a resistant glass that is light*** making it easy to transport.