Interacção Pessoa-Máquina

2020/2021

Good and Bad UI Design

Assignment 1

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October 5, 2020

Bad UI Design

Delta Q coffee capsule holder

Objective

Hold Delta Q specific coffee capsules, of different types but all with an equal shape.

The bad aspect

Capsules are placed facing down, as the object must be placed horizontally on a flat surface.

Why is it bad?

With the capsules being placed facing down, the process of picking one to consume it is as follows:

1) Approach the object **2)** Open the capsule drawer **3)** Pick and rotate a capsule

The reason why this is not good is illustrated in the images above.

Firstly, point number **2)** could be avoided, and therefore save time to the user, if, per example, the capsule holder was placed in such a way that it would not need a drawer.

Secondly, and most importantly, until the capsule is rotated point **3)** the user has no way of knowing what kind of coffee they're picking up, as the only way of knowing that is by looking at the color at the front of the capsule (different types have different colors, i.e. decaffeinated coffee is blue, strong coffee is dark red, medium strong coffee is bright red, etc.). This

happens as users usually purchase this type of holders so they can have multiple types of coffee at hand, one in each row.

So, to choose a specific type of coffee the user may have to pick and rotate a capsule in each row, up to five times, until the preferred type is found. This can be extremely frustrating for users as they may very well be in a rush to drink their morning coffee.

Why was it designed this way?

The problem lays is the fact that the coloring on the capsules is on the front, and the offset plastic groove is on the back, so in order to have a horizontally arranged holder where a capsule can simple be dropped in and taken out, the coloring must be facing down, or the plastic groove would jam the capsule, as it is wider than the rest of it.

How can it be improved?

By stacking the capsules vertically, both problems would be solved, as there would be no drawer to be opened, and the colors would be readily viewable.

The capsules would merely have to be sliden up to compensate, which compared to the other, painfully slow, process, would not be a disturbance.

Good UI Design

Cheap Headset Holder / Rest

Objective

Hold a headset away from the surface in a way that is comfortable for the user to insert and remove said headset.

The good aspect.

It is a simple vertical structure with a flat rubber bidirectional support piece at the top.

Why is it good?

It has a simple, easy to understand design, with two-way grooves at the top so that, no matter the direction in which the user places the headset on the support piece, it is always comfortably placed, in balance, and easy to reach (see pictures).

The generous height means most if not all headsets fit, the rubber piece at the top provides cushion so that there is no damage to the equipment, and the aluminum base and vertical piece provide a sturdy element to the item.