01 Teach: History

Problem 1 Bank of Glass Doors

The problem I see here is that 1. The doors are glass so she could be seeing the reflection of her and her friends and think that is people inside the library since she is distracted, I think this is a little less likely but it still is a possibility. 2. Since there is a push bar you have to actually push the bar to open the door, so leaning or any manner of pushing will not affect the door unless the bar is pushed. 3. The push bar may look like a separation of panes rather than the unlocking mechanism, also is the push bar on the inside or outside the door?

A good thing about the design of all glass doors is that you can see into it so you won't accidentally smash the door into someone coming in our out

Problem 2 Improved Door Handles

The new design doesn't indicate unambiguously if the door should be pulled or pushed. Since it looks as if it can be pulled or pushed, there is some confusion as to the right method to use. Without familiarity with the specific door the user will not know which side is pull or push. Ambiguity is the main issue with this design.

This issue could be corrected with a sign that says pull or push for the correct side but a good design should make it apparent to the user if they should pull or push. Most users will probably think pull before push when seeing this design. The push side of the door should get a different designed handle that makes the user think "push."

Problem 3 Scissors

Regarding what is right with the scissors is the fact they were designed with long sharp blades to cut different material as well as to cut in small areas.

First, what is wrong with the scissors is they weren't designed to cut large amounts of material at the same time. Second problem is that they do not communicate if they are ambidextrous, left, or right-handed scissors. if used incorrectly then the users view of what they are cutting is blocked.

If scissors are marketed as "ambidextrous” it just means their handles are molded to be comfortable for either left-or right-handed users, but the outside blade still determines who should use them. Scissors are specifically designed for either left-or right-handed users..

Problem 4 Keypads

A big problem of this design is inconsistency - the phone is numerical from top to bottom while the keyboard is from bottom to top. Another issue is that the phone is a thumb based handheld device while the keyboard is a hand based device. People can get confused or even lost because of this difference. With computers and phones, often times users memorize their passwords with fingers, meaning they know how what keys to press to authenticate based on the layout. This concept is called muscle memory. If the layout changes, the user cannot rely on muscle memory but rather try to remember the actual password.

The right thing with this design is that both keypads were designed with a specific purpose in mind - provide the user of the device with the best and most intuitive design. For example, the phone keypad starts with number 1, 2, and 3 at the top. Those buttons also contain letters A, B, C, E, F, as well as punctuation marks - , @. It is not a coincidence that letter A and E are the most commonly used letters along with the “,” punctuation mark. These letters and marks are placed on the first row which is closest to the thumbs - the most commonly used fingers for typing on a mobile device.