

Human Computer Interaction - Group A

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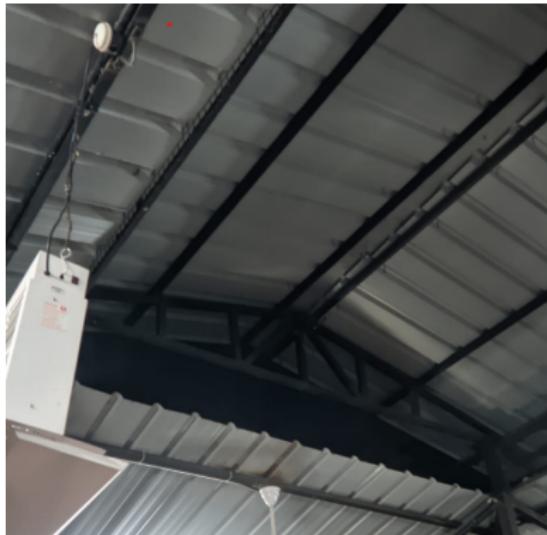
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Identifying and observing bad designs

Bad Designs

- ① Bad design refers to the creation of products, systems, interfaces, or experiences that are ineffective, inefficient, confusing, or aesthetically displeasing.
- ② When a design doesn't take into account the needs, preferences, or behaviors of the intended users, it's likely to be ineffective.
- ③ Design that fails to serve its intended purpose or function is considered bad.
- ④ Bad Design, often lacks a clear purpose and can be difficult to understand.
- ⑤ Bad Design is visually cluttered and unbalanced, making it difficult for the viewer to focus on the important information.

Bad Design - Example 1



- Ceiling with exposed wiring, and a persistent leak during rainy days presents a visually unpleasant and hazardous living space.

Bad Design - Example 2



- The poorly maintained AIT hostel window features rusted bars that impede its proper opening

Bad Design - Example 3



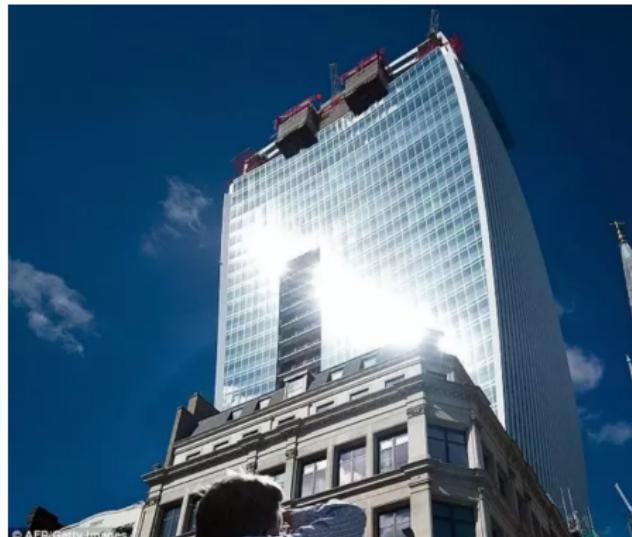
- Poorly designed disabled shower room door, hindering independent bathing for individuals with mobility impairments.

Bad Design - Example 4



- The chair's single, fixed writing surface may not be ergonomically adjustable for users of varying heights and postures and mainly with left hand writers.

Bad Design - Example 5



- Building's reflective facade concentrates sunlight into a powerful beam, causing damage to nearby property and posing a safety hazard to pedestrians.

Bad Design - Example 6



- No gaps are provided for USB cable to get plugged into a Mini DisplayPort adapter, indicating a potential misuse of the adapter and a possible risk of damaging the laptop's port.

Good Design

Good Design

- ① The design should be visually pleasing and attractive to the target audience..
- ② It should be easy to understand and use, with intuitive navigation and clear instructions.
- ③ Use size, color, and placement to create a visual hierarchy that guides the user's attention.

Good design - Example 1



- The washing product boasts a sleek, professional design, ergonomic grip, and an innovative lid doubling as a single-use measurement marker.

Good design - Example 2



- The squat lunge machine features a sturdy frame and ergonomic handles, emphasizing functionality and visual appeal.

Good Design - Example 3



- Yellow trash can , standing on a cobblestone sidewalk, which provides cyclist to throw their garbage directly without waiting to stand up.

Good Design - Example 4



- Compact, portable periodic table pen which helps in making it easy to reference and study.

Good Design - Example 5



- A simple compact design of sitting areas to utilize the minimum space with maximum efficiency.

Good Design - Example 6



- Creatively designed pizza menu where each page is shaped like a pizza, allowing customers to visualize the actual pizza they are ordering.

Good Design - Example 7



- Shopping cart with a built-in calculator, allowing shoppers to estimate their total purchases while shopping.

Feedbacks

Feedbacks

- ① Feedback refers to the information or response that a system provides to a user's actions, inputs, or interactions.
- ② Feedback is a crucial element in designing user interfaces and interactions to ensure that users understand the outcome of their actions and can effectively use digital systems.
- ③ It helps users navigate interfaces, make informed decisions, and achieve their goals.

Feedback - Example 1



- Thermostat that displays options, clarity, and energy efficiency features.

Feedback - Example 2



- Washing machine's control panel.

Feedback - Example 3



- Smoke detector is detecting smoke and is likely functioning correctly.

Feedback - Example 4



- Keyboard's design and lighting provide feedback for correct usage.

Feedback - Example 5



- Kettle's operation and its current status in its display screen.

Constraints

Constraints

- ① **Constraints refer to limitations or restrictions that are intentionally designed into user interfaces, systems, or interactions to guide user behavior, prevent errors, and ensure appropriate interactions.**
- ② **Constraints are used to shape user actions and decisions in a way that aligns with the intended design and functionality of a system.**
- ③ **They help users understand how to interact with a system more effectively and reduce the likelihood of mistakes.**

Constraints - Example 1



Rules at an airportcenter

- Constraints are related to the size, weight (10 kg maximum), and the number of bags (max 1 bag) that passengers can bring onboard.

Constraints - Example 2

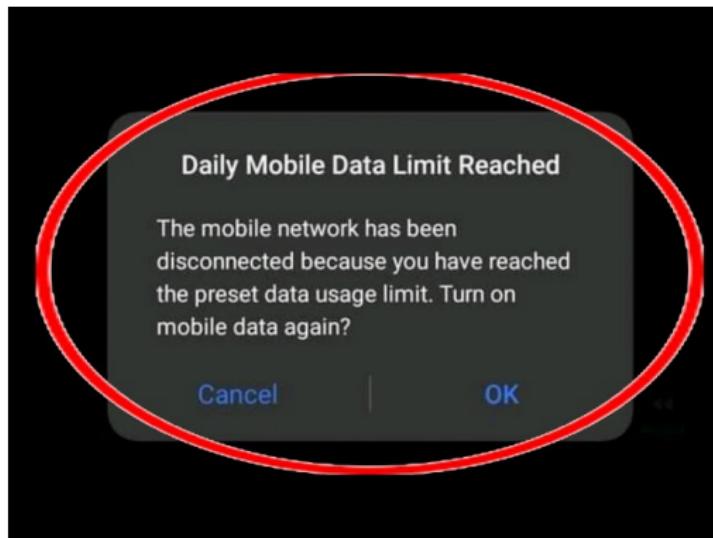


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- Speed limit sign on a highway
- Constraint here is the speed regulation

Constraints - Example 3



- Notification message on a mobile device.
- The constraint here is the limit on daily mobile data usage, beyond which the user is disconnected.

Constraints - Example 4



- Blue sign which displays opening hours and a maximum capacity.
- Constraints: Time-bound: The schedule specifies distinct morning and afternoon time slots for operation.

Constraints - Example 5

Write TWO Essays, choosing ONE from each of the Sections A and B, in about 1000–1200 words each.

$125 \times 2 = 250$

खण्ड 'A' SECTION 'A'

आत्म-संधान की प्रक्रिया अब तकनीकी रूप से वाहा स्रोतों को सौंप दी गई है।
The process of self-discovery has now been technologically outsourced.

आप की मेरे बारे में धारणा, आपकी सोच दर्शाती है; आपके प्रति मेरी प्रतिक्रिया, मेरा संस्कार है।

Your perception of me is a reflection of you; my reaction to you is an awareness of me.

इच्छारहित होने का दर्शन काल्पनिक आदर्श (युटोपिया) है, जबकि भौतिकता माया है।
Philosophy of wantlessness is Utopian, while materialism is a chimera.

सत् ही यथार्थ है और यथार्थ ही सत् है।
The real is rational and the rational is real.

खण्ड 'B' SECTION 'B'

- essay prompt in both Hindi and English
- The constraint here is the requirement to adhere to the given themes and stay within the specified word count.

Jugaad

Jugaad

- ① Jugaad refers to creative and resourceful approaches to solving design and interaction challenges
- ② Jugaad involves finding innovative and unconventional solutions using the available resources and technologies.

Jugaad - Example 1



- To close the door without latching, extra cushion is added.

Jugaad - Example 2



- Bicycle is secured with a pair of humble slippers!

Jugaad - Example 3



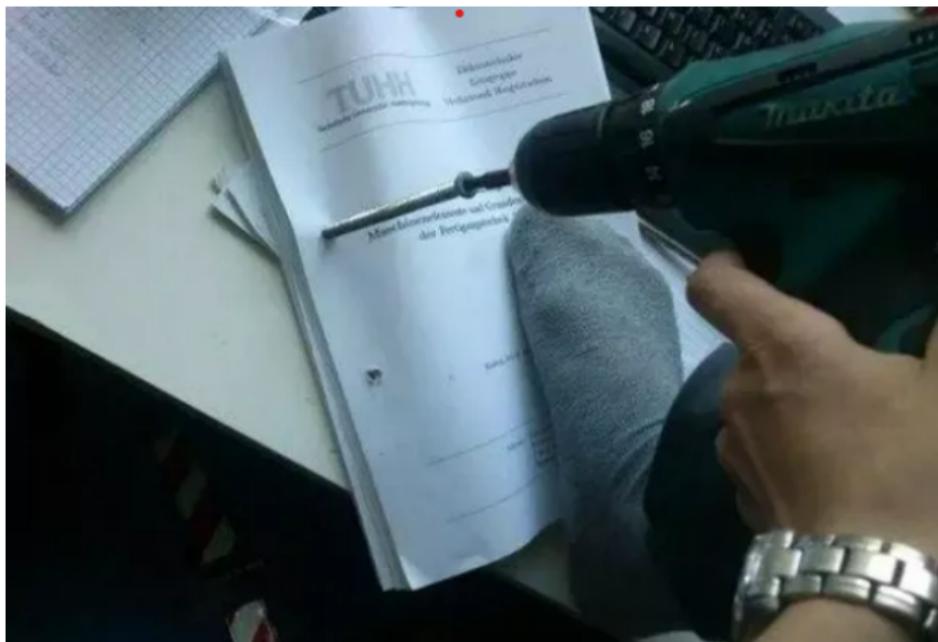
- Keeping a cold drink chilled without a refrigerator.

Jugaad - Example 4



- Makeshift mobile phone charging station, set up using a car battery, wires, and various chargers.

Jugaad - Example 5



- Using a drill machine to a screw in place through a piece of paper.

Thank You!

Any questions?

