HW1 The Good, the Bad, the Ugly/Secret

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Case 1

Shanghaitech Cloud service
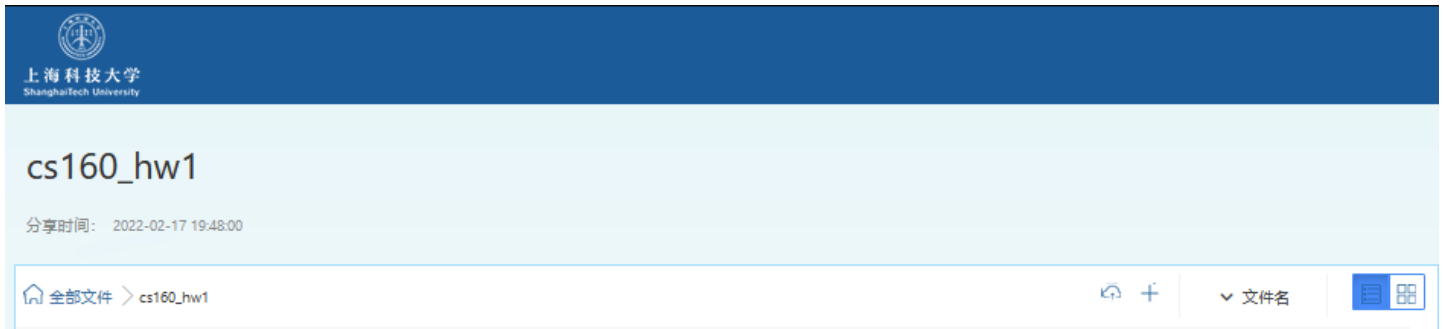

Fig1.1 overview of Shanghaitech cloud service page

Good:

    1. Clean & neat color style and page layout.

    2. Auto page scaling according to the browser window size (especially helpful for mobile device users).

    3. Functions like folder path switching and file showing style changing are convenient for file choosing.
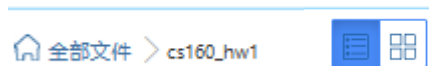

Fig1.2 folder path & showing style switching

Bad:

    1. Too much empty space, the right-top corner could be used for placing a entrance for user interface.
(From which the user can quickly switch between and create their own repositories)

    2. Uploading & new file button has no word descriptions and their functions may be misunderstood.

Fig1.3 empty corner & misleading buttons

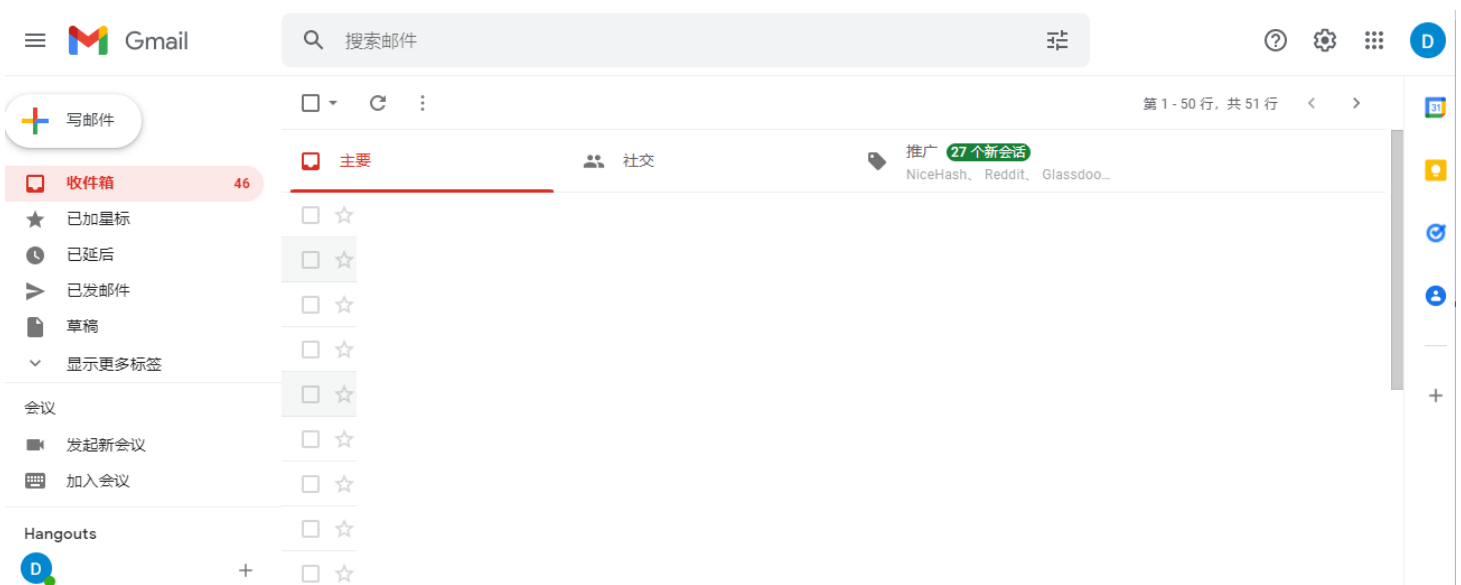## Case 2

2.1 Google Gmail main webpage

Fig2.1 Gmail webpage

Good:

    1. Clean & company-specialized UI style and page layout.

    2. Multiple additional functions arranged with different importance layers.

    3. Adequate space distribution for email preview and reading.

4. Automatic email topic classifier are helpful for picking up the important messages.

Bad:

    1. The folder layer cannot be defined freely by users, make it inconvenient to do email management.

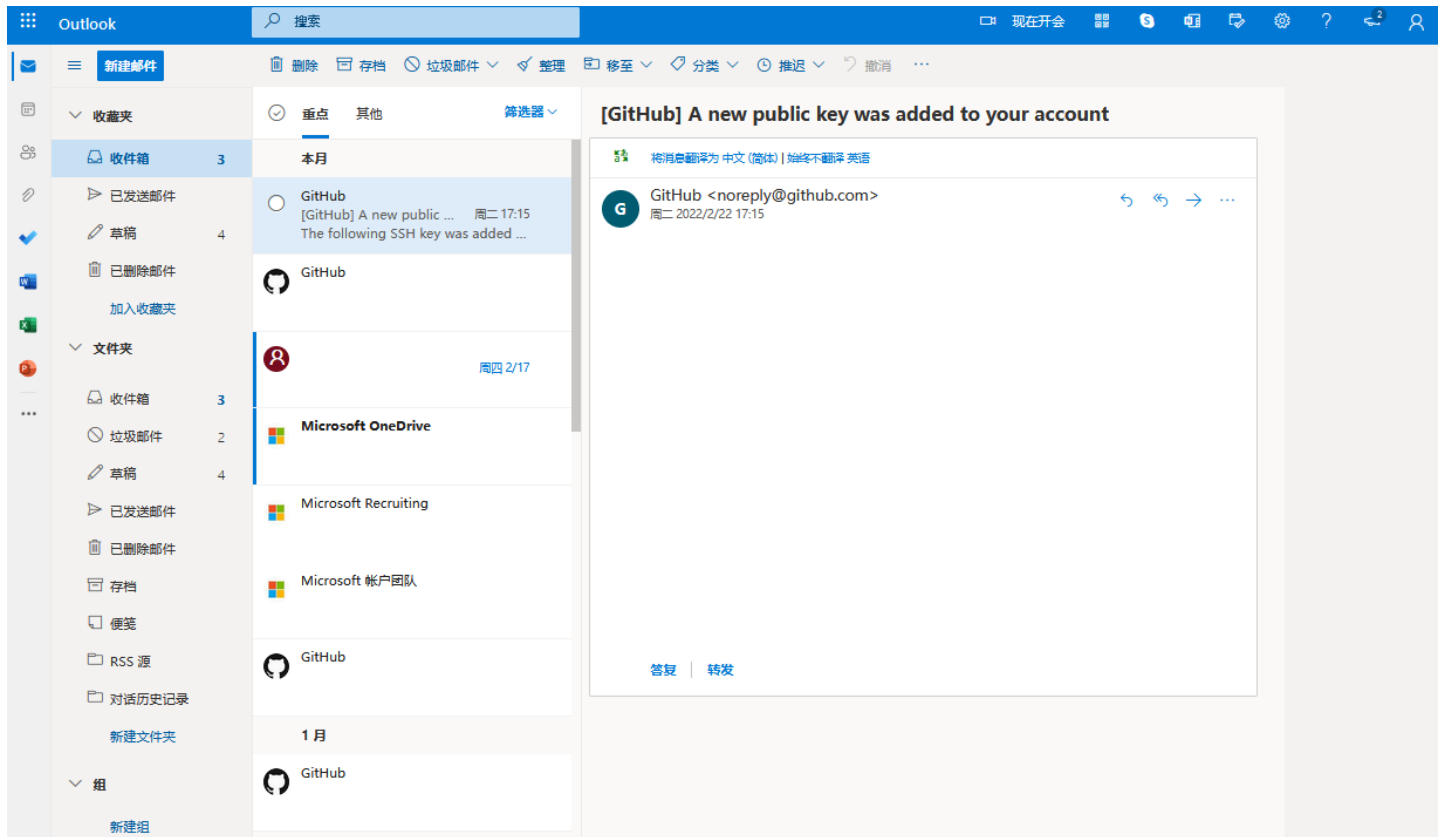### 2.2 Microsoft Outlook main web page

Fig2.2 Outlook webpage

    We can find that the page layout and arrangement are similar. The main differences lie in the additional functions: Outlook has word, excel, to-do…etc. microsoft products' entrances while Gmail has Google's.

Comparison:

Advantages:

1. The Outlook's buttons of email deleting, saving and moving are explicit, make it much more clear than the Gmail's implicit style which only shows the buttons after emails been ticked.

2. Closable and self-definable folder layers are helpful for certain using circumstances like multiple source email receiving and managing.

Fig2.3 advantages of Outlook

Case 3

Meta Oculus Quest 2 controller

Fig3.1 quest 2 controller

Good:

    1. Elegant design style with comfortable frosted surface and good gravity distribution.

    2. Gesture-guiding body & buttons shaped with proper ergonomic design makes users understand the operating logic and get used to the proper holding way easily. (*This is an amazing *'angel'* design)

Fig3.2 ergonomic gesture-guiding design

Bad:

    1. The length and thickness of the handles is not fit for users with big hand sizes, which will result in tiredness of users in long holding periods.

    2. Lack of passive links to the hands and surface friction make it possible to fall out in some extreme moves during game playing. (Actually, many third-party components have been released, trying to solve these problems.)

Fig3.3 some third-party components aimed at compensating drawbacks