HCI : Reflexion IV - Small Design Mistakes We Still Make

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The author make a list of ten small errors in design that's the ui's designers make frequently. The beginning of the paper speak about the user experience and how improve it and on the two first point I'm on the side of the author. For the first point which is, if I summarize, the users will not read all your text so don't put large paragraph. In my opinion this is true for example let's take a Wikipedia pages, no one will read all the page just key words or little sentence. The second point is in my mind a complementary of the first because is the advice of hierarchies the different component of your UI. Let's take again the Wikipedia pages, a large page will be more helpful if there is multiple section and not just a big one. Like I said before this two points are fundamentals when you design a UI. To follow my love story with the author the third point which is don't re invent the wheel is for me a good idea to, in our every day life we have many many UI well construct to assure the best UX for the user so why change it ? Yes to evolve to find news UI but if the project's goal isn't changing the world I think use the existing is a good idea. In order to finish with the point I think the author can't be critics I will skip to the point of the subtle cues. I'm agree with the authors on the mayor part of this point, yes the user don't need to search by himself what do next he must be clearly guide but I think this must be well equilibrate because if is too much evident the user can feel a little by badly considered by the people who make the products. The next point goes in this way because for the author products instruction must die. In my point of view for a sophisticated product we'll always need some instructions, it's unthinkable to remove all instruction and in the example he takes Ikea notice to assemble furniture even if he says that just picture isn't a product instruction in my mind there is. This make me think about the fact that maybe the author wasn't clear when he defines "products instruction". Another point of disagreement for me is about the conscience of people to know how a product work. The author take an example of his mother who don't care about how her air pods works but by specifying so much the profile of the user th author don't take attention to other type of user like young user which take more attention to how product work and how it's build. For the last two points is more difficult to give my opinion because he speaks about his own experience and I've never been in a case of designing a product so the only remarks that's

I can made is the following : Asking the wrong question and put too much feelings in the products is only a problem of experience and quality. I think this two qualifications that's make a good designer and for me this two errors is not due like the other to a bad practice or to bad idea but more due to a missing of a well formation. I've learned from this article two types of things. First one good practice to develop a well UI and some criteria to know at the end of this lesson if I'm a good or not designer.