Interação Pessoa-Máquina 2024/25

Assignment 1 - Good & Bad Designs

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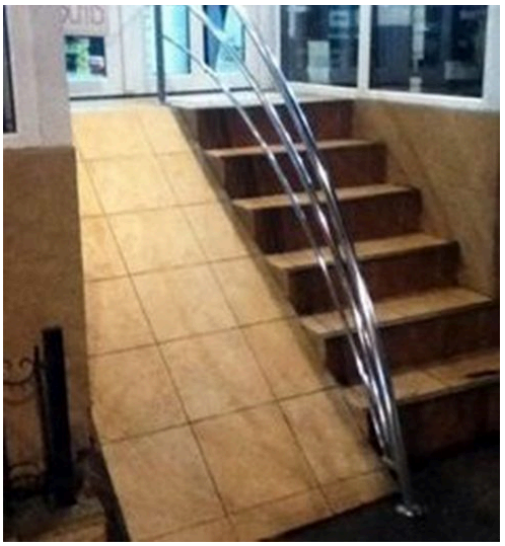
Bad Design - Steep Wheelchair Ramps

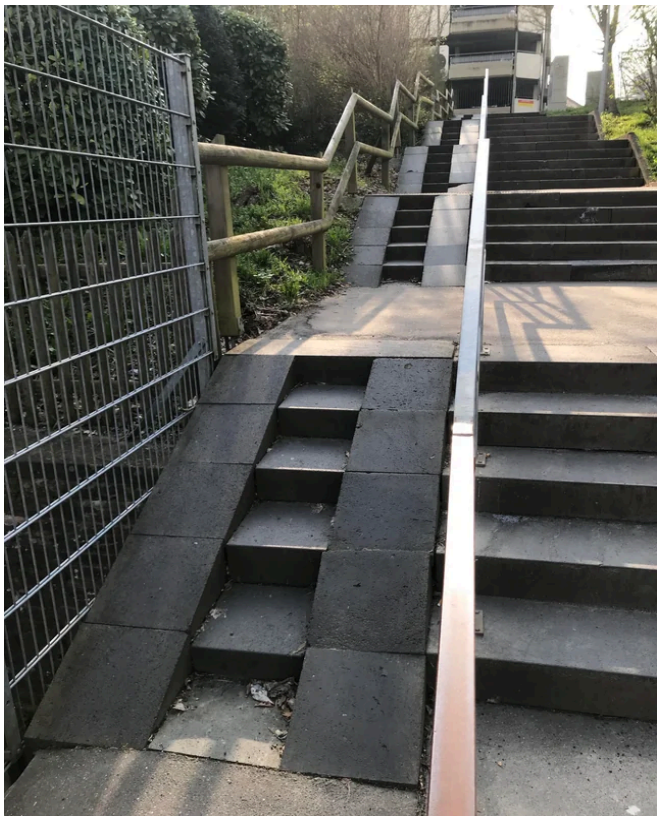


Analysis

At a first glance, all of these ramps appear to accomplish their objective - to provide accessibility for wheelchair users. However - they fail to take into consideration one of the main aspects of accessibility, that wheelchair users would surely notice. These ramps assume that a user that wants to use them is accompanied by someone else. And surely enough, if the user has someone else who can push their wheelchair up the ramp, then the design is perfectly passable. But if the user is alone, and pushing themselves around by grabbing onto the wheel rims (as a large number of people do), these seemingly accessible ramps no longer work, due to a very steep incline.

This is a result of designers not consulting wheelchair users when designing these ramps, or not following standardized incline dimensions. I hand-picked these few pictures, but unfortunately these designs are all too common in day-to-day life, and once you notice them it’s impossible to un-see them.

Designers make these ramps in order to claim that their location is wheelchair-accessible, but they don’t actually test to confirm whether it would be usable by all users. If they followed standard, or tested with users for everyday use cases, they could have prevented this. Merely having a ramp is not enough - it must be correctly adapted to the location and users.



A seemingly normal wheelchair ramp, but upon closer inspection, it is too steep to be used by a lone user.

Good Design - Improved Parking Spaces

Analysis

Despite being a simplistic change, these parking spaces are incredibly well designed. Specifically, the designers added lines on the wall that continue the ones on the floor. This is incredibly useful because, as anyone who has parked in a subterranean car park knows, it can be difficult to see the floor lines when parking, forcing you to either open your door to check or moving your mirrors down to see them.

This is a problem because, of course, moving your side mirrors or opening the door is an extra unnecessary task, and this design solves that problem. The lines are extremely simple, and don’t make the wall ugly or detract from the

design at all, but allow the driver to perfectly align themselves with the parking spot every single time, whether they're parking in reverse or forward.

The only problem with this design is that it isn't always implementable, as it can only be done in parking spaces adjacent to a wall. However, I believe that wherever it can be implemented, it should, as it's as simple as painting lines in a wall, and tremendously increases the usability of these parking spaces.