**Part 2: Justify your design based on the guidelines, principles and theories in Chapter 2 (20 points).**

* My display is simple and uniform. Every type of element looks separate and unique. Everything is labeled with text. The colors are not too bright or jarring.
* Teachers usually aren’t the most technically savvy so I decided to make the interface as simple as possible to lessen the learning curve. There is no need to use a keyboard, and with a few tweaks I could make this interface touch-screen compatible as well.

**Question 2: Name a piece of software you often use where it is easy to produce an error. Explain ways you could improve the interface to better prevent errors (15 points).**

* Bash terminal. I often forget a piece of a command when deleting full directories or using rsync. An easier way is already designed. Using a good GUI like Windows Explorer/Mac Finder can do a lot of what the terminal does and much easier, like clicking a file/folder and just hitting the delete button. Or dragging a file from one folder to another. Each of these graphical processes take more time but find it much easier than inputting a command with multiple flags.

**Question 3: Give a brief explanation of the Eight Golden Rules of Interface Design. State an example you have seen on a device, computer interface or web site that violates those rules (15 points).**

1. Strive for consistency
   1. “Consistent sequences of actions should be required in similar situations” the header the links etc. should always be consistent.
   2. Ex. The NTTA site is inconsistent with its moving menus, multiple login forms on the same page and changing colors.
2. Cater to universal usability
   1. Some users have different disabilities and backgrounds. You need to be design contentiously for these users.
   2. Ex. NTTA’s webpage is inconsistent from current standards, it has multiple log in forms on the same page in different places, menu items when you navigate to a different page.
3. Offer informative feedback
   1. There needs to be some form of feedback to the user. This can be just buttons highlighting on mouseover and on mouse click. To an actual feedback button.
   2. Ex. There is no feedback button or a support area. There is a customer service number which is only working from 8-5 on work days. Which isn’t very helpful. There isn’t even an auto attendant to answer simple questions.
4. Design dialogs to yield closure
   1. Actions should have a beginning middle and an end. Feedback should show ending, maybe just showing a button press or an actual confirmation prompt if it’s an important page.
   2. Ex. For most actions in the terminal there is no success prompt. So if you type a command and it runs quickly then there will be no indication that it ran.
5. Prevent errors
   1. The interface should be simple and easy to understand. There should be no duplicates or other issues. If the user *does* make an error, then the interface should be able to give them clear and concise information on what the error is and possibly on how to fix it.
   2. Ex. In the NTTA Login page there are two different login forms. And the create account form isn’t like what you would usually expect from a create account form so you never know what you’re supposed to be inputting or which forms should be filled out or not.
6. Permit easy reversal of actions
   1. There should *always* be some form of undo or back button.
   2. Ex. In the Terminal if you use the delete command (rm) then that data is effectively gone. You need to get a professional to recover those.
7. Support internal locus of control
   1. Let the user feel in control. If the user feels in control, then they will use your product more often and more effectively.
   2. Ex. The AT&T site doesn’t let the user feel like they are in control. It’s very difficult to find or even login to your account to just pay your bill.
8. Reduce short term memory load
   1. Simple and easy to understand. This ties in very well with rule 1, consistency. The easier your interface is to remember, the better for the user and more comfortable they will be.
   2. Ex. The terminal makes you remember every command you would want to use and then you also need to remember the flag