**Reflexión 5**

**“Are there tutorials to make tutorials?”**

**Some weeks ago, I had the opportunity to interact with a mobile app called “Ingress”, the main purpose of this interaction was to take notes about interface design of the app. As it was expected, the learning curve of the app and the UI were unique (using kind words).**

**The time required to start using the app as intended was above an hour, probably a lot more, and the developers of the program knew it, so they made something to help this problem, the app has a tutorial included.**

**Even if the rules of HCI says that a good design must be intuitive and a tutorial shouldn’t be needed to use a product, I consider that sometimes a thing is as simple as it can be, or the design of the product is just as one want it to be, and trying to change it to make it easier to use will defeat the purpose of the effort itself. In those cases, I think that a tutorial might be the best option.**

**But the problem wasn’t the use of the tutorial, the problem was the tutorial itself, as I said a tutorial must be used if a product is hard to use, and its purpose must be to help the user during the learning curve. But in this case the tutorial just made it worse.**

**The tutorial was dull and confusing, with lots of texts and few useful information, I’m sure most of the users just keep taping the screen until the tutorial ends and to make it worst the tutorial is optional, but if you skip it is impossible to continue in the game.**

**In my opinion a shorter version of the tutorial with simple instructions like press this or draw a line there will be a lot better, because It catches users attention and even if not all the information is given due the small amount of text, the help provided by the tutorial is infinitely bigger than the one the user gets by skipping it or taping the screen until it ends.**