

FACULDADE DE  
CIÊNCIAS E TECNOLOGIA  
UNIVERSIDADE NOVA DE LISBOA

# Iteração Pessoa-Máquina

Assignment 1 – Good and Bad User Interface Design

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## Good Interface Design: Umbrella Cover Machine



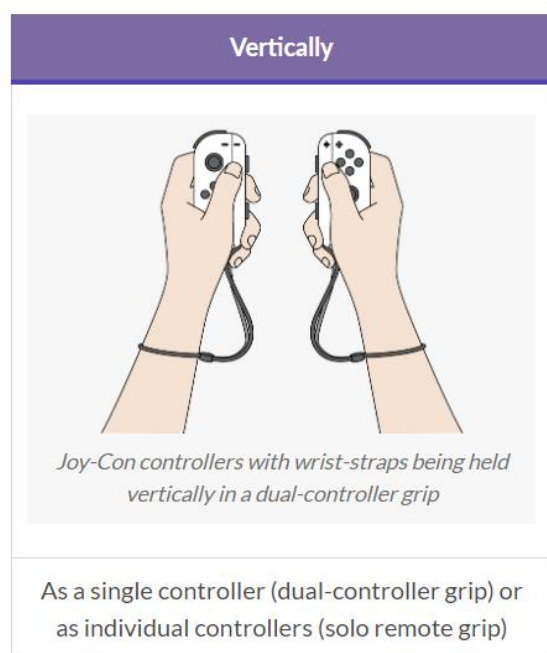
These machines provide a plastic sheath for umbrellas, so that they won't drip water indoors. It's a very practical design, very efficient and quick to use. The bags cover the entire length of the umbrella, and the machine is nailed to the floor, so it doesn't wiggle when you remove the umbrella.

## Bad Interface Design: Switch Joy-Con

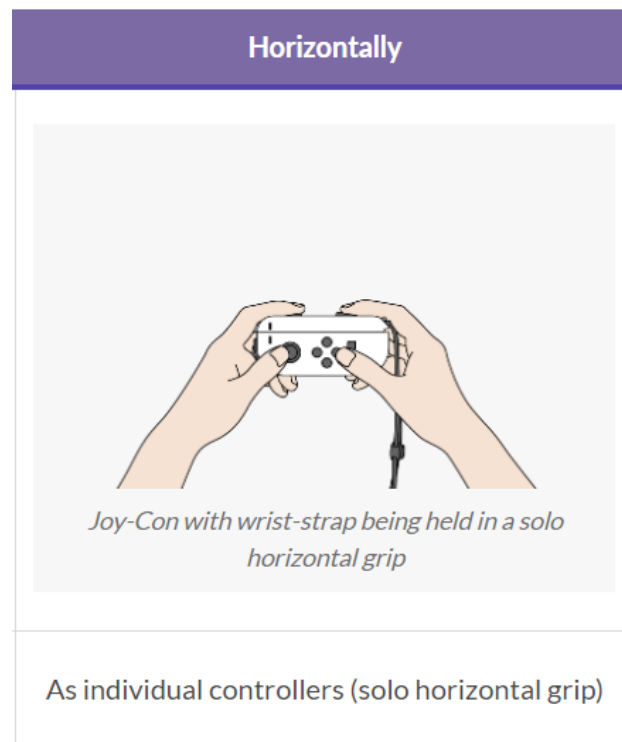


The Switch uses two Joy-Cons. These Joy-Cons can be used in 1 player mode – the image on the right – or 2 player inclusive mode – represented in the image on the left.

In single-player mode, the controller functions as any other controller. Push the joysticks to move around, the buttons to move or navigate menus. Pretty standard.



The issue lies with the multiplayer version of the joy-cons, where you separate each joy-con per player.



When you use only one of the joy-cons, the control scheme changes. The joystick functions as correctly, but the buttons change functions. The change from two joy-cons to one makes it difficult to track what button does what, and it leads to many errors when navigating menus and closing applications.

The solution here would be to maintain the two joy-con configurations. It's much easier to hold the controller vertically when you want to navigate the menu, then it is to remember an entirely new control scheme.