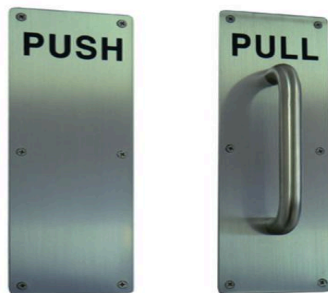# Assignment 1 - Simão Carrasco 59208

Good user interface design - Push/Pull Door Handles

Objective of the Interface:

To provide clear, intuitive guidance for how to open a door, reducing confusion and preventing errors.

Good Aspects:

- **Physical Affordance**: The flat surface on the "push" side naturally discourages pulling, while the handle on the "pull" side intuitively invites users to grab it. This design doesn't require labels or instructions, as the door itself "communicates" how it should be used.
- **Consistency and Accessibility**: Because this design approach is consistent across many buildings, it creates an expectation for users, making navigation easier and faster, even in unfamiliar places.
- **Reduced Error and Frustration**: By eliminating the need for signs, users don't waste time figuring out how to open the door, reducing the chance of error or embarrassment.

Why It's Good:

The shape of these door handles suggests its intended action. By using visual and tactile cues that align with our natural inclinations (push on a flat surface, pull on a handle), this door design simplifies interactions and improves user experience.

Bad user interface design - Apple Magic Mouse charging

Objective of the Interface:

To enable users to charge their Apple Magic Mouse, allowing it to continue operating wirelessly and seamlessly when it has sufficient charge.

Bad Aspects:

- **Inability to Use While Charging**: The charging port is located underneath the mouse, meaning it must be turned upside down to charge. This makes it impossible to use the mouse while it's plugged in.
- **Break in User Flow**: When the mouse unexpectedly runs out of charge, users must stop their work completely to charge it for a few minutes, disrupting their workflow.

Why It's Bad:

This design interrupts the functionality of the mouse by making it entirely unusable during charging. For users who rely heavily on uninterrupted access to their input devices, even a few minutes can be frustrating, especially since competing wireless mice allow charging while in use. This placement can feel like an oversight that sacrifices basic functionality for form.

Why Apple Might Have Designed It This Way:

Although the design seems inconvenient, Apple may have intentionally placed the charging port in this location to reinforce a "wireless-first" philosophy. The Magic Mouse charges quickly—3 minutes provides a day's worth of usage, and 2-3 hours can power it for weeks. This fast-charge capability likely encourages users to adopt habits where they remember to charge it periodically, rather than plugging it in to use indefinitely. Additionally, Apple's design philosophy tends to emphasize a clutter-free workspace. By discouraging prolonged tethering of the mouse to a cable, Apple may be nudging users toward a "wireless-only" mindset, promoting a shift in behavior that aligns with their vision of a wireless future.

Suggested Improvements:

- **Alternative Port Placement**: Moving the port to the front of the mouse, like some other wireless mice, would allow charging without interrupting use.
- **Indicator for Low Battery**: Including a clear battery indicator would give users advance warning to charge it when convenient, minimizing disruption.