

Software User Interface and User Experience

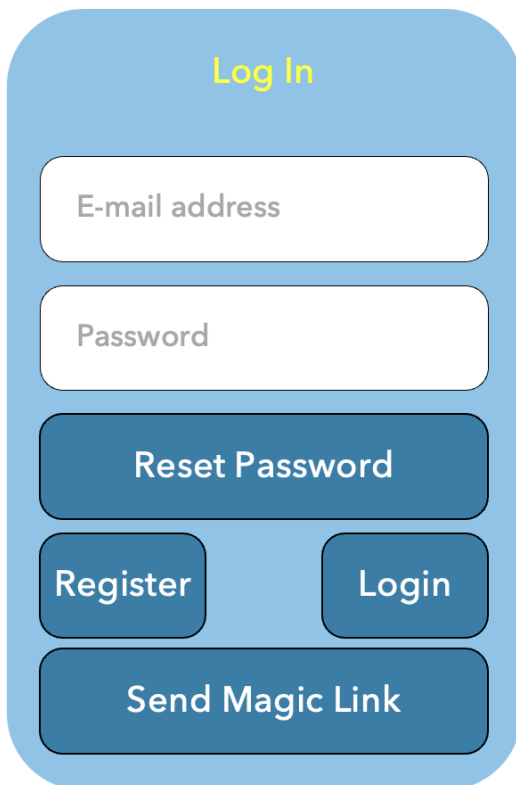
Exercise #1

Maximum Points: 10

Name:

This exercise investigates what makes good vs. bad design and how we can improve an existing design. It aims to start thinking about and distinguishing what makes a design useful and effective to users. Additionally, it introduces us to thinking about design from a variety of users.

Consider the following *Login* UI for a mobile app (or mobile version of a website).



1. What are the issues with this UI? Your answer should discuss at least 3 issues *with the rationale for them being poor design*. [2 points]

Issue 1: The login and register buttons should be the first buttons listed because they are the most used buttons. They are also too small compared to the other buttons which may be frustrating for some users.

Issue 2: The reset password button is way too large and it should likely be a different color. Resetting a password is usually a bigger process and something to consider after logging in fails. It would make more sense to not be the first button.

Issue 3: The send magic link button is not descriptive enough and to some users may make no sense. On top of that, it's in a location that doesn't make much sense.

Issue 4: The yellow log in text at the top is redundant. People know that this is the login page so it's not necessary to repeat it. People could also mistake it for the login button. Instead it would make more sense to give instruction on what to do for people who don't know what the page is for. This would also make it clear that it is not a button.

2. Using the PowerPoint template, modify the UI to improve it. **[1 points]**

Please enter your username and password.

E-mail address

Password

Register Login

Reset Password

3. Discuss/Explain why the changes improve the UI. **[1 point]**

I made the login and register buttons the first buttons you see and made them larger. I also made the reset password button smaller and red so it's easily identifiable and people don't accidentally press it. I changed the text at the top to be more instructional so that people know what to do. Finally I removed the magic button because it may make more sense elsewhere or could be redesigned to be more descriptive.