**Software User Interface and User Experience**

**Exercise #5**

Maximum Points: 10

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| **Name:** |  |

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| ***Objective*** |
| This exercise investigates how UI’s can leverage familiar knowledge to aid users with understanding a UI. The exercise involves assessing and critiquing icons and identifying effective visualizations in existing software. |

**Consider the following App icons for Google Authenticator:**



1. Which icon has better usage of interface metaphor? Explain you answer (providing support for your choice and critiquing the other). **[2 points]**

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1. Consider your laptop or phone (the system UI not external software). How does it effectively use interface metaphors? Provide at least 2 examples (should include the image) with your explanation. **[2 points]**

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