THE ISSUES WITH THE DESIGN

Although it is one of the best elevator interfaces out there where most things like floor numbers, emergency button etc are clearly stated, there are still few areas it can improve on.

- First of all, there are three random White circles on the board that do nothing and could confuse some people. For more clarity, I recommend removing them.
- Then there are a few things on the two red mini boards on the main elevator board to the left and right of floor buttons, that may be confusing to some people. Like someone coming to the elevator first time may not know what ATLC represents or what PS 3000 – QL is and how to get there or what QM – Z is and how to get there. To remedy this issue, I will add a brief description but that will require a bigger board and that may be a problem depending on the architecture of elevator. One solution is to just have interactive touch screens instead of mini board that will describe all these terms and what they represent.
- Another problem is things like "Further Demand", the keys two circles that take in a key which it doesn't specify what each key represents. Adding in a description will help passengers.

COMMON THINGS I USE

- For the most part the buttons I will use are either up or down button outside the elevator to call the elevator and then the floor buttons.
- The use of door open and door close buttons is little less frequent for me than floor buttons and up and down buttons, but I still use them very frequently.
- Buttons like "Push the alarm" is something that would be used on very rare occasions where for some reason elevator shuts down mid trip. I thank fully had never had to use it.
- For the most part this design makes it very easier, almost everything I use is very clear. The only thing that may be improve is the "Push the alarm" button as, although it is a common knowledge that the alarm is generally for an emergency, a little description on the side could help some people.

HOW USER INTERACTS WITH THIS ELEVATOR

Almost all the interaction between user and the elevator is done through the circle buttons such as

- User can press circle with up arrow to call elevator that will go up or press down arrow to call elevator that will go down
- User can tell elevator what floor to go to with floor buttons and tell it to open or close doors by pressing on open door or close door buttons signified by relevant arrows.
- Fire fighters can interact with elevator through fire fighter buttons

HOW THE ELEVATOR HELP USER FIGURE OUT HOW TO USE IT

For the most part it helps user through symbols like different arrows, the alarm clock sign signifying emergency. It also has descriptions of different things in mini boards or fire fighter commands are engraved in the elevator.

HOW THE ELEVATOR GIVES FEEDBACK TO THE USER

The elevator uses a screen which outside of elevator is right on top of the door that shows what floor the elevator is. When the elevator arrives to the user, it will show the floor at which user is on.
Inside the elevator there is screen on top of the board that shows user what floor they are on. When the user reaches his desired floor that he told the elevator to go through buttons board, Elevator has one ring and then the door opens automatically.

COMMON MISTAKES THAT CAN BE MADE WITH CURRNET DESIGN

Common mistakes that can be made with current design include confusion between door open and door close functions. Assuming "M" doesn't represent a floor and not knowing difference between S1 and G.

IMPROVEMENTS TO CURRENT DESIGN

FLOOR BOARD

B   G   OPEN DOOR

M   S1   CLOSE DOOR

S2   S3   ALARM

S4   S5

→ "B" represents Basement
→ "M" represents Mezzanine Floor
→ "G" represents ground floor
→ "S" represents stacks

I will get rid of fire fighters buttons altogether

SERVICE BOARD

Service Board will have different keys for maintenance