X7II050 – User Interface And Design

Part 1: Design Flaws & Broken Interfaces…And The Ones That Work

5 Design Flaws That Ruined Otherwise Smart Gadgets: (Available on Madoc)

For each of the five examples, sum up/rephrase the problem in one sentence, and say which design rule has been broken.

1. Problem: The edge is too sharp, it fells like a blade is going through your wrist.…………………………………………………

Broken rule: No product shall forget about the user experience of main feature which is typing.

1. Problem: the turning page button is too sensitive

Broken rule: Products shall not be so sensitive that user has to focus on a button instead of enjoying the main purpose.

1. Problem: the user has to make a choice between watching TV or receiving class/texts

Broken rule: a mobile phone must be able to receive texts and class anytime

1. Problem: the wiimote is too slippery, not efficient with the way it must be used

Broken rule: the company forgot about the safety part of the device

1. Problem: the screen in unresponsive

Broken rule: Forgot about the user experience

Speaking - Your Own Examples:

1. You’ve just seen broken rules, but a “broken” interface is something different. In that case, “broken” (slang) means naze, nul, raté
2. Give a personal example of the most annoying design flaw or infuriatingly broken user interface you have ever come across. Prepare a short (1-2 min max) oral explanation to the class.

The university's website has a poor interface. You need to log on to access your information and then if you want to check your emails you need to log on again. Same for madoc and well every feature of the website.

1. Take a vote: which of the students’ examples was indeed the worst design flaw ever? (You may debate)

Speaking – Your Favorite Existing Design Idea

1. Prepare a short oral presentation to the class about your favorite smart design idea from an existing product. Insist on why you think this feature is a welcome innovation and makes life easier.

I bought a back pack last year, the design was so good i've been able to travel with so much stuff without even noticing.   
Why was it nice, because the overall weight was well balanced, it was also really small and secured.

1. Take a vote: which of the student’s examples is the smartest idea? (You may debate)

Part 2: Tech Design Past, Present And Future

A Visual History of The Mobile Phone:

Now take a look at [the 70 year history of cell phones](http://www.businessinsider.com/complete-visual-history-of-cell-phones-2011-5?op=1)…(Also available on Madoc)

1. Who developed the first mobile or portable phones?

……………………………

1. Who were the first civilian users of portable phones? …………………………………………………………………
2. Give three problems that prevented such phones from becoming popular before the mid 80’s:
3. What features were included in early “smartphones” besides phone?
   1. ………………………………………………
   2. ………………………………………………
4. Why did iOS and Android smart phones become more popular than PDA-phones, although most of the features were not new? ……………………………………………………………………………………………………………………………………………………………………………………
5. In the history of mobile phones, what do you think are the three most important breakthroughs in terms of…
   1. …features:
      1. ………………………………………………
   2. …design:

Breakthroughs and Innovations:

Watch the [Phonebloks Video](http://www.youtube.com/watch?v=oDAw7vW7H0c). (Also available on Madoc)

1. What are the technical difficulties associated with such a project?

Leaders on the market don't want this project to succeed, at the moment it s just a prototype.

1. What would it take to make it feasible?

Money, time and patent

1. What do you think of the design idea? Would you buy such a phone?

It's awesome and I would definitely buy it if I could

Watch [The Future of Design](http://www.youtube.com/watch?v=xNqs_S-zEBY). (Also available on Madoc)

1. According to Elon Musk, what is the problem with current user interfaces in industrial design? Manipulating 3D objects with 2D interfaces

1. In this video, what kind of object does he interact with?

A rocket engine

1. Thanks to the new interface, what specific gestures can be used to interact with the object? You can grab it, move your hands to translate it, spin your fingers to spin the model….
2. Elon Musk’s interface seems to have a little design flaw, breaking one of the rules from part 1. Which one? Products shall not be so sensitive that user has to focus on a button instead of enjoying the main purpose ……………………………………………………………………………………………………………………………………………………………………………………
3. List various hardware parts used in order to interface with the software:
   1. Camera
   2. Occulus rift
   3. 3D Glasses
   4. Glass projection
4. Explain the benefits of using 3D laser metal printer to make a prototype of the virtual model. You can easily make a 3D prototype and then print it. It s way faster than building like in factories.
5. Do you agree with Elon Musk’s conviction that his technique is going to revolutionize industrial design and manufacturing in the 21st century?

For me, this technologies is not a revolutionary technologies for user interface. All is possible with a simple mouse. This technologies is just a other way to manipulate 3D object. It's very practice with 3D glasses or headset VR but useless for simple computer using.

Writing - The Future of Design & Interfacing: Your Vision

Write a 250-word editorial describing your vision of the future of technological design and user interface.

***Bad interface :***

when you start app, and wait that it's full loading and, when you want to clik on object in interface, ads suddenly pop so you click on ads, not on the object you wanted, It's very infuriating.